

# MAGICIAN

(BARD)

Bard  
Level

## KNOWN SPELLS

### SPELLS

| Spells Known | Spell Save DC | Spells per day | = | Base Spells | + Bonus Spells   |
|--------------|---------------|----------------|---|-------------|--|
|              |               | 0              |   |             | CHA - 4<br>CHA - 8<br>CHA - 12   |
|              |               | 1              |   |             | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|              |               | 2              |   |             | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|              |               | 3              |   |             | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|              |               | 4              |   |             | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|              |               | 5              |   |             | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|              |               | 6              |   |             | <input type="checkbox"/> <input type="checkbox"/>                          |

Spell Save DC = 10 + CHA + Spell Level

Concentration  = CHA + Caster Level

### ARCANE SPELL FAILURE THRESHOLD

% Bards can wear light armour without risking spell failure.

### BARDIC PERFORMANCE

**DURATION PER DAY** Bard Level Misc

$$\text{rds} = 2 + (\text{CHA} \times 2) + \text{CHA} +$$

Rounds Today ☐☐☐ ☐☐☐ ☐☐☐

**WILL SAVE DC** Bard Level  
 = 10 + (CHA ÷ 2) + CHA

Level 7 Begin or switch a bardic performance as a move action, rather than as a standard action.

### PERFORMANCES

#### DISTRACTION

Counter magical effects that depend on sight.

Allies within 30ft use Performance roll in place of a saving throw

**FASCINATE** Bard Level  
**MAX AUDIENCE**

$$\text{MAX AUDIENCE} = \text{CHA} \div 3 \quad (\text{Round up})$$

**DWEOMERCRAFT** Bard Level

$$+ \text{CHA} = (\text{CHA} + 1) \div 6$$

Bonus to caster level checks, Concentration and spell attacks to allies within 30ft who can see and hear you

Level **INSPIRE COMPETENCE**

$$3 + \text{CHA}$$

Level **SUGGESTION**

6 Suggest actions to one already fascinated creature

Level **SPELL SUPPRESSION**

8 Counter any identified spell of a level less than the number of rounds of performance, as Dispel Magic

Level **INSPIRE GREATNESS** **MAX AFFECTED**

$$9 \text{ MAX AFFECTED} = 2 \times (\text{d10} + \text{CON}) \text{ temporary hit points, } +2 \text{ attack, } +1 \text{ fortitude save}$$

Level **SOOTHING PERFORMANCE**

12 Mass Cure Serious Wounds  
Removes the fatigued, sickened and shaken conditions

Level **METAMAGIC MASTERY**

14 Apply instant metamagic; this ends the performance

Level **INSPIRE HEROICS** **MAX AFFECTED**

$$15 \text{ MAX AFFECTED} = \text{CHA} + 4 \text{ to all saving throws } + 4 \text{ to AC}$$

Level **MASS SUGGESTION**

18 Suggest actions to already fascinated creatures

Level **DEADLY PERFORMANCE**

20 Cause an enemy to die of joy or sorrow

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## MAGICAL TALENT

**MAGICAL TALENT** Bard Level  
**BONUS**

Misc

$$\text{BONUS} = (\text{CHA} \div 2) + \text{CHA}$$

Apply this bonus to Knowledge (arcana), Spellcraft and Use Magical Device

### EXTENDED PERFORMANCE

Level

2

Sacrifice a spell to extend your performance by a number of rounds equal to the spell level  
Only once per performance Duration does not apply to Spell Suppression

### EXPANDED REPERTOIRE

**BONUS SPELLS**

Level

2

$$\text{BONUS SPELLS} = (\text{CHA} + 2) \div 4$$

Bonus spells may come from any arcane spellcaster's list of available spells

## ARCANE BOND

**BONDED OBJECT**

Level

5

## WAND MASTERY

Level

10

Use your own CHA bonus for calculating the DC of wands

Level

15

Use your own caster level for calculating the DC of wands