SONGHEALER Bard Level	KNOWN SPELLS
(BARD)	<u> </u>
SPELLS	0
Spells Spell Spells = Base + Bonus Spells Known Save DC per day Spells	<u> </u>
. , , 48	
0	1
2	
3	
4	2
5	000
Spell Save DC = 10 + CHA + Spell Level	
Spell Save DC - 10 + CHA + Spell Level  Caster	_
Concentration = CHA + Level	
FALHA ARCANA THRESHOLD	
Bards can wear light armour without risking spell failure.	
BARDIC PERFORMANCE	1
DURAÇÃO Bard Misc	<u> </u>
PER DAY Level	<b>4</b>
rds = 2 + ( × 2) + CHA +	
Rounds 000 000 000	
Today	
	5
= 10 + ( ÷ 2 ) + CHA	
Level Begin or switch a bardic performance as a move action,	
7 rather than as a standard action.	6
PERFORMANCES COUNTERSONG	
Counter magical effects that depend on sound.	ENHANCE HEALING
Allies within 30ft use Performance roll in place of a saving throw  DISTRACTION	ENHANCE HEALING  ENHANCE HEALING
Counter magical effects that depend on sight.	PER DAY
Allies within 30ft use Performance roll in place of a saving throw  FASCINAR Bard	= CHA Cause the healing effect from a wand, potion or similar item to use your Bard level as its caster level Level
MAX AUDIENCE Level	BARDIC KNOWLEDGE
= ÷3 (Round up)	KNOWLEDGE Bard Misc
INSPIRE COURAGE	BONUS Level
Bonus against charm and compulsion effects	= ( ÷ 2 ) + Apply this bonus to all knowledge skills Bards can use all knowledge skills untrained
Bonus to attack and damage rolls	WELL-VERSED **
Level INSPIRE COMPETENCE	Level Bonus applies to saving throws against Bardic Performance, sonic
3 +	and language-dependent effects.
Level SUGGESTION	LORE MASTER
6 Suggest actions to one already fascinated creature  Level DIRGE OF DOOM	Level TAKE 10 TAKE 20 PER DAY Take 20 Today  5 Unlimited uses
8 Cause enemies within 30ft to become shaken	per day
Level INSPIRE GREATNESS MAX AFFECTED	JACK OF ALL TRADES
9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save	Level  10  Use any skill as if you were trained
Level SOOTHING PERFORMANCE	Level
Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions	16 All skills are considered class skills
Level HEALING PERFORMANCE	Level 19 Able to take 10 on any skill
Perform for 5 rounds to effect Heal on one target (or Harm on an undead target)	~
INSPIDE HEDOICS MAY AFFECTED	
+ 4 to all saving throws	
+ 4 to AC	
18 Suggest actions to already fascinated creatures	

Level FUNEREAL BALLAD
20 Perform for 20 rounds to effect Resurrection