SONGHEALER Bard Level	KNOWN SPELLS
(BARD)	
SPELLS	0
Spells Spell Spells = Base + Bonus S	ipells
	27 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
<b>o</b> HO A A A	
1 77	<b>1</b>
2 0	
3	
4	
5	2
6	
Spell Save DC = 10 + CHA + Spell Level	
Ca	ster
Concentration = CHA +	
ARCANE SPELL FAILURE THRESHOLD	
Bards can wear light armour without riskin spell failure.	
open randre.	
ВARDIC PERFORMANCE  длительность  Вага	
в день Level	Misc 4
$_{rds} = 2 + ( \times 2) + CHA +$	
Rounds	
WILL SAVE DC Bard Level	5
$=$ 10 + $\left(\div 2\right)$ + CH	A. 000
Laud a de la	
Level Begin or switch a bardic performance as a move action rather than as a standard action.	n,
PERFORMANCES	6
COUNTERSONG	
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving th	ENHANCE HEALING
DISTRACTION	ENHANCE HEALING  ENHANCE HEALING
Counter magical effects that depend on sight.	PER DAY
Allies within 30ft use Performance roll in place of a saving th	Cause the healing effect from a wand, potion or similar item to use your Bard level as its caster level Level
FASCINATE Bard MAX AUDIENCE Level	BARDIC KNOWLEDGE
= ÷3 (Pound up)	WNOWN EDGE Park
(houlid up)	BONUS Level
INSPIRE COURAGE	Apply this bonus to all knowledge skills Bards can use all knowledge skills untrained
Bonus against charm and compulsion effect Bonus to attack and damage rolls	
Level INSPIRE COMPETENCE	Lovel Committee of the
3 +	Level Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.
Level SUGGESTION	LORE MASTER
6 Suggest actions to one already fascinated creature	Level TAKE 10 TAKE 20 PER DAY Take 20 Today
Level DIRGE OF DOOM	5 Unlimited uses per day
8 Cause enemies within 30ft to become shaken	
Level INSPIRE GREATNESS MAX AFFECTED  2 × (d10 + CON) temporary hit poin	JACK OF ALL TRADES ts, Level
9 +2 attack, +1 fortitude save	10 Use any skill as if you were trained
Level SOOTHING PERFORMANCE	Level All skills are considered class skills
Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions	10
Level HEALING PERFORMANCE	Level  19 Able to take 10 on any skill
Perform for 5 rounds to effect Heal on one target (or Harm on an undead target)	
INSDIDE HEDOICS MAY AFFECTED	
15 + 4 to all saving throws	
+ 4 to AC	
Level MASS SUGGESTION  18 Suggest actions to already fascinated creatures	

Level FUNEREAL BALLAD

20 Perform for 20 rounds to effect Resurrection