MAGICIAN Bard Level	KNOWN SPELLS
(BARD)	·
SPELLS	·
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	0
CHAA CHAA CHAA CHAA CHAA CHAA CHAA CHAA	
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2	
3	1
4	
5	
6	
Spell Save DC = 10 + CHA + Spell Level	2
Concentration = CHA + Caster Level	
ARCANE SPELL FAILURE THRESHOLD	. —————————————————————————————————————
Bards can wear light armour without risking spell failure.	
BARDIC PERFORMANCE	3
DURATION Bard Misc PER DAY Level	
rds = 2 + (× 2) + CHA +	
Rounds OOO OOO OOO OOOO Today OOO OOOO	
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	
DISTRACTION Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw	5
FASCINATE Bard MAX AUDIENCE Level	
= ÷ 3 (Round up)	
DWEOMERCRAFT Bard Level	
+ = $($ $+$ 1 $) ÷ 6$	6
Bonus to caster level checks, Concentration and spell attacks to allies within 30ft who can see and hear you	
Level INSPIRE COMPETENCE	MACICAL TALENT
3 +	MAGICAL TALENT MAGICAL TALENT Bard Level Misc
Level SUGGESTION 6 Suggest actions to one already fascinated creature	= (Apply this bonus to Knowledge (arcana), Spellcraft and Use Magical Device
Revel SPELL SUPPRESSION 8 Counter any identified spell of a level less than the number or rounds of performance, as Dispel Magic	
Level INSPIRE GREATNESS MAX AFFECTED	2 Only once per performance Duration does not apply to Spell Suppression
9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save	EXPANDED REPERTOIRE BONUS
Level SOOTHING PERFORMANCE 12 Mass Cure Serious Wounds	Level SPELLS Bard Level Bonus spells may come from any arcane
Removes the fatigued, sickened and shaken conditions Level METAMAGIC MASTERY 14 Apply instant metamagic; this ends the performance	spellcaster's list of available spells ARCANE BOND
INCDIDE HEDOICS MAY AFFECTED	Level BONDED OBJECT
+ 4 to all saving throws + 4 to AC	5 WAND MASTERY
Level MASS SUGGESTION 18 Suggest actions to already fascinated creatures	Level 10 Use your own CHA bonus for calculating the DC of wands
Level DEADLY PERFORMANCE 20 Cause an enemy to die of joy or sorrow	Level 15 Use your own caster level for calculating the DC of wands