

Bard
Level

KNOWN SPELLS

SPELLS

| Spells Known | Spell Save DC | Spells per day | = Base Spells | + Bonus Spells |
|--------------|---------------|----------------|---------------|---|
| | | 0 | | CHA - 4 CHA - 4 CHA - 8 CHA - 12 |
| | | 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 DAYBard
Level

Misc

nds

 = 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

COUNTERSONG

Counter magical effects that depend on sight.

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

 =

÷ 3

 (Round up)

INSPIRE COURAGE

+

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

Level 3 INSPIRE COMPETENCE

+

Level 6 SUGGESTION

Suggest actions to one already fascinated creature

Level 8 DIRGE OF DOOM

Cause enemies within 30ft to become shaken

Level 9 INSPIRE GREATNESS MAX AFFECTED

9

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

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 INSPIRE HEROICS MAX AFFECTED

15

+ 4 to all saving throws
+ 4 to AC

Level 18 MASS SUGGESTION

Suggest actions to already fascinated creatures

Level 20 DEADLY PERFORMANCE

Cause an enemy to die of joy or sorrow

0

1

2

3

4

5

6

TEA CEREMONY

Spend 10 minutes preparing an elaborate tea ceremony, and 4 rounds per person performing the ceremony, to grant your allies Inspire Courage, Inspire Competence, Inspire Greatness or Inspire Heroics for 10 minutes.

BARDIC KNOWLEDGE

KNOWLEDGE
BONUSBard
Level

Misc

 = (

÷ 2

) +Apply this bonus to Craft (calligraphy), Diplomacy, Knowledge (nobility) and one type of Performance
Bards can use all knowledge skills untrained

WELL-VERSED

Level
2

+4

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

VERSATILE PERFORMANCE

☐ Act☐ Comedy☐ Dance☐ Keyboard Instruments☐

Use bonus in place of...

Bluff, Disguise

Bluff, Intimidate

Acrobatics, Fly

Diplomacy, Intimidate

☐ Oratory☐ Percussion☐ Sing☐ String☐ Wind Instruments

Use bonus in place of...

Diplomacy, Sense Motive

Handle Animal, Intimidate

Bluff, Sense Motive

Bluff, Diplomacy

Diplomacy, Handle Animal

LORE MASTER

Level
5TAKE 10
Unlimited uses
per day

TAKE 20 PER DAY

Take 20 Today

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