

# ARCANE DUELIST

## (BARD)

Bard  
Level

### SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+ Bonus Spells
		0			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

### FALHA ARCANA THRESHOLD

% Bards can wear light armour without risking spell failure.

### BARDIC PERFORMANCE

DURAÇÃO  
PER DAY

Bard  
Level

Misc

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

Rounds Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

VONTADE RESISTÊNCIA  Bard Level

$$= 10 + (\text{CHA} \div 2) + \text{CHA}$$

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.

#### FASCINAR

MAX AUDIENCE Bard Level

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

#### INSPIRE COURAGE

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

#### INSPIRE COMPETENCE

Level 3 +

#### BLADETHIRST

Level 6  =  $(\text{CHA} \div 3) - 1$  (Round down)  
Enhancement bonus to one weapon or natural weapon

#### DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

#### INSPIRE GREATNESS

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

#### SOOTHING PERFORMANCE

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

#### FRIGHTENING TUNE

Level 14 Enemies are frightened and flee your performance

#### INSPIRE HEROICS

Level 15  + 4 to all saving throws  
+ 4 to AC

#### MASS BLADETHIRST

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

#### DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

### KNOWN SPELLS

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

### BONUS FEATS

Level

#### DAMAGE BONUS

Caster  
Level

1 ☐ Arcane Strike

$$+ \text{CHA} = 1 + (\text{CHA} \div 5)$$

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