BARD		Bard Level	KNOWN SPELLS						
X	SPELLS	Zever 1							
Spells Spell Known Save D	Spells	= Base + Bonus Spells Spells - 2				o			
KIIOWII Save Di	o per day	7 8 1							
	1	CHA CHA							
	2					_ ₁			
	3								
	4					— 555			
	5								
	6					2			
Spell Save DC = 10 + CHA + Spell Level									
Concentration	= CHA	Caster Level							
FALHA ARCANA	A THRESHOLD					3			
%									
DURAÇÃO	RDIC PERFORM Bard	MANCE Misc							
PER DAY	Level)+CHA+							
rds = 2	4								
Rounds	555								
	STÊNCIA BAPd Level								
) + CIIA				5			
= 10 + (÷ 2) + CHA									
	itch a bardic performa as a standard action.	nce as a move action,				===			
	PERFORMANO	CES				6			
COUNTERSONG Counter magical eff									
Allies within 30ft us									
DISTRACTION	X	- D		RDIC KNOV	WLEDGE	x l			
	fects that depend on si se Performance roll in _l	place of a saving throw	KNOWLEDO BONUS		ard evel	Misc			
FASCINAR Bard MAX AUDIENCE Level				= (÷ 2) +		apply this bonus to a Bards can use all kno	ll knowledge skills wledge skills untrained	
			`		,	WELL-VEI	RSED	<u>, , , , , , , , , , , , , , , , , , , </u>	
		(Round up)	Level	+4	Bonus applies t	o saving throws	against Bardic Perf	ormance, sonic	
INSPIRE COURAGE Bonus against charm and compulsion effects			and ranguage dependent effects.						
Bonus to attack and damage rolls			VERSATILE PERFORMANCE Use bonus in place of Use bonus in place of						
Level INSPIRE COMPETENCE			□ Act		ff, Disquise		Oratory	Diplomacy, Sense Motive	
3 +			☐ Comedy		ff, Intimidate		Percussion	Handle Animal, Intimidate	
Level SUGGESTION			□ Dance	Acr	obatics, Fly	_	Sing	Bluff, Sense Motive	
6 Suggest actions to one already fascinated creature			☐ Keyboard Instrumen	nts Dip	lomacy, Intimidate		String Wind Instruments	Bluff, Diplomacy Diplomacy, Handle Animal	
Level DIRGE OF DOOM 8 Cause enemies within 30ft to become shaken			Other:				mid motiuments	Diplomady, Handle Allinia	
Level INSPIRE C	GREATNESS MAX	AFFECTED							
9	2 × (d10 + CON +2 attack, +1 for) temporary hit points, titude save							
Level SOOTHING PERFORMANCE Mass Cure Serious Wounds Removes the fatiqued, sickened and shaken conditions									
			-	TZE		LORE MAS		*	
Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance			5 Un	AKE 10 limited uses r day		PER DAY	Take 20 Tod:	ay	
INSDIDE HEDOICS MAY AFFECTED			, , , , , , , , , , , , , , , , , , ,			K OF ALL		,	
+ 4 to all saving throws			Level Use any skill as if you were trained						
Level MASS SUG	MASS SCGCESTION			Level All ckills are considered class skills					
					All skills are considered class skills Level Able to take 10 on any skill				
20 Cause an ene	19 Ab	ie to take 10	on any skill						