

Commoner Plus

An alternate multi-classing system for D20 Games.

This is an alternate set of rules for multi-classing characters in D20 games. Characters are created and choose an initial class in exactly the same way as normal. Characters gain experience and gain levels as per the rules of the game. Single Class characters progress as normal, however, characters who Multi-class may only choose between their initial class and the Commoner Plus class. Other multi-class combinations are not permitted.

I am sure some of you are asking “Why bother? The rules work as they are now.” And yes they do work. However, Commoner Plus wins (for me) on two counts. First – it stops ‘dipping in’ to a class for one level just to get all those cool feats and abilities that characters get at first level. Second, it really lets you tailor your character, pulling skills and feats and class abilities from across the range of D&D character types.

The Commoner Plus progression table (For D&D 3.x)

The Commoner Plus gains d4 hp per level

Level	BAB	Fort	Ref	Will	Skills	DP
1st	+0	+1	+0	+0	2	10
2nd	+1	+1	+1	+0	2	10
3rd	+1	+1	+1	+1	2	10
4th	+2	+2	+1	+1	2	10
5th	+2	+2	+2	+1	2	10
6th	+3	+2	+2	+2	2	10
7th	+3	+3	+2	+2	2	10
8th	+4	+3	+3	+2	2	10
9th	+4	+3	+3	+3	2	10
10th	+5	+4	+3	+3	2	10
11th	+5	+4	+4	+3	2	10
12th	+6/+1	+4	+4	+4	2	10
13th	+6/+1	+5	+4	+4	2	10
14th	+7/+2	+5	+5	+4	2	10
15th	+7/+2	+5	+5	+5	2	10
16th	+8/+3	+6	+5	+5	2	10
17th	+8/+3	+6	+6	+5	2	10
18th	+9/+4	+6	+6	+6	2	10
19th	+9/+4	+7	+6	+6	2	10
20th	+10/+5	+7	+7	+6	2	10

This is exactly the same as standard Commoner progression except: The Saving Throw improvements have been evened out and high level saves are slightly better and the character has 10 DP to spend per level. You still gain a Feat at Character Levels 3, 6, 9, 12, 18 & 18 and an Ability Bonus at Character levels 4, 8, 12, 16 & 20.

Development Points

Development points are what make this Commoner Plus – rather than just plain old commoner. These DP can be spent on items in the following tables. Using these DP you can develop the character how you wish. But there are a few rules ...

You may only spend your DPs when you go up a level, however, you need not spend them all at the level they are gained. Unspent DP go into a DP Bank and are saved until next time you go up a level. This allows you to save DP towards a particular set of upgrades that you think will be expensive. You may not spend DPs unless you are levelling up.

You may not spend DP on abilities that are listed as part of your initial character class. For example, if the character starts life as a Bard, they cannot spend any DP in the Bard section of these rules.

Commoner Plus Abilities

These lists are split into sections associated with the class that a Class Ability came from originally, however sometimes an ability is available to more than one class and may be listed more than once. The General sections are available to all characters.

General

These tweaks and upgrades are available to all Commoner Plus characters.

DP Cost	Description
1	Improved Hit dice 1. Use a d6 for hitpoints. Frequency: Once per level. Limitation: You may only Improve your HD once per level.
2	Improved Hit dice 2. Use a d8 for hitpoints. Frequency: Once per level. Limitation: You may only Improve your HD once per level.
4	Improved Hit dice 3. Use a d10 for hitpoints. Frequency: Once per level. Limitation: You may only Improve your HD once per level.
2	Saving Throw +1. You may increase one of your Base Saving Throws by 1 point. Frequency: You may only increase one saving throw per level. Limitation: A <i>Base Save Bonus</i> must not be more than your Character Level.
4	BAB +1. Frequency: You may only increase you BAB once per level. Limitation: Your BAB may not exceed your character level.
4	Bonus Feat. You may take an extra feat. Frequency: You may take this once per level. Limitation: You may only gain one Feat per Character Level, so you MAY NOT take a Bonus Feat at Character Levels 3,6,9,12,15 or 18.
4	Use Druid Weapons.
4	Use Monk Weapons.
2	Specialist Weapons 1: Use hand crossbow, rapier, sap, shortbow, and short sword.
2	Specialist Weapons 2: longsword, rapier, sap, short sword, shortbow, and whip

Class Based Features

Commoner Plus characters can buy abilities from any class. However, there are level restrictions. A character with Commoner Plus levels may never be 'better' at any class based skill than a Single Class character of the same level.

