

MAGICIAN

(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

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

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

Level
7

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

PERFORMANCES

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

$$= \text{CHA} \div 3$$

(Round up)

DWEOMERCRAFT

Bard Level

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

Bonus to caster level checks, Concentration and spell attacks to allies within 30ft who can see and hear you

INSPIRE COMPETENCE

Level
3

SUGGESTION

Level
6

Suggest actions to one already fascinated creature

SPELL SUPPRESSION

Level
8

Counter any identified spell of a level less than the number of rounds of performance, as Dispel Magic

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

METAMAGIC MASTERY

Level
14

Apply instant metamagic; this ends the 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

1

2

3

4

5

6

MAGICAL TALENT

MAGICAL TALENT BONUS

Bard
Level

Misc

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

Apply this bonus to Knowledge (arcana), Spellcraft and Use Magical Device

EXTENDED PERFORMANCE

Level
2

Sacrifice a spell to extend your performance by a number of rounds equal to the spell level
Only once per performance Duration does not apply to Spell Suppression

EXPANDED REPERTOIRE

Level
2

BONUS SPELLS

Bard Level

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

Bonus spells may come from any arcane spellcaster's list of available spells

ARCANE BOND

Level
5

BONDED OBJECT

WAND MASTERY

Level
10

Use your own CHA bonus for calculating the DC of wands

Level
15

Use your own caster level for calculating the DC of wands