

# DEMAGOGUE

(BARD)

Bard  
Level

## SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		CHA - 2
		1		CHA - 4
		2		CHA - 4
		3		CHA - 4
		4		CHA - 4
		5		CHA - 4
		6		CHA - 4

Spell Save DC = 10 + CHA + Spell Level

Concentration  = CHA + Caster Level

## FALHA ARCANA THRESHOLD

% Bards can wear light armour without risking spell failure.

## BARDIC PERFORMANCE

### DURAÇÃO PER DAY

Bard Level

Misc

$$\text{rds} = 2 + (\text{CHA} \times 2) + \text{CHA} +$$

Rounds Today

### VONTADE RESISTÊNCIA

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

### COUNTERSONG

Counter magical effects that depend on sound.  
Allies within 30ft use Performance roll in place of a saving throw

### DISTRACTION

Counter magical effects that depend on sight.  
Allies within 30ft use Performance roll in place of a saving throw

### FASCINAR

Bard Level

### MAX AUDIENCE

$$= \text{CHA} \div 3 \quad (\text{Round up})$$

### INSPIRE COMPETENCE

$$3 + \text{CHA}$$

### GATHER CROWD

Bard Level

$$5 \text{ Size of audience} = \text{Performance result} \times \text{CHA}$$

### INCITE VIOLENCE

6 Inflare a crowd who are already fascinated

### DIRGE OF DOOM

8 Cause enemies within 30ft to become shaken

### INSPIRE GREATNESS MAX AFFECTED

9  2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save

### SOOTHING PERFORMANCE

12 Mass Cure Serious Wounds  
Removes the fatigued, sickened and shaken conditions

### FRIGHTENING TUNE

14 Enemies are frightened and flee your performance

### INSPIRE HEROICS MAX AFFECTED

15  + 4 to all saving throws  
+ 4 to AC

### RIGHTEOUS CAUSE

18 Turn a crowd towards a common purpose

### DEADLY PERFORMANCE

20 Cause an enemy to die of joy or sorrow

## KNOWN SPELLS

0

1

2

3

4

5

6

## FAMOUS

Bard Level	Area of fame		
1	Village or small town	1,000 people	+1
5	Large town or small group of towns	5,000 people	+2
9	City or group of towns	25,000 people	+3
13	Large city state and surrounding area	100,000 people	+4
17	The whole civilized world		+5

Bonus to Bluff and Intimidate made within the area of your fame

## BARDIC KNOWLEDGE

### KNOWLEDGE BONUS

Bard Level

Misc

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

Apply this bonus to all knowledge skills  
Bards can use all knowledge skills untrained

## WELL-VERSED

Level 2

+4

Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

## VERSATILE PERFORMANCE

	Use bonus in place of...		Use bonus in place of...
<input type="checkbox"/> Act	Bluff, Disguise	<input type="checkbox"/> Oratory	Diplomacy, Sense Motive
<input type="checkbox"/> Comedy	Bluff, Intimidate	<input type="checkbox"/> Percussion	Handle Animal, Intimidate
<input type="checkbox"/> Dance	Acrobatics, Fly	<input type="checkbox"/> Sing	Bluff, Sense Motive
<input type="checkbox"/> Keyboard Instruments	Diplomacy, Intimidate	<input type="checkbox"/> String	Bluff, Diplomacy
<input type="checkbox"/>		<input type="checkbox"/> Wind Instruments	Diplomacy, Handle Animal

## JACK OF ALL TRADES

Level 10

Use any skill as if you were trained

Level 16

All skills are considered class skills

Level 19

Able to take 10 on any skill