

ANIMAL SPEAKER

Bard Level

(BARD)

SPELLS

Spells Known	Spell Save DC	Spells per day	= Basis + Bonus spreuken	CHA - 4	CHA - 8	CHA - 12
		0				
		1		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		3		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		4		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		5		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		6		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPREUK MISLUKKING TREDE

%

Bards can wear light armour without risking spell failure.

BARDIC PERFORMANCE

DURATION PER DAY

Bard Level

Misc

$$\text{rds} = 2 + (\text{CHA} \times 2) + \text{CHA} + \text{CHA}$$

Rounds Today ☐☐☐ ☐☐☐ ☐☐☐

WILL SAVE DC

Bard Level

$$= 10 + (\text{CHA} \div 2) + \text{CHA}$$

Level 7 Begin of verander een bard optreden als een bewegingsactie, in plaats van als een standaard actie.

PERFORMANCES

COUNTERSONG

Counter magical effects that depend on sound.

Allies within 30ft use Performance roll in place of a saving throw

DISTRACTION

Counter magical effects that depend on sight.

Allies within 30ft use Performance roll in place of a saving throw

INSPIRE COURAGE

+

Bonus against charm and compulsion effects
Bonus to attack and damage rolls

SOOTHING PERFORMANCE

Level 3 Use a performance roll to influence animals

ATTRACT RATS

Level 5 Summon 5 1d6 11 2d6 17 3d6 rats

SUGGESTION

Level 6 Suggest actions to one already fascinated creature

DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

INSPIRE GREATNESS MAX AFFECTED

Level 9 ☐ 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save

SOOTHING PERFORMANCE

Level 12 Mass Cure Serious Wounds
Removes the fatigued, sickened and shaken conditions

FRIGHTENING TUNE

Level 14 Enemies are frightened and flee your performance

INSPIRE HEROICS MAX AFFECTED

Level 15 ☐ + 4 to all saving throws
+ 4 to AC

MASS SUGGESTION

Level 18 Suggest actions to already fascinated creatures

DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

Summon Nature's Ally I

1

☐☐☐
☐☐☐
☐☐☐

Summon Nature's Ally II

2

☐☐☐
☐☐☐
☐☐☐

Summon Nature's Ally III

3

☐☐☐
☐☐☐
☐☐☐

Summon Nature's Ally IV

4

☐☐☐
☐☐☐

Summon Nature's Ally V

5

☐☐☐
☐☐☐

Summon Nature's Ally VI

6

☐☐☐
☐☐☐

BARDIC KNOWLEDGE

KNOWLEDGE BONUS

Bard Level

Misc

$$= (\text{CHA} \div 2) + \text{CHA}$$

Apply this bonus to all knowledge skills

Bards can use all knowledge skills untrained

ANIMAL FRIEND

Level ANIMAL TYPE

1

5

7

11

+4 to Handle Animal of a chosen type

These animals are at worst indifferent to the bard, and never attack without provocation

Animal companions and magically controlled animals must pass an opposed Charisma check to attack

Level

5

Speak With Animals at will for a chosen type

VERSATILE PERFORMANCE

☐ Act

☐ Comedy

☐ Dance

☐ Keyboard Instruments

Other:

☐

☐

☐

Use bonus in place of...

Bluff, Disguise

Bluff, Intimidate

Acrobatics, Fly

Diplomacy, Intimidate

☐ Oratory

☐ Percussion

☐ Sing

☐ String

☐ Wind Instruments

Use bonus in place of...

Diplomacy, Sense Motive

Handle Animal, Intimidate

Bluff, Sense Motive

Bluff, Diplomacy

Diplomacy, Handle Animal

JACK OF ALL TRADES

Level

10

Use any skill as if you were trained

Level

16

All skills are considered class skills

Level

19

Able to take 10 on any skill