However, a Commoner Plus could be as good as a Rogue at sneaking, as good as a Fighter at hitting things and as good as a Cleric at Turning Undead. These rules are about making individual characters rather than anything else.

And eventually we should probably put the classes in alphabetical order

Wizard Magic Rules

A wizard casts arcane spells which are drawn from the sorcerer/wizard spell list. A wizard must choose and prepare her spells ahead of time (see below).

To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier.

Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Wizard. In addition, she receives bonus spells per day if she has a high Intelligence score.

Unlike a bard or sorcerer, a wizard may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the wizard decides which spells to prepare.

Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on Table: Armor and Shields is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

Sorcerer

Commoner Plus characters can learn to cast sorcerer spells – but it is expensive. It costs 8dp develop Sorcerer Spell Casting Abilities, and then it takes 8dp to advance one step. You may only advance one step on this table per level and you must take the steps in order. Note that you start off with the ability to cast three cantrips with a caster level of zero. If you already have Sorcerer casting abilities, it costs 7 dp to advance 1 step on the Sorcerer casting table. Note that you may never have more spells than a single class Sorcerer of the same character level.

When you progress to Caster level 1, you may summon a familiar. The familiar has the same abilities as a Sorcerer of the same caster level as you.

All other sorcerer spell casting rules apply as normal.

Sorcerer Spell Casting

Sorcerer Spell Casting										
Caster Level	Spells per Day									
	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
0th	3									
1st	5	3	—	—	—	—	—	—	—	—
2nd	6	4	—	—	—	—	—	—	—	—
3rd	6	5	—	—	—	—	—	—	—	—
4th	6	6	3	—	—	—	—	—	—	—
5th	6	6	4	—	—	—	—	—	—	—
6th	6	6	5	3	—	—	—	—	—	—
7th	6	6	6	4	—	—	—	—	—	—

8th	6	6	6	5	3	—	—	—	—	—
9th	6	6	6	6	4	—	—	—	—	—
10th	6	6	6	6	5	3	—	—	—	—
11th	6	6	6	6	6	4	—	—	—	—
12th	6	6	6	6	6	5	3	—	—	—
13th	6	6	6	6	6	6	4	—	—	—
14th	6	6	6	6	6	6	5	3	—	—
15th	6	6	6	6	6	6	6	4	—	—
16th	6	6	6	6	6	6	6	5	3	—
17th	6	6	6	6	6	6	6	6	4	—
18th	6	6	6	6	6	6	6	6	5	3
19th	6	6	6	6	6	6	6	6	6	4
20th	6	6	6	6	6	6	6	6	6	6

Caster Level	Sorcerer Spells Known									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
0th	2									
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—

16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Sorcerer Magic Rules

A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below).

To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier.

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score.

A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study. The sorcerer can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on Table: Armor and Shields is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

Cleric

Clerical Spell casting abilities are more flexible than the Arcane casting classes and there are three ways that you can learn to cast Clerical spells. The first option just gives basic access to the normal clerical spells but does not give you domain spells or the ability to affect undead. The second option allows you to learn domain spells and manipulate undead. Individually, these are cheap compared to other casting costs. However, if you want full

Clerical casting and turning abilities you must take both options – which will make development costs comparable.

However, you are advised to make a decision at the start of your clerical career. If you have levels in both sets of clerical spell casting abilities, you MUST use the lower Caster Level no matter which spells you are casting. Therefore it is best to keep the two at the same level of advancement. **Do we want to keep this paragraph? Or do we trust characters to keep their caster levels separate?**

If you already have Cleric casting abilities, you must spend 8 dp to advance 1 step on the main Cleric casting table. Note that you may never have more spells than a single Cleric Sorcerer of the same character level.

