CELERRITY Bard Level	KNOWN SPELLS
CLLLDINIII	
SPELLS Spells Spell Spells Base Bonus Spells	0
Known Save DC per day Spells	
CHAA CHAA	
1 0000	1
2	
3 0000	
4 0000	
5 000	
6	
Spell Save DC = 10 + CHA + Spell Level	
Concentration = CHA + Caster Level	
ARCANE SPELL FAILURE THRESHOLD	
Bards can wear light armor without risking	
spell failure. BARDIC PERFORMANCE	
DIIDATION Pord	
PER DAY Level Misc	
rds = 2 + (× 2) + CHA +	4
Rounds DDD DDD	
Today	
WILL SAVE DC Bard Level	
= 10 + (÷ 2) + CHA	
Level Begin or switch a bardic performance as a move action, rather than as a standard action.	
PERFORMANCES	6
COUNTERSONG	<u> </u>
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw	
DISTRACTION	FAMOUS
Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw	Area of fame Level
FASCINATE Bard	
MAX AUDIENCE Level	5 Large town or small group of towns 5,000 people 9 City or group of towns 25,000 people 42 utility 43 to 100 people 45 to 10
= ÷ 3 (Round up)	
Level INSPIRE COMPETENCE	13 Large city state and surrounding area 100,000 people
3 +	BARDIC KNOWLEDGE
GATHER CROWD Bard Level	KNOWLEDGE Bard Misc BONUS Level
5 Size of Performance	= (+ 2) + Apply this bonus to all knowledge skills
audience result	bards can use an knowledge skins untrained
6 Suggest actions to one already fascinated creature	WELL-VERSED
Level SHINING STAR	Level Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.
8 Fascinated creates take -4 to break free of the effect, and make a will save to break free even when being attacked	VERSATILE PERFORMANCE
Level INSPIRE GREATNESS MAX AFFECTED	Use bonus in place of Use bonus in place of
2 Bonus hit dice + 2d10 (including CON)	☐ Act Bluff, Disguise ☐ Oratory Diplomacy, Sense Motive
+ ZuTo (Including CON)	□ Comedy Bluff, Intimidate □ Percussion Handle Animal, Intimidate □ Dance Acrobatics, Fly □ Sing Bluff, Sense Motive
Level SOOTHING PERFORMANCE 12 Mass Cure Serious Wounds	Voyboard String Pluff Diplomacy
Removes the fatigued, sickened and shaken conditions	Instruments Diplomacy, Intimidate Wind Instruments Diplomacy, Handle Animal
Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance	
Level INSPIRE HEROICS MAX AFFECTED	JACK OF ALL TRADES
+ 4 to all saving throws + 4 to AC	Level 10 Use any skill as if you were trained
Level MASS SUGGESTION	Level
18 Suggest actions to already fascinated creatures	16 All skills are considered class skills
Level DEADLY PERFORMANCE 20 Cause an enemy to die of joy or sorrow	Level Able to take 10 on any skill