SEA SINGER  Bar		KNOWN SPELLS
(BARD)	. 11	
SPELLS	Ţ.	0
Spells Spell Spells = Base + Known Save DC per day Spells	Bonus Spells	
o o		
	CHA	
1		1
2	9990	
3	<b>+</b> + + + -	
4		
5		
6		2
Spell Save DC = 10 + CHA + Spell Level	Caster	
Concentration = CHA +	Level	
ARCANE SPELL FAILURE THRESHOLD		
Bards can wear light armour witho	out risking	
Spell failure.		
BARDIC PERFORMANCE	# (	
ДЛИТЕЛЬНОСТЬ Bard В ДЕНЬ Level	Misc	
	A +	4
rds = 2 + ( × 2) + CH	A .	
Rounds 000 000 000		
loday DDD DDD		
WILL SAVE DC Bard Level		
= 10 + ( ÷ 2 ) +	CHA	5
Level Begin or switch a bardic performance as a mo	ove action	
7 rather than as a standard action.	ove detion,	
PERFORMANCES	*	4
SEA SHANTY		6
Counter exhaustion, fatigue, nausea and sickness.  Allies within 30ft use Performance roll in place of a si	oving throw	
DISTRACTION	avilig tillow	BARDIC KNOWLEDGE
Counter magical effects that depend on sight.		WNOWN EDGE Rord
Allies within 30ft use Performance roll in place of a sa	aving throw	BONUS  Level  Misc Apply this bonus to all Knowledge (geography), (nature), (local) and Linguistics
FASCINATE Bard		= ( ÷ 2 ) + You can reroll one of these skill checks, but you
MAX AUDIENCE Level		must take the second result
= ÷3	ınd up)	well-versed
INSPIRE COURAGE	.,	Bonus applies to saving throws against air and water effects, and any effect that may trip, slip or knock prone
Bonus against charm and compulsi	ion effects	effect that may trip, ship of knock profit
Bonus to attack and damage rolls		+2 Bonus applies to CMD against grapple, overrun or trip
Level STILL WATER		FAMILIAR
Calm waters within 30ft, reducing swim DCs by Perform for 10 rounds to extend the effect for		
	all lloui	Level 2
6 Gust Of Wind; play for 5 rounds to extend for 1	I minute	
Level DIRGE OF DOOM		LORE MASTER
8 Cause enemies within 30ft to become shaken		Level TAKE 10 TAKE 20 PER DAY Take 20 Today
Level INSPIRE GREATNESS MAX AFFECTED	D	5 Unlimited uses per day
2 × (d10 + CON) temporary	hit points,	
TZ dttdck, TT fortitude Save		JACK OF ALL TRADES
Level SOOTHING PERFORMANCE Mass Cure Serious Wounds		10 Use any skill as if you were trained
Removes the fatigued, sickened and shaken co	nditions	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 Abie to take 10 off any Skill
+ 4 to all saving throws + 4 to AC		
CALL THE CHOPM		
Level CALL THE STORM  Control Water, Control Weather, Control Winds	or	
Storm of Vengeance; play for (spell level) roun		

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