DIRGE BARD  Bard Level	KNOWN SPELLS
SPELLS	
Spells Spell Spells = Base + Bonus S Known Save DC per day Spells	
Known Save DC per day Spells  O ###################################	
1 000	
2	1
3	
4	
5 000	
6	
Spell Save DC = 10 + CHA + Spell Level	
Concentration = CHA + Cas	
FALHA ARCANA THRESHOLD  8 Bards can wear light armour without riskin spell failure.  BARDIC PERFORMANCE	3 
DIIDAÇÃO Bard	Misc
rds = 2 + ( × 2) + CHA +	4
Rounds OOO OOO OOO OOO	
VONTADE RESISTENCIA Bard Level	A 5
= 10 + ( ÷ 2 ) + CHA	A <b>)</b>
Level Begin or switch a bardic performance as a move actio rather than as a standard action.	on, ————————————————————————————————————
PERFORMANCES	6
COUNTERSONG Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving thr	
<b>DISTRACTION</b> Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving thr	TOW BARDIC KNOWLEDGE  KNOWLEDGE Bard Misc Level
FASCINAR Bard MAX AUDIENCE Level	= (
= • 3 (Round up)	HAUNTED EYES
INSPIRE COURAGE	Level 2 Bonus applies to saving throws against fear, energy drain, death effects and necromancy
Bonus against charm and compulsion effec     Bonus to attack and damage rolls	
Level INSPIRE COMPETENCE	KNOWLEDGE
3 +	Level BONUS Bard Level  Bonus applies to Knowledge (religion) checks made
Level SUGGESTION	to identify undead creatures and their abilities
6 Suggest actions to one already fascinated creature	A dirge bard may use mind-affecting spells to affect even mindless undead
8 Cause enemies within 30ft to become shaken	At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list
Level INSPIRE GREATNESS MAX AFFECTED	HAUNTING REFRAIN
9 2 × (d10 + CON) temporary hit point +2 attack, +1 fortitude save	ose renorm (keyboard) or renorm (percussion) in place or intilinuate to demoralise and opponent
Level DANCE OF THE DEAD  10 Create zombies or skeletons as Animate Dead	Level PERFORMANCE SAVING THROW  5 BONUS Bard Level DC BONUS Bard Level
Level SOOTHING PERFORMANCE  Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions	= ÷ 5
Level FRIGHTENING TUNE	
14 Enemies are frightened and flee your performance	
Level 15 + 4 to all saving throws + 4 to AC	
Level MASS SUGGESTION	

18 Suggest actions to already fascinated creatures

Level **DEADLY PERFORMANCE 20** Cause an enemy to die of joy or sorrow