SPELS Spells spell	MAGICIAN Bard Level	KNOWN SPELLS
Spells Spell Spe		·
Some DC point of Spells Spell Save DC 10 * Clul + Spell Level		
Spell Sore Do 10 o Child A Spell Level Spell Sore Do 10 o Child A Spell Level Concentration		0
Spell Save DC - 10 - CHA + Caster ACRANS SPELL FALLURE THRESHOLD Based can west light amoun without risking Spell Save DC - 10 - CHA + Caster ARRANS SPELL FALLURE THRESHOLD Based can west light amoun without risking Spell Save DC - 10 - CHA + Caster ARRANS SPELL FALLURE THRESHOLD Based can west light amoun without risking Spell Save DC - 10 - CHA + Caster Level Based can west light amoun without risking Spell Save DC - 10 - CHA + Caster Level Based can west light amoun without risking Spell Save DC - 10 - CHA + Caster Level Based can west light amoun without risking Spell Save DC - 10 - CHA + Caster ARRANS SPELL FALLURE THRESHOLD Based can west light amoun without risking Spell Save DC - 10 - CHA + CASTER Based ARRANS SPELL FALLURE THRESHOLD ARRANS SPELL FALLURE THRESHOLD ARRANS SPELL FALLURE THRESHOLD Based can west spell amount without risking Spell Save DC - 10 - CHA + CASTER CASTER ARRANS SPELL FALLURE THRESHOLD Based can west spell and the save in the spell live of the spell lived ARRANS SPELL FALLURE THRESHOLD ARRANS SPELL FALLURE THRESHOLD Based can west spell and threshold	. , . 481	
Spoil Save DC - 10 + ChA - Spoil Level ARCANS SPELL FAILURE THRESHOLD a flands can were light armoun without risking spoil shallow b flands can were light armoun without risking spoil shallow a flands can were light armoun without risking spoil shallow b flands can were light armoun without risking spoil shallow BARDIC PERFORMANCE BARDIC PERFORMANCE DISTRACTION Coulier magacial effects that depend on sight. ARCA MOLINEAL Evel Bard ARCA AUDILINE FASCINATE Bard ARCA AUDILINE Cevel INSPIRE COMPETENCE 3		
Spell Save DC - 10 + CNA + Spell level Concentration	2	
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Spell Save DC - 10 + CHA + Spell Level Concentration	4	
Spell Save DC - 10 + CHA + Spell Level Concentration	5 ,,,,	
Concentration = CHA + Carter ARCANE SPELL FAILURE THRESHOLD *** Spell failure** *** BATDIC PERFORMANCE** *** PROMISE SPELL SPELL RESIDENCE** *** PROMISE SPELL SPELL RESIDENCE** *** PERFORMANCES** *** PERFORMAN	6	
Concentration = CHIA + Revel ARCANS SPELL FAILURE THRESHOLD **Expell failure **BADIC PERFORMANCE BIFFER CONTRIBUTE BIFFER CONTRIBUTE **Contribute **C	Spell Save DC = 10 + CHA + Spell Level	2
ARCARE SPELL FAILURE THRESHOLD Bard can wear light armore without risking spell failure. BARDIC PERFORMANCE JUMPENHOUTE Bard can go and the spell armore without risking spell failure. Indis 2 2 + (x 2) + CHA + Reunds		
### BARDIC PERFORMANCE ### Apply instant mediangly clienced and shaken conditions Farmer Mark Additions to one already faccinated creature Farmer Mark Additions to one already faccinated creature Farmer Mark Additions Mark Additi		
Total Tota	Bards can wear light armour without risking	
Total Part	BARDIC PERFORMANCE	
Total Part	IVIISC	
WILL SAVE DC Bard Level = 10 + († 2) + CHA Level Begin or switch a bardic performance as a move action, 7 rather than as a standard action. PERFORMANCES DISTRACTION Counter magical effects that depend on sight, Allies within soft use Performance roll in place of a saving throw #ASCINATE Bard MAX AUDIENCE Level = † 3 (Round up) DWEOMERCRAFT Bard Level + = (+ 1) ÷ 6 Bonus to caster level checks, Concentration and spell attacks to allies within soft who can see and hear you Level INSPIRE COMPETENCE 3 + Apply this bonus to Knowledge (arcana), Special SUGGESTION 8 Counter any identified spell of a level less than the number of rounds of performance, as Dispel Magic 12 MSS SUGGESTION 13 + (1) Apply this bonus to Knowledge (arcana), Special Suppression EXTENDED PERFORMANCE 2 DOINT SUGGESTION 14 Apply intain metimagic, this end of the performance 15 + (1) A call saving throws + (2) A call throws - (2) A call throws - (2)	()	
Level Begin or switch a bardic performance as a move action, 7 rather than as a standard action. PERFORMANCES DISTRACTION Counter magical effects that depend on sight. Allies within 30 tive be reformance roll in place of a saving throw FASCINATE Bard MAX AUDIENCE Level ###	Taday UUUU UUUU UUUU	
Level Begin or switch a bandic performance as a move action, 7 rather than as a standard action. PERFORMANCES	/	
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Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw	PERFORMANCES	
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Bonus to caster level checks, Concentration and spell attacks to allies within 30ft who can see and hear you Level INSPIRE COMPETENCE 3		6
to allies within 30ft who can see and hear you Level INSPIRE COMPETENCE 3	+ = (+ ₁) ÷ 6	_
## MAGICAL TALENT MAGICAL TALENT Bard		
MAGICAL TALENT Bard BONUS Level SUGGESTION	Level INSPIRE COMPETENCE	MAGICAL TALENT
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Level SOOTHING PERFORMANCE Level Mass Cure Serious Wounds ends the performance Level Metamagic material and use magical bevice Soothing Performance Level Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions Level Metamagic mastery Apply instant metamagic; this ends the performance Level Mass SUGGESTION Suggest actions to already fascinated creatures Level Mass SUGGESTION Suggest actions to already fascinated creatures EXTENDED PERFORMANCE 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 EXPANDED REPERTOIRE BONUS SPELLS Bard Level 2 Bonus spells may come from any arcane spell caster's list of available spells BONDED OBJECT Source was pell to extend your performance by a number of rounds equal to the spell level Only once per performance burish once apply to Spell Suppression EXPANDED REPERTOIRE ARCANE BOND BONDED OBJECT Suppression Level DEADLY PERFORMANCE	BUGGESTION	BONUS Level Apply this bonus to Knowledge (arcana),
Counter any identified spell of a level less than the number of rounds of performance, as Dispel Magic Level INSPIRE GREATNESS MAX AFFECTED 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save Level SOOTHING PERFORMANCE Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions Level METAMAGIC MASTERY 14 Apply instant metamagic; this ends the performance Level INSPIRE HEROICS MAX AFFECTED 15	CDELL CUIDDDECCION	Spelicraπ and Use Magical Device
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Level MASS SUGGESTION 18 Suggest actions to already fascinated creatures Level DEADLY PERFORMANCE Level DEADLY PERFORMANCE ARCANE BOND BONDED OBJECT SURVAND MASTERY Level Use your own CHA bonus for calculating the DC of wands Level Use your own cester level for calculating the DC of wands	Mass Cure Serious Wounds	Bonus spells may come from any arcane
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20 Cause an enemy to die of joy or sorrow	Level DEADLY PERFORMANCE 20 Cause an enemy to die of joy or sorrow	Level Use your own caster level for calculating the DC of wands