

Bard Spell List

Zero Level Spells Slots

Slots Used Today:

- Dampen* [C]
- Dancing Lights [V]
- Daze [E]
- Detect Magic [D]
- Flare [V]
- Ghost Sound [I]
- Groom* [I]
- Guess-timate* [D]
- Know Direction [D]
- Light [V]
- Lullaby [E]
- Mage Hand [T]
- Mending [T]
- Message [T]
- Open/Close [T]
- Prestidigitation [Univ]
- Read Magic [D]
- Resistance [A]
- Summon Instrument [C]
- Tall Tale* [D]
- Tic/Untie* [T]
- Umbrella* [A]
- Yawn* [E]
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*New zero-level spells

First Level Spells Slots

Slots Used Today:

- Alarm [A]
- Animate Rope [T]
- Cause Fear [N]
- Charm Person [E]
- Comprehend Languages [D]
- Confusion, Lesser [E]
- Cure Light Wounds [C]
- Detect Secret Doors [D]
- Disguise Self [I]
- Erase [T]
- Expeditious Retreat [T]
- Feather Fall [T]
- Grease [C]
- Hypnotism [E]
- Identify [D]
- Magic Mouth [I]
- N's Magic Aura [I]
- Obscure Object [A]
- Remove Fear [A]
- Silent Image [I]
- Sleep [E]
- Summon Monster I [C]
- T's Hideous Laughter [E]
- Undetectable Alignment [A]
- Unseen Servant [C]
- Ventriloquism [I]
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Second Level Spells Slots

Slots Used Today:

- Alter Self [T]
- Animal Messenger [E]
- Animal Trance [E]
- Blindness/Deafness [N]
- Blur [I]
- Calm Emotions [E]
- Cat's Grace [T]
- Cure Moderate Wounds [C]
- Darkness [V]
- Daze Monster [E]
- Delay Poison [C]
- Detect Thoughts [D]
- Eagle's Splendor [T]
- Enthral [E]
- Fox's Cunning [T]
- Glitterdust [C]
- Heroism [E]
- Hold Person [E]
- Hypnotic Pattern [I]
- Invisibility [I]
- Locate Object [D]
- Minor Image [I]
- Mirror Image [I]
- Misdirection [I]
- Pyrotechnics [T]
- Rage [E]
- Scare [N]
- Shatter [V]
- Silence [I]
- Sound Burst [V]
- Suggestion [E]
- Summon Monster II [C]
- Summon Swarm [C]
- Tongues [D]
- Whispering Wind [T]
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Third Level Spells Slots

Slots Used Today:

- Blink [T]
- Charm Monster [E]
- Clairaudience/Clairvoyance [D]
- Confusion [E]
- Crushing Despair [E]
- Cure Serious Wounds [C]
- Daylight [V]
- Deep Slumber [E]
- Dispel Magic [A]
- Displacement [I]
- Fear [N]
- Gaseous Form [T]
- Geas, Lesser [E]
- Glibness [T]
- Good Hope [E]
- Haste [T]
- Illusory Script [I]
- Invisibility Sphere [I]
- L's Tiny Hut [V]
- Major Image [I]
- Phantom Steed [C]
- Remove Curse [A]
- Scrying [D]
- Sculpt Sound [T]
- Secret Page [T]
- See Invisibility [D]
- Sepia Snake Sign [C]
- Slow [T]
- Speak with Animals [D]
- Summon Monster III [C]
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Metamagic Feats (Level Cost)

- | | | |
|--|--|---|
| <input type="checkbox"/> Disguise Spell (1) | <input type="checkbox"/> Heighten Spell (var.) | <input type="checkbox"/> Repeat Spell (3) |
| <input type="checkbox"/> Empower Spell (2) | <input type="checkbox"/> Maximize Spell (3) | <input type="checkbox"/> Silent Spell (1) |
| <input type="checkbox"/> Energy Substitution (0) | <input type="checkbox"/> Persistent Spell (6) | <input type="checkbox"/> Still Spell (1) |
| <input type="checkbox"/> Enlarge Spell (1) | <input type="checkbox"/> Quicken Spell (4) | <input type="checkbox"/> Subdual Substitution (0) |
| <input type="checkbox"/> Extend Spell (1) | <input type="checkbox"/> Reach Spell (2) | <input type="checkbox"/> Widen Spell (3) |

Fourth Level Spells Slots

Slots Used Today:

- Break Enchantment [A]
- Cure Critical Wounds [C]
- Detect Scrying [D]
- Dimension Door [C]
- Dominate Person [E]
- Freedom of Movement [A]
- Hallucinatory Terrain [I]
- Hold Monster [E]
- Invisibility, Greater [I]
- Legend Lore [D]
- L's Secure Shelter [C]
- Locate Creature [D]
- Modify Memory [E]
- Neutralize Poison [C]
- Rainbow Pattern [I]
- Repel Vermin [A]
- Shadow Conjunction [I]
- Shout [V]
- Speak with Plants [D]
- Summon Monster IV [C]
- Zone of Silence [I]
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Fifth Level Spells Slots

Slots Used Today:

