

SEA SINGER

(BARD)

Bard
Level

SPELLS

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

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

Rounds Today ☐☐ ☐☐ ☐☐ ☐☐

WILL SAVE DC Bard Level

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

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

PERFORMANCES

SEA SHANTY

Counter exhaustion, fatigue, nausea and sickness.

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

FASCINATE Bard Level
MAX AUDIENCE Level

$$= \quad \div 3 \quad (\text{Naar boven afgerond})$$

INSPIRE COURAGE

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

Level 3 **STILL WATER**
Calm waters within 30ft, reducing swim DCs by your level
Perform for 10 rounds to extend the effect for an hour

Level 6 **WHISTLE THE WIND**
Gust Of Wind; play for 5 rounds to extend for 1 minute

Level 8 **DIRGE OF DOOM**
Cause enemies within 30ft to become shaken

Level 9 **INSPIRE GREATNESS** **MAX AFFECTED**
☐ $2 \times (d10 + \text{CON})$ temporary hit points,
+2 attack, +1 fortitude save

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

Level 14 **FRIGHTENING TUNE**
Enemies are frightened and flee your performance

Level 15 **INSPIRE HEROICS** **MAX AFFECTED**
☐ + 4 to all saving throws
+ 4 to AC

Level 18 **CALL THE STORM**
Control Water, Control Weather, Control Winds or
Storm of Vengeance; play for (spell level) rounds.

Level 20 **DEADLY PERFORMANCE**
Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

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WORLD TRAVELLER

KNOWLEDGE BONUS Bard Level Misc

$$= (\quad \div 2) +$$

Apply this bonus to all Knowledge (geography), (nature), (local) and Linguistics
You can reroll one of these skill checks, but you must take the second result

SEA LEGS

Level 2

+4

Bonus applies to saving throws against air and water effects, and any effect that may trip, slip or knock prone

+2

Bonus applies to CMD against grapple, overrun or trip

FAMILIAR

Level 2

LORE MASTER

Level 5 **TAKE 10** Unlimited uses per day **TAKE 20 PER DAY** Take 20 Today ☐☐
☐☐

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