Clerical Spell Casting

Commoner Plus characters can learn to cast Clerical spells – but it is expensive. It costs 6dp develop Clerical Spell Casting Abilities, and then it takes 6dp to advance one step. You may only advance one step on this table per level and you must take the steps in order. Note that you start off with the ability to cast two cantrips with a caster level of zero.

Note: This does not give you the ability to manipulate undead, nor does it give access to domain spells.

Cleric Spell Casting										
Caster Level	Spells per Day									
	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
0th	2									
1st	3	1	—	—	—	—	—	—	—	—
2nd	4	2	—	—	—	—	—	—	—	—
3rd	4	2	1	—	—	—	—	—	—	—
4th	5	3	2	—	—	—	—	—	—	—
5th	5	3	2	1	—	—	—	—	—	—
6th	5	3	3	2	—	—	—	—	—	—
7th	6	4	3	2	1	—	—	—	—	—
8th	6	4	3	3	2	—	—	—	—	—
9th	6	4	4	3	2	1	—	—	—	—
10th	6	4	4	3	3	2	—	—	—	—
11th	6	5	4	4	3	2	1	—	—	—
12th	6	5	4	4	3	3	2	—	—	—
13th	6	5	5	4	4	3	2	1	—	—
14th	6	5	5	4	4	3	3	2	—	—

15th	6	5	5	5	4	4	3	2	1	—
16th	6	5	5	5	4	4	3	3	2	—
17th	6	5	5	5	5	4	4	3	2	1
18th	6	5	5	5	5	4	4	3	3	2
19th	6	5	5	5	5	5	4	4	3	3
20th	6	5	5	5	5	5	4	4	4	4

Clerical Domains and Undead

Commoner Plus characters can learn to cast Clerical domain spells and to manipulate undead. It costs 2dp to develop Clerical Domain Spell Casting Abilities, and then it takes 2dp to advance one step. You may only advance one step on this table per level and you must take the steps in order. Note that you start off with the ability to cast one cantrip with a caster level of zero.

You may cast one 0th level spell, which you should choose in consultation with your GM. You should choose two domains, to decide what spells you can cast at higher levels, as per the guidance in the players handbook.

Once you reach Caster Level 1, you may turn or rebuke undead as if you were a Cleric of the same level.

Cleric Domain Spell Casting										
Caster Level	Spells per Day									
	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
0th	1									
1st	1	1	—	—	—	—	—	—	—	—
2nd	1	1	—	—	—	—	—	—	—	—
3rd	1	1	1	—	—	—	—	—	—	—
4th	1	1	1	—	—	—	—	—	—	—
5th	1	1	1	1	—	—	—	—	—	—
6th	1	1	1	1	—	—	—	—	—	—
7th	1	1	1	1	1	—	—	—	—	—
8th	1	1	1	1	1	—	—	—	—	—
9th	1	1	1	1	1	1	—	—	—	—
10th	1	1	1	1	1	1	—	—	—	—
11th	1	1	1	1	1	1	1	—	—	—
12th	1	1	1	1	1	1	1	—	—	—

13th	1	1	1	1	1	1	1	1	—	—
14th	1	1	1	1	1	1	1	1	—	—
15th	1	1	1	1	1	1	1	1	1	—
16th	1	1	1	1	1	1	1	1	1	—
17th	1	1	1	1	1	1	1	1	1	1
18th	1	1	1	1	1	1	1	1	1	1
19th	1	1	1	1	1	1	1	1	1	1
20th	1	1	1	1	1	1	1	1	1	1

Cleric Magic Rules

A cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A cleric must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Wisdom modifier.

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score.

Note: Commoner Plus characters who only choose the Domain Spells and Undead option DO NOT get bonus spells for High Wisdom. Characters who choose the main Clerical Casting Option DO get bonus spells for high wisdom.

Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A Commoner Plus who selects the Domain and Undead option must choose two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies.

