Bard Spells

Spells Known	Save DC	Level	Spells per day	Bonus Spells
		0		0
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

Cast Today

Level								
0	☐	☐	☐	☐	☐	☐	☐	☐
1st	☐	☐	☐	☐	☐	☐	☐	☐
2nd	☐	☐	☐	☐	☐	☐	☐	☐
3rd	☐	☐	☐	☐	☐	☐	☐	☐
4th	☐	☐	☐	☐	☐	☐	☐	☐
5th	☐	☐	☐	☐	☐	☐	☐	☐
6th	☐	☐	☐	☐	☐	☐	☐	☐
7th	☐	☐	☐	☐	☐	☐	☐	☐
8th	☐	☐	☐	☐	☐	☐	☐	☐
9th	☐	☐	☐	☐	☐	☐	☐	☐

Bardic Knowledge (1d20 + ___ + Int Mod)

DC 10	Common, known by at least a substantial minority of the local population (local mayor's reputation for drinking)
DC 20	Uncommon, but available, known by only a few people in the area (a local priest's shady past)
DC 25	Obscure, known by few, hard to come by (a knight's family history, legends about a minor place)
DC 30	Extremely obscure, known by very few, possibly forgotten by most who once knew it (powerful wizard's nickname, history of a petty magic item)

Kn?	0-Level Bard Spells	Source
☐	Dancing Lights [Light]	PHB 216
☐	Daze [Mind-Affecting]	PHB 217
☐	Detect Magic	PHB 219
☐	Flare [Light]	PHB 232
☐	Ghost Sound	PHB 235
☐	Know Direction	PHB 246
☐	Light [Light]	PHB 248
☐	Lullaby [Mind-Affecting]	PHB 249
☐	Mage Hand	PHB 249
☐	Mending	PHB 253
☐	Message [Language-Dependant]	PHB 253
☐	Open/Close	PHB 258
☐	Prestidigitation	PHB 264
☐	Read Magic	PHB 269
☐	Resistance	PHB 272
☐	Summon Instrument	PHB 285
☐		
☐		
☐		

Kn?	1st Level Bard Spells	Source
☐	Alarm	
☐	Animate Rope	
☐	Cause Fear	
☐	Charm Person	
☐	Comprehend Languages	
☐	Cure Light Wounds	
☐	Detect Secret Doors	
☐	Disguise Self	
☐	Erase	
☐	Expeditious Retreat	
☐	Feather Fall	
☐	Grease	
☐	Hypnotism	
☐	Identify M	
☐	Lesser Confusion	
☐	Magic Mouth M	
☐	Nystul's Magic Aura	
☐	Obscure Object	
☐	Remove Fear	
☐	Silent Image	
☐	Sleep	
☐	Summon Monster I	
☐	Tasha's Hideous Laughter	
☐	Undetectable Alignment	
☐	Unseen Servant	
☐	Ventriloquism	
☐		
☐		

Kn?	2nd Level Bard Spells	Source
☐	Alter Self	
☐	Animal Messenger	
☐	Animal Trance	
☐	Blindness/Deafness	
☐	Blur	
☐	Calm Emotions	
☐	Cat's Grace	
☐	Cure Moderate Wounds	
☐	Darkness	
☐	Daze Monster	
☐	Delay Poison	
☐	Detect Thoughts	
☐	Eagle's Splendor	
☐	Enthrall	
☐	Fox's Cunning	
☐	Glitterdust	
☐	Heroism	
☐	Hold Person	
☐	Hypnotic Pattern	
☐	Invisibility	
☐	Locate Object	
☐	Minor Image	
☐	Mirror Image	
☐	Misdirection	
☐	Pyrotechnics	
☐	Rage	
☐	Scare	
☐	Shatter	
☐	Silence	
☐	Sound Burst	
☐	Suggestion	
☐	Summon Monster II	
☐	Summon Swarm	
☐	Tongues	
☐	Whispering Wind	
☐		
☐		
☐		

