

STREET PERFORMER

(BARD)

Bard
Level

SPELLS

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

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
 = ÷ 3 (Round up)

DISAPPEARING ACT
HIDDEN ALLIES Bard Level
 = (+ 1) ÷ 6
Allies are treated as invisible; cannot include yourself

Level 3 **HARMLESS PERFORMER**
Enemies that fail a will save cannot attack the Bard
Concentration allows a spell to affect a different target

Level 6 **SUGGESTION**
Suggest actions to one already fascinated creature

Level 8 **DIRGE OF DOOM**
Cause enemies within 30ft to become shaken

Level 9 **MADCAP PRANK**
☐ Blinded ☐ Dazzled ☐ Deafened
☐ Entangled ☐ Fall prone ☐ Nauseated

Level 12 **SOOTHING PERFORMANCE**
Mass Cure Serious Wounds
Removes the fatigued, sickened and shaken conditions

Level 14 **FRIGHTENING TUNE**
Enemies are frightened and flee your performance

Level 15 **SLIP THROUGH THE CROWD**
Allies affected by Disappearing Act gain Greater Invisibility

Level 18 **MASS SUGGESTION**
Suggest actions to already fascinated creatures

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

KNOWN SPELLS

0

1

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STREETWISE

STREETWISE BONUS Bard Level Misc
 = (÷ 2) +
Applies to • Bluff, Disguise and Knowledge (local)
• Sleight of Hand, Diplomacy, and Intimidate checks made to influence a crowd
• Diplomacy checks to gather information

GLADHANDLING

Earn double money from a public performance
Use Bluff in place of Diplomacy to improve a creature's attitude for 1 minute; after that, their attitude worsens

WELL-VERSED

Level 2 +4 Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

VERSATILE PERFORMANCE

	Use bonus in place of...		Use bonus in place of...
<input type="checkbox"/> Act	Bluff, Disguise	<input type="checkbox"/> Oratory	Diplomacy, Sense Motive
<input type="checkbox"/> Comedy	Bluff, Intimidate	<input type="checkbox"/> Percussion	Handle Animal, Intimidate
<input type="checkbox"/> Dance	Acrobatics, Fly	<input type="checkbox"/> Sing	Bluff, Sense Motive
<input type="checkbox"/> Keyboard Instruments	Diplomacy, Intimidate	<input type="checkbox"/> String	Bluff, Diplomacy
		<input type="checkbox"/> Wind Instruments	Diplomacy, Handle Animal

QUICK CHANGE

Level 5 **TAKE 20 PER DAY** Bard Level
 = (+ 1) ÷ 6
Don as disguise as a standard action, with a -5 penalty
Take 10 on Bluff and Disguise checks
Take 20 on Bluff and Disguise checks (limited uses)
Use Bluff to create a diversion to hide as a swift action

JACK OF ALL TRADES

Level 10 Use any skill as if you were trained

Level 16 All skills are considered class skills

Level 19 Able to take 10 on any skill