Rogue

Rogues have a number of Class Abilities

Sneak Attacks

It costs 4dp to progress one step on the Rogue Sneak Attack table. Note that you must meet the minimum Level Requirements shows in the left hand column. A character who already has a rouge class, can improve by one step by one step on this table, so long as they meet the minimum Character level requirements. For example, a Rogue6/ Commoner+3 could have Sneak Attack +5 – exactly the same as a Rogue 9.

Rogue Sneak Attacks	
Minimum Character Level	Sneak Attack
1st	Sneak attack +1d6,
3rd	Sneak attack +2d6
5th	Sneak attack +3d6
7th	Sneak attack +4d6
9th	Sneak attack +5d6
11th	Sneak attack +6d6
13th	Sneak attack +7d6
15th	Sneak attack +8d6
17th	Sneak attack +9d6
19th	Sneak attack +10d6

Sneak Attack Rules

If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trap Finding

It costs 4dp to progress one step on the Rogue Trap Finding table. Note that you must meet the minimum Level Requirements shows in the left hand column. A character who already has a rogue class, can improve by one step by one step on this table, so long as they meet the minimum Character level requirements. For example, a Rogue6/ Commoner+3 could have Trap Sense +3 – exactly the same as a Rogue 9.

Rogue Trap Finding	
Minimum Character Level	Ability
1st	Trapfinding
3rd	Trap sense +1
6th	Trap sense +2
9th	Trap sense +3
12th	Trap sense +4
15th	Trap sense +5
18th	Trap sense +6

Trapfinding

Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense (Ex)

At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack. Note, however, that the Character Level requirements still remain.

Evasive Abilities

It costs 4dp to progress one step on the Rogue Evasive Abilities table. Note that you must meet the minimum Level Requirements shows in the left hand column. A character who already has a rogue class, can improve by one step by one step on this table, so long as they meet the minimum Character level requirements. For example, a Rogue5/ Commoner+3 could have Improved Uncanny Dodge – exactly the same as a Rogue 9.

Rogue Evasive Abilities	
Minimum Character Level	Ability
2nd	Evasion
4th	Uncanny dodge
8th	Improved uncanny dodge
10th	Improved Evasion

Evasion (Ex)

At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge (Ex)

Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex)

A rogue of 8th level or higher can no longer be flanked.

This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Improved Evasion (Ex)

This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks henceforth she takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Ranger

Ranger Casting -

At Fourth level you may call an animal companion. This ability functions like the [druid](#) ability of the same name, except that the ranger's effective druid level is one-half his ranger level.

It costs 4dp to progress one step on the Ranger Casting table

Minimum Level	Caster Level	Ranger Spells per Day			
		1st	2nd	3rd	4th
4th	2	0	—	—	—
6th	3	1	—	—	—
8th	4	1	0	—	—
10th	5	1	1	—	—
12th	6	1	1	1	—
14th	7	2	1	1	0
16th	8	2	2	1	1
18th	9	3	2	2	1
20th	10	3	3	3	3

Ranger Favoured Enemy

It costs 3 points to advance one step on the favoured enemy table

Minimum Level	Favored Enemy
1st	1st favored enemy ,
5th	2nd favored enemy
10th	3rd favored enemy
15th	4th favored enemy
20th	5th favored enemy

Nature Skills

It costs 4 points to advance one step on the Nature Skills table

Minimum Level	Natural Abilities
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1st	wild empathy
4th	Animal companion
7th	Woodland stride
8th	Swift tracker
13th	Camouflage
17th	Hide in plain sight

Combat Styles.

It costs 6 points to advance one step on the Combat Styles table.

This needs to be expensive because it allows the character to ignore prereqs for feats. Even though it is restricted to No or Light Armour.

Minimum Level	Combat Style
2nd	Combat style
6th	Improved combat style
11th	Combat style mastery

Barbarian

I don't think I want to try and separate out Barbarian.

Uncanny Dodge & Trap sense (mainly) duplicates the rogue abilities

In my mind - Rage and Damage reduction go together and I am not sure that splitting them is beneficial. My first thought is that they are 'natural' abilities that should be there from level 1. I am also a bit unsure about mixing Paladin/Monk (although I haven't got that far yet) and barbarian skills. Might need to look at Alignment restrictions.

The more I think about it – the less I like a real monk/barbarian mix ... (Multi class make the max 10/10) – classless gives relevant skills, all at L20 equivalent.

Hmm - monk combat skills combined with rage

Monk AC combined with Rage HP, damage reduction and evasion ...

Bard

Bardic Spell Casting

It takes 5 DP to advance on the Bard Spell Casting table

Minimum Level	Spells per Day							Spells Known						
	0	1st	2nd	3rd	4th	5th	6th	0	1st	2nd	3rd	4th	5th	6th
1st	2	—	—	—	—	—	—	4	—	—	—	—	—	—
2nd	3	0	—	—	—	—	—	5	2 ¹	—	—	—	—	—
3rd	3	1	—	—	—	—	—	6	3	—	—	—	—	—
4th	3	2	0	—	—	—	—	6	3	2 ¹	—	—	—	—
5th	3	3	1	—	—	—	—	6	4	3	—	—	—	—
6th	3	3	2	—	—	—	—	6	4	3	—	—	—	—
7th	3	3	2	0	—	—	—	6	4	4	2 ¹	—	—	—
8th	3	3	3	1	—	—	—	6	4	4	3	—	—	—
9th	3	3	3	2	—	—	—	6	4	4	3	—	—	—
10th	3	3	3	2	0	—	—	6	4	4	4	2 ¹	—	—
11th	3	3	3	3	1	—	—	6	4	4	4	3	—	—
12th	3	3	3	3	2	—	—	6	4	4	4	3	—	—
13th	3	3	3	3	2	0	—	6	4	4	4	4	2 ¹	—
14th	4	3	3	3	3	1	—	6	4	4	4	4	3	—
15th	4	4	3	3	3	2	—	6	4	4	4	4	3	—
16th	4	4	4	3	3	2	0	6	5	4	4	4	4	2 ¹
17th	4	4	4	4	3	3	1	6	5	5	4	4	4	3
18th	4	4	4	4	4	3	2	6	5	5	5	4	4	3
19th	4	4	4	4	4	4	3	6	5	5	5	5	4	4
20th	4	4	4	4	4	4	4	6	5	5	5	5	5	4

Note 1: Provided the bard has a high enough Charisma score to have a bonus spell of this level

Bardic Performance

It takes 3 dp to advance one step on the Bardic Performance table. Note: This table is only available to characters with a Neutral or Chaotic alignment – it is not available to Lawful Characters.

Minimum Level	Special
1st	Bardic music , countersong , fascinate , inspire courage +1
3rd	Inspire competence
6th	Suggestion
8th	Inspire courage +2
9th	Inspire greatness
12th	Song of freedom
14th	Inspire courage +3
15th	Inspire heroics
18th	Mass suggestion
20th	Inspire courage +4

2nd	4	2	—	—	—	—	—	—	—	—
3rd	4	2	1	—	—	—	—	—	—	—
4th	5	3	2	—	—	—	—	—	—	—
5th	5	3	2	1	—	—	—	—	—	—
6th	5	3	3	2	—	—	—	—	—	—
7th	6	4	3	2	1	—	—	—	—	—
8th	6	4	3	3	2	—	—	—	—	—
9th	6	4	4	3	2	1	—	—	—	—
10th	6	4	4	3	3	2	—	—	—	—
11th	6	5	4	4	3	2	1	—	—	—
12th	6	5	4	4	3	3	2	—	—	—
13th	6	5	5	4	4	3	2	1	—	—
14th	6	5	5	4	4	3	3	2	—	—
15th	6	5	5	5	4	4	3	2	1	—
16th	6	5	5	5	4	4	3	3	2	—
17th	6	5	5	5	5	4	4	3	2	1
18th	6	5	5	5	5	4	4	3	3	2
19th	6	5	5	5	5	5	4	4	3	3
20th	6	5	5	5	5	5	4	4	4	4