Kn?	3rd Level Bard Spells	Source
☐	Blink	
☐	Charm Monster	
☐	Clairaudience/Clairvoyance	
☐	Confusion	
☐	Crushing Despair	
☐	Cure Serious Wounds	
☐	Daylight	
☐	Deep Slumber	
☐	Dispel Magic	
☐	Displacement	

Kn?		Source
☐	Fear	
☐	Gaseous Form	
☐	Geas, Lesser	
☐	Glibness	
☐	Good Hope	
☐	Haste	
☐	Illusory Script M	
☐	Invisibility Sphere	
☐	Leomund's Tiny Hut	
☐	Major Image	
☐	Phantom Steed	
☐	Remove Curse	
☐	Scrying F	
☐	Sculpt Sound	
☐	Secret Page	
☐	See Invisibility	
☐	Sepia Snake Sigil M	
☐	Slow	
☐	Speak with Animals	
☐	Summon Monster III	
☐		
☐		
☐		

Kn?	4th Level Bard Spells	Source
☐	Break Enchantment	
☐	Cure Critical Wounds	
☐	Detect Scrying	
☐	Dimension Door	
☐	Dominate Person	
☐	Freedom of Movement	
☐	Hallucinatory Terrain	
☐	Hold Monster	
☐	Invisibility, Greater	
☐	Legend Lore M F	
☐	Leomund's Secure Shelter	
☐	Locate Creature	
☐	Modify Memory	
☐	Neutralize Poison	
☐	Rainbow Pattern	
☐	Repel Vermin	
☐	Shadow Conjuration	
☐	Shout	
☐	Speak With Plants	
☐	Summon Monster IV	
☐	Zone of Silence	
☐		
☐		

KN?	5th Level Bard Spells	Source
☐	Cure Light Wounds, Mass	
☐	Dispel Magic, Greater	
☐	Dream	
☐	False Vision M	
☐	Heroism, Greater	
☐	Mind Fog	
☐	Mirage Arcana	
☐	Mislead	
☐	Nightmare	
☐	Persistent Image	
☐	Seeming	
☐	Shadow Evocation	
☐	Shadow Walk	
☐	Song of Discord	
☐	Suggestion, Mass	
☐	Summon Monster V	
☐		
☐		
☐		
☐		

KN?	6th Level Bard Spells	Source
☐	Analyze Dweomer F	
☐	Animate Objects	
☐	Cat's Grace, Mass	
☐	Charm Monster, Mass	
☐	Cure Moderate Wounds, Mass	
☐	Eagle's Splendor, Mass	
☐	Eyebite	
☐	Find the Path	
☐	Fox's Cunning, Mass	
☐	Geas/Quest	
☐	Heroes' Feast	
☐	Otto's Irresistible Dance	
☐	Permanent Image	
☐	Programmed Image M	
☐	Project Image	
☐	Scrying, Greater	
☐	Shout, Greater	
☐	Summon Monster VI	
☐	Sympathetic Vibration	
☐	Veil	
☐		
☐		
☐		

Bardic Music: Once per day per bard level (_____), a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Bardic Knowledge: A bard may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

☐ *Countersong (Su):* A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

☐ *Fascinate (Sp):* A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a −4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

☐ *Inspire Courage (Su):* A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

☐ *Inspire Competence (Su):* A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

☐ *Suggestion (Sp):* A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect.

Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier = _____) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

☐ *Inspire Greatness (Su):* A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

☐ *Song of Freedom (Sp):* A bard of 12th level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use *song of freedom* on himself.

☐ *Inspire Heroics (Su):* A bard of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

☐ *Mass Suggestion (Sp):* This ability functions like *suggestion,* above, except that a bard of 18th level or higher with 21 or more ranks in a Perform skill can make the *suggestion* simultaneously to any number of creatures that he has already fascinated (see above). *Mass suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability.