

DETECTIVE (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"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration = CHA + Caster Level

ARCANE SPELL FAILURE THRESHOLD

% Bards can wear light armour without risking spell failure.

BARDIC PERFORMANCE

DURATION PER DAY Bard Level Misc

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

Rounds Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILL SAVE DC Bard Level

$$\text{Will Save DC} = 10 + (\text{CHA} \div 2) + \text{CHA}$$

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

FASCINATE Bard Level
MAX AUDIENCE

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

CAREFUL TEAMWORK Bard Level

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

Bonus to Initiative, Perception and Disable Device to allies within 30ft, for up to an hour. Allies must see and hear you for 3 rounds.

Level 3 INSPIRE COMPETENCE +

Level 6 SUGGESTION Suggest actions to one already fascinated creature

Level 8 DIRGE OF DOOM Cause enemies within 30ft to become shaken

Level 9 TRUE CONFESSION On a successful Sense Motive, reveals lies and enchantments
Perform for: 9 3 rounds 15 2 rounds 20 1 rounds

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

Level 14 FRIGHTENING TUNE Enemies are frightened and flee your performance

Level 15 SHOW YOURSELVES Enemies within 30ft are compelled to reveal themselves

Level 18 MASS SUGGESTION Suggest actions to already fascinated creatures

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

KNOWN SPELLS

0

☐ Detect Good / Evil / Law / Chaos

1

☐ ☐ ☐

☐ Zone of Truth

2

☐ ☐ ☐

☐ Arcane Eye

☐ Speak With Dead

☐ Speak With Plants

3

☐ ☐ ☐

☐ Discern Lies

4

☐ ☐ ☐

☐ Prying Eyes

☐ Stone Tell

5

☐ ☐ ☐

☐ Discern Location

☐ Find The Path

☐ Greater Prying Eyes

☐ Moment of Prescience

6

☐ ☐ ☐

EYE FOR DETAIL

KNOWLEDGE BONUS Bard Level Misc

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

Apply this bonus to Knowledge (local), Perception, Sense Motive and Diplomacy checks to gather information

ARCANE INSIGHT

Level 2 Locate and disable traps as a Rogue

+4

Bonus applies to saving throws against illusions, and caster level checks and saving throws to see through disguises

LORE MASTER

Level 5 TAKE 10 Unlimited uses per day TAKE 20 PER DAY Take 20 Today

☐ ☐ ☐

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