

MAGICIAN

(BARD)

Bard
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		CHA - 4 CHA - 8 CHA - 12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

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

DISTRACTION

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

FASCINAR MAX AUDIENCE

Bard Level

= $\div 3$ (Round up)

DWEOMERCRAFT

Bard Level

+ = $(\text{CHA} + 1) \div 6$

Bonus to caster level checks, Concentration and spell attacks to allies within 30ft who can see and hear you

INSPIRE COMPETENCE

Level 3 +

SUGGESTION

Level 6 Suggest actions to one already fascinated creature

SPELL SUPPRESSION

Level 8 Counter any identified spell of a level less than the number of rounds of performance, as Dispel Magic

INSPIRE GREATNESS MAX AFFECTED

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

SOOTHING PERFORMANCE

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

METAMAGIC MASTERY

Level 14 Apply instant metamagic; this ends the performance

INSPIRE HEROICS MAX AFFECTED

Level 15 + 4 to all saving throws
+ 4 to AC

MASS SUGGESTION

Level 18 Suggest actions to already fascinated creatures

DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

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MAGICAL TALENT

MAGICAL TALENT BONUS

Bard Level

Misc

= $(\text{CHA} \div 2) +$ Apply this bonus to Knowledge (arcana), Spellcraft and Use Magical Device

EXTENDED PERFORMANCE

Level 2

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

BONUS SPELLS

Level 2

Bard Level

= $(\text{CHA} + 2) \div 4$

Bonus spells may come from any arcane spellcaster's list of available spells

ARCANE BOND

BONDED OBJECT

Level 5

WAND MASTERY

Level 10

Use your own CHA bonus for calculating the DC of wands

Level 15

Use your own caster level for calculating the DC of wands