SEA SINGER Bard Level	KNOWN SPELLS
(BARD)	!
SPELLS	0
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	Ils
000	
1 777	1
2	
3 000	
4 000	
5	
	2
Spell Save DC = 10 + CHA + Spell Level	
Concentration = CHA + Level	
ARCANE SPELL FAILURE THRESHOLD	3
Bards can wear light armour without risking	
Spell fulldic.	
BARDIC PERFORMANCE	
DURATION Bard PER DAY Level	oc .
$_{\text{rds}} = 2 + (\times 2) + \text{CHA} +$	4
rds = 2 + (× 2) + CHA +	
Rounds	000
loday DDD DDD	
WILL SAVE DC Bard Level	
$= 10 + (\div 2) + CHA$	5
Level Begin or switch a bardic performance as a move action	
7 rather than as a standard action.	
PERFORMANCES	
SEA SHANTY	6 —
Counter exhaustion, fatigue, nausea and sickness.	
Allies within 30ft use Performance roll in place of a saving thro	BARDIC KNOWLEDGE
DISTRACTION Counter magical effects that depend on sight.	WHOWIN EDGE Bord
Allies within 30ft use Performance roll in place of a saving thro	
FASCINATE Bard	= (÷ 2) + You can reroll one of these skill checks, but you
MAX AUDIENCE Level	must take the second result
= ÷3 (Round up)	▼ WELL-VERSED
INSPIRE COURAGE	Bonus applies to saving throws against air and water effects, and any
Ronus against charm and compulsion affects	errect duct may trip, ship of knook profic
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 your leve	
	Level 2
6 Gust Of Wind; play for 5 rounds to extend for 1 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
INSPIRE GREATNESS MAX AFFECTED	5 Unlimited uses per day
9 2 × (d10 + CON) temporary hit points	
+2 attack, +1 fortitude save	JACK OF ALL TRADES
Level SOOTHING PERFORMANCE	Level 10 Use any skill as if you were trained
Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions	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 Addie to take 10 on any skill
+ 4 to all saving throws	
+ 4 to AC	
Level CALL THE STORM Control Water, Control Weather, Control Winds or	
Storm of Vengeance; play for (spell level) rounds.	

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