



Bard Cards

Reference cards for your bards! Print these files onto cardstock, add your bard's stats, and you'll have a set of reference cards for you and your companions to use on your adventures!

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Stats

Bard Level _____

Charisma Bonus _____

Perform (Audible) _____

Perform (Visible) _____

For the Performs, give your highest skill bonus of that type:

Audible: Keyboard, Percussion, Sing, String, Wind

Visible: Act, Comedy, Dance, Oratory

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For updates, visit <http://www.esglabs.com/>!

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Frightening Tune

All enemies within 30 feet who can hear your performance must make a Will save or be *frightened*. As soon as they cannot hear your performance, they are no longer *frightened*. Anyone who makes their save is immune to this ability for 24 hours.



Su

1



Inspire Heroics

[mind-affecting]
Morale:
All saving throws
Dodge:
AC (and CMD)



Su

1



Mass Suggestion

Enchantment (comp.)
[mind-affecting, language]

Suggest something for any number of target creatures *fascinated* by your performance to do. The suggestion is limited to a sentence or two and cannot be obviously harmful. If the save is failed, each creature will attempt to do as asked until the task is completed or the duration expires.

Does not cost any additional rounds of performance.



Sp

SR

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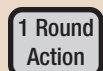


Deadly Performance

[mind-affecting, death]

Select a creature who was within range for the entire round of performance. They must make a Will save or die from joy or sorrow.

Those who save are *staggered* for 1d4 rounds and are then immune to this ability for 24 hours.



Su

1



Inspire Courage

Competence:
To-Hit
Weapon Damage



Morale:
Saves vs. Charm effects
Saves vs. Fear effects



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Fascinate

Enchantment (comp.)
[mind-affecting]

Each target receives a Will save. Those who fail are *fascinated*, sitting quietly and observing the performance as long as it is maintained. Those who succeed are immune for 24 hours.



Suggestion

Enchantment (comp.)
[mind-affecting, language]

Suggest something for a target creature *fascinated* by your performance to do. The suggestion is limited to a sentence or two and cannot be obviously harmful. If the save is failed, the creature will attempt to do as asked until the task is completed or the duration expires.

Does not cost any additional rounds of performance.



Inspire Competence

Competence:

All checks using a single selected skill while the performance continues.

Not all skills work with Inspire Competence, like Stealth or skills where the check represents a large amount of time.

You may not inspire competence in yourself.



Inspire Greatness

[mind-affecting]

Untyped:

+2d10 hit dice
Temporary HP to match.
*(in PFS: 12+2*Con mod)*

Competence:

+2 on Attack Rolls
+1 on Fortitude saves



Countersong

Each round, make a Perform (keyboard, percussion, sing, string, or wind) check.

Against *[sonic]* and *language-dependent* effects, all creatures within 30' may use the Perform check result or the result of their saving throw, whichever is higher.

Creatures already affected by a *[sonic]* or *language-dependent* effect gain a new save using the Perform check result.

Countersong does nothing unless the effect allows a save.



Distraction

Each round, make a Perform (act, comedy, dance, or oratory) check. Against illusion (pattern) or illusion (figment) effects, all creatures within 30' may use the Perform check result or the result of their saving throw, whichever is higher. Creatures already affected by a illusion (pattern) or illusion (figment) effect gain a new save using the Perform check result. Distraction does nothing unless the effect allows a save.



Dirge of Doom

[mind-affecting, fear]

All enemies within 30' who can see and hear your performance are *shaken*. As soon as any of those conditions are not fulfilled, they are no longer *shaken*.

This effect does not cause stronger fear conditions.



Soothing Performance

Cures 3d8+bard level hit points and removes the *fatigued*, *shaken*, and *sickened* conditions.

All allies must be within 30' of each other and you for the entire performance to be affected. (See *haste*.)

