

# DAREDEVIL

## (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				□ □ □ □
		2				□ □ □ □
		3				□ □ □ □
		4				□ □ □ □
		5				□ □ □ □
		6				□ □ □ □

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

Длительность в день Bard Level Misc

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

Rounds Today □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

WILL SAVE DC Bard Level

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

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

### PERFORMANCES

#### COUNTERSONG

Counter magical effects that depend on sound.

Allies within 30ft use Performance roll in place of a saving throw

#### 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 Level

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

DERRING-DO Bard Level

$$\text{Derring-Do} = (\text{CHA} + 1) \div 6$$

Bonus to allies' reflex saves, and double to Dexterity-based skills  
Allies who move at least 10ft gain a dodge bonus to their AC

#### INSPIRE COMPETENCE

Level 3 +

#### SUGGESTION

Level 6 Suggest actions to one already fascinated creature

#### DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

#### INSPIRE GREATNESS MAX AFFECTED

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 MAX AFFECTED

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

#### MASS SUGGESTION

Level 18 Suggest actions to already fascinated creatures

#### DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

### KNOWN SPELLS

0

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### AGILE

AGILE BONUS Bard Level Misc

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

Apply this bonus to Acrobatics, Bluff, Climb and Escape Artist skill checks

### CANNY FOE

#### COMBAT MANOEUVRES

Level

2

6

10

14

18

+2

Bonus applies to CMB to attempt, and CMD to resist, any of your chosen manoeuvres.

### DAUNTLESS

MORALE BONUS Bard Level

Level

2

$$\text{Morale Bonus} = (\text{CHA} + 2) \div 4$$

Apply this bonus to saving throws against mind-affecting effects, including fear effects

### SCOUNDREL'S FORTUNE

FORTUNE PER DAY Bard Level

Level

5

$$\text{Fortune Per Day} = \text{CHA} \div 5$$

Fortune Today

□ □

□ □

Roll the d20 twice for a skill check and take the better result

### 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