

Level 0 3Bard spells (select the 6 spells you know)

<input type="checkbox"/> Dancing Lights Evocation Light	1 action	Medium	1 min	Will disbelief (interacted)	No
Create torch like lights or four lights similar to a Will-o-Wisp within a 10 ft radius.					
<input type="checkbox"/> Daze Enchantment (Compulsion) Mind-Affecting	1 action	Close	1 md	Will negates	Yes
Subject takes no action for one round; does not effect creatures of 5 HD or more.					
<input type="checkbox"/> Detect Magic Universal	1 action	60 ft	Conc. up to 1 min/lvl (D)	None	No
Detects spells and magic items within quarter circle arc. (see table)					
<input type="checkbox"/> Flare Evocation	1 action	Close	Instant	Fort negates	Yes
Burst of light dazzles 1 creature which suffers a -1 attack penalty.					
<input type="checkbox"/> Ghost Sound Illusion (Figment)	1 action	Close	1 md/lvl (D)	Will disbelief (interacted)	No
Figment sounds.					
<input type="checkbox"/> Light Evocation Light	1 action	Touch	10 min/lvl (D)	None	No
Object shines like a torch shedding light in a 20 ft radius.					
<input type="checkbox"/> Mage Hand Transmutation	1 action	Close	Concentration	None	No
5 lb telekinesis moves up to 15 ft/round.					
<input type="checkbox"/> Mending Transmutation	1 action	10 ft	Instant	Will negates (h, obj)	Yes (h, o)
Makes minor repairs on a small (< 1lb) object.					
<input type="checkbox"/> Open/Close Transmutation	1 action	Close	Instant	Will negates (obj)	Yes (obj)
Opens or closes small or light things.					
<input type="checkbox"/> Prestidigitation Universal	1 action	10 ft	1 hr	See text	No
Performs minor trick. (see examples)					
<input type="checkbox"/> Read Magic Universal	1 action	Personal	10 min/lvl	None	No
Read scrolls and spellbooks.					
<input type="checkbox"/> Resistance Abjuration	1 action	Touch	1 min	Will negates (h)	Yes (h)
Subject gains a +1 resistance on saves.					

Level 1 3Bard spells (select the 3 spells you know)

<input type="checkbox"/> Alarm Abjuration	1 action	Close	2 hrs/lvl (D)	None	No
Wards a 25 ft radius area with either a mental or audible alarm.					
<input type="checkbox"/> Cause Fear Necromancy Fear, Mind-Affecting	1 action	Close	1d4 mds	Will negates	Yes
One creature flees for 1d4 rounds.					
<input type="checkbox"/> Charm Person Enchantment (Charm) Mind-Affecting	1 action	Close	1 hr/lvl	Will negates	Yes
Makes one person your friend.					