| SEA SINGER  Bard Level  |               | KNOWN SPELLS  |
|---|---------------|---|
| (BARD)  | 2             |   |
| SPELLS  | <b>"</b>      | 0   |
| Spells Spell Spells = Base + Bonus Known Save DC per day Spells   | Spells<br>∞ ≃ | · ·   |
|   |               |   |
|   | CHA           |   |
| 1   |               | 1   |
| 2   |               |   |
| 3   |               |   |
| 4   |               |   |
| 5   |               |   |
| 6   |               | 2   |
| Spell Save DC = 10 + CHA + Spell Level  |               |   |
|   | aster         |   |
| Concentration = CHA +   | evel          |   |
| FALHA ARCANA THRESHOLD  |               | 3   |
| Bards can wear light armour without risk spell failure.   | ing           |   |
| BARDIC PERFORMANCE  |               |   |
| DURAÇÃO Bard  | Miss          |   |
| PER DAY Level   | Misc          |   |
| $rds = 2 + ( \times 2) + CHA +$   |               | 4   |
| ,   |               |   |
| Rounds  |               |   |
| VONTADE RESISTÊNCIA BARD Level  |               |   |
| =10+( ÷2)+CH  | Δ             | 5   |
| -10 ( .2)   |               |   |
| Level Begin or switch a bardic performance as a move act  | ion,          | 000   |
| 7 rather than as a standard action.   |               |   |
| • PERFORMANCES  | <b>#</b> (    | 6   |
| SEA SHANTY Counter exhaustion, fatigue, nausea and sickness.  |               |   |
| Allies within 30ft use Performance roll in place of a saving t  | hrow          |   |
| DISTRACTION   |               | BARDIC KNOWLEDGE  |
| Counter magical effects that depend on sight.  Allies within 30ft use Performance roll in place of a saving t | hrow          | KNOWLEDGE Bard Misc Apply this bonus to all Knowledge (geography),  Level (neture) (level) and Linguistics                        |
| FASCINAR Bard   |               | (nature), (local) and Linguistics   |
| MAX AUDIENCE Level  |               | You can reroll one of these skill checks, but you must take the second result   |
| = ÷3  |               | WELL-VERSED   |
| (Round up)  |               | Bonus applies to saving throws against air and water effects, and any   |
| INSPIRE COURAGE   |               | Level +4  Level +4  End applies to saving throws against air and water effects, and any effect that may trip, slip or knock prone |
| Bonus against charm and compulsion efformation Bonus to attack and damage rolls                               | ects          | Bonus applies to CMD against  |
| CONT. T. T   |               | grapple, overrun or trip  |
| Calm waters within 30ft, reducing swim DCs by your I  |               | FAMILIAR  |
| Perform for 10 rounds to extend the effect for an hou   | r             | Level   |
| <b>6</b> Gust Of Wind; play for 5 rounds to extend for 1 minut  |               | 2   |
|   | .e            | LORE MASTER   |
| 8 Cause enemies within 30ft to become shaken  |               | TAKE 10 TAKE 20 PER DAY Take 20 Today   |
| INSPIRE CREATNESS MAY AFFECTED  |               | Level Unlimited uses  5 Unlimited uses  |
| 2 × (d10 + CON) temporary hit po  | nts,          |   |
| +2 attack, +1 fortitude save  |               | JACK OF ALL TRADES  |
| Level SOOTHING PERFORMANCE  |               | Level  10 Use any skill as if you were trained  |
| Mass Cure Serious Wounds Removes the fatigued, sickened and shaken condition                                  | ıs            | Level   |
| Level FRIGHTENING TUNE  |               | 16 All skills are considered class skills   |
| 14 Enemies are frightened and flee your performance   |               | Level Able to take 10 on any skill  |
| Level INSPIRE HEROICS MAX AFFECTED  |               | 19 Addie to take 10 off any skill   |
| + 4 to all saving throws  |               |   |
| + 4 to AC   |               |   |
| Level CALL THE STORM Control Water, Control Weather, Control Winds or   |               |   |
| Storm of Vengeance; play for (spell level) rounds.  |               |   |

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