

Bard
Level

SPELLS

Spell Save DC = 10 + CHA + Spell Level

Concentration = CHA + Caster Level

	Bards can wear light armour without risking spell failure.
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BARDIC PERFORMANCE		
DURATION	Bard	Misc

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

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

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

$$\frac{\text{FASCINATE MAX AUDIENCE}}{\text{Bard Level}} = \frac{\quad}{3} \quad (\text{Round up})$$

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

Level	-----
3	+

Level	SUGGESTION
6	Suggest actions to one already fascinated creature

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 10 DANCE OF THE DEAD Create zombies or skeletons as Animate Dead

Level	SOOTHING PERFORMANCE
12	<p>Mass Cure Serious Wounds</p> <p>Removes the fatigued, sickened and shaken conditions</p>

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 SUGGESTION
18	Suggest actions to already fascinated creatures

Level	DEADLY PERFORMANCE
20	Cause an enemy to die of joy or sorrow

KNOWN SPELLS

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1

2

3

4

5

6

BARDIC KNOWLEDGE

KNOWLEDGE BONUS	Bard Level	Misc
<div></div>	$\left(\div 2 \right) +$	

Apply this bonus to all knowledge skills
Bards can use all knowledge skills untrained

HAUNTED EYES

Level		
2	+4	Bonus applies to saving throws against fear, energy drain, death effects and necromancy

SECRETS OF THE GRAVE

KNOWLEDGE
BONUS Bard Level
 2 = ÷ 2 Bonus applies to Knowledge (religion) checks made to identify undead creatures and their abilities

A dirge bard may use mind-affecting spells to affect even mindless undead

At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list

HAUNTING REFRAIN

Use Perform (keyboard) or Perform (percussion) in place of Intimidate to demoralise and opponent

Level **PERFORMANCE**
5 **BONUS** Bard Level

= ÷ 2

SAVING THROW
DC BONUS = Bard Level ÷ 5