ANI	MAL SP (BARD)	EAK	ER Bard Level	×	KN	OWN S	SPELLS		