- Cure Light Wounds, Mass [C]
- Dispel Magic, Greater [A]
- Dream [I]
- False Vision [I]
- Heroism, Greater [E]
- Mind Fog [E]
- Mirage Arcana [I]
- Mislead [I]
- Nightmare [I]
- Persistent Image [I]
- Seeming [I]
- Shadow Evocation [I]
- Shadow Walk [I]
- Song of Discord [E]
- Suggestion, Mass [E]
- Summon Monster V [C]
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Schools of Magic

- | | |
|---------------------------------------|-------------------|
| [A] Abjuration | [I] Illusion |
| [C] Conjunction | [N] Necromancy |
| [D] Divination | [T] Transmutation |
| [E] Enchantment | [V] Evocation |
| [Univ] Universal (outside any school) | |

Other Magical Feats

- Augment Summoning
- Combat Casting
- Eschew Materials
- Improved Counterspell

Additional Spells & Feats:

Sixth Level Spells Slots

Slots Used Today:

- Analyze Dweomer [D]
- Animate Objects [T]
- Cat's Grace, Mass [T]
- Charm Monster, Mass [E]
- Cure Moderate Wounds, Mass [C]
- Eagle's Splendor, Mass [T]
- Eyebite [N]
- Find the Path [D]
- Fox's Cunning, Mass [T]
- Geas/Quest [E]
- Heroes' Feast [C]
- O's Irresistible Dance [E]
- Permanent Image [I]
- Programmed Image [I]
- Project Image [I]
- Scrying, Greater [D]
- Shout, Greater [V]
- Summon Monster VI [C]
- Sympathetic Vibration [V]
- Veil [I]
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Spells per Day							Spells Known							Bonus Spells								
		Spell Level							Spell Level							Bonus spells per day granted for high charisma						
Caster Level	0	1	2	3	4	5	6	Caster Level	0	1	2	3	4	5	6	Charisma	1	2	3	4	5	6
1	2	-	-	-	-	-	-	1	4	-	-	-	-	-	-	10-11	-	-	-	-	-	-
2	3	0	-	-	-	-	-	2	5	2	-	-	-	-	-	12-13	1	-	-	-	-	
3	3	1	-	-	-	-	-	3	6	3	-	-	-	-	-	14-15	1	1	-	-	-	
4	3	2	0	-	-	-	-	4	6	3	2	-	-	-	-	16-17	1	1	1	-	-	
5	3	3	1	-	-	-	-	5	6	4	3	-	-	-	-	18-19	1	1	1	1	-	
6	3	3	2	-	-	-	-	6	6	4	3	-	-	-	-	20-21	2	1	1	1	1	
7	3	3	2	0	-	-	-	7	6	4	4	2	-	-	-	22-23	2	2	1	1	1	
8	3	3	3	1	-	-	-	8	6	4	4	3	-	-	-	24-25	2	2	2	1	1	
9	3	3	3	2	-	-	-	9	6	4	4	3	-	-	-	26-27	2	2	2	2	1	
10	3	3	3	2	0	-	-	10	6	4	4	4	2	-	-	28-29	3	2	2	2	2	
11	3	3	3	3	1	-	-	11	6	4	4	4	3	-	-	30-31	3	3	2	2	2	
12	3	3	3	3	2	-	-	12	6	4	4	4	3	-	-	etc.						
13	3	3	3	3	2	0	-	13	6	4	4	4	4	2	-	A bard may trade one known spell upon reaching 5th level (and 8th, 11th, 14th, 17th, and 20th), but the spell must be two or more spell levels below the highest spell level the bard can cast.						
14	4	3	3	3	3	1	-	14	6	4	4	4	3	-								
15	4	3	3	3	3	2	-	15	6	4	4	4	4	3								
16	4	4	4	3	3	2	0	16	6	5	4	4	4	2								
17	4	4	4	4	3	3	1	17	6	5	5	4	4	3								
18	4	4	4	4	4	3	2	18	6	5	5	5	4	3								
19	4	4	4	4	4	4	3	19	6	5	5	5	5	4								
20	4	4	4	4	4	4	4	20	6	5	5	5	5	4								
Totals do not include bonus spells for high charisma.							Numbers here are fixed. No bonus spells are awarded.															
An entry of zero in the spells per day table signifies that bards may cast spells of this level only if they are awarded a bonus spell of this level for high charisma.																						

Calculating the DC

- 10 + spell level + charisma modifier.
- Spell Focus in the school grants +1.
- Greater Spell Focus grants +2.
- Gnomes receive +1 for illusions.

Spell Focus Feats

- | | |
|--------------------------------------|--|
| <input type="checkbox"/> Abjuration | <input type="checkbox"/> Evocation |
| <input type="checkbox"/> Conjunction | <input type="checkbox"/> Illusion |
| <input type="checkbox"/> Divination | <input type="checkbox"/> Necromancy |
| <input type="checkbox"/> Enchantment | <input type="checkbox"/> Transmutation |

Overcoming Spell Resistance

- Roll a caster level check (d20 + caster level)
- Spell Penetration feat grants +2.
- Greater Spell Penetration grants +4.

Bardic Music

Ability (Level Requirement*)

- Countersong (1st)
- Fascinate (1st)
- Inspire Courage (1st)
- Inspire Competence (3rd)
- Suggestion (6th)
- Inspire Greatness (9th)
- Song of Freedom (12th)
- Inspire Heroics (15th)
- Mass Suggestion (18th)

Bardic music may be used once per level per day.

*Level requirements assume the bard has put the maximum number of skill points into at least one form of the Perform skill.