

ARCANE DUELIST

(BARD)

Bard
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+ Bonus Spells
		0			CHA - 4 CHA - 4 CHA - 8 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"/> <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

rds = 2 + (× 2) + CHA +

Rounds Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILL SAVE DC Bard Level

= 10 + (÷ 2) + CHA

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

PERFORMANCES

RALLYING CRY

Rally dispirited allies. Allies within 30ft use your Intimidate roll in place of a saving throw against fear, every turn.

DISTRACTION

Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw.

FASCINATE MAX AUDIENCE Bard Level

= ÷ 3 (Round up)

INSPIRE COURAGE

+ Bonus against charm and compulsion effects
Bonus to attack and damage rolls

Level INSPIRE COMPETENCE

3 +

Level BLADETHIRST Level

6 = (÷ 3) - 1 (Round down)
Enhancement bonus to one weapon or natural weapon

Level DIRGE OF DOOM

8 Cause enemies within 30ft to become shaken

Level INSPIRE GREATNESS MAX AFFECTED

9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save

Level SOOTHING PERFORMANCE

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

Level FRIGHTENING TUNE

14 Enemies are frightened and flee your performance

Level INSPIRE HEROICS MAX AFFECTED

15 + 4 to all saving throws
+ 4 to AC

Level MASS BLADETHIRST

18 +4 to 2 allies, +3 to 3, +2 to 4 or +1 to more than 4

Level DEADLY PERFORMANCE

20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

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6

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☐ ☐ ☐

BONUS FEATS

Level

DAMAGE BONUS

Caster
Level

1 ☐ Arcane Strike

+ = 1 + (÷ 5)

2 ☐ Combat Casting
+4 to Concentration checks to cast a spell defensively or while grappled

6 ☐ Disruptive
+4 DC to enemies casting defensively within your threatened area

10 ☐ Spellbreaker
Enemies that fail their check to cast defensively in your treated area provoke attacks of opportunity

14 ☐ Penetrating Strike
Bypass up to 5 points of damage reduction (not including damage reduction without a type)

18 ☐ Greater Penetrating Strike
Bypass up to 10 points of damage reduction (or 5 for damage reduction without a type)

ARCANE BOND

Level

BONDED OBJECT

5

ARCANE ARMOUR

Level

10 Medium Armour Proficiency

Cast spells in medium armour with no risk of spell failure

Level

16 Heavy Armour Proficiency

Cast spells in heavy armour with no risk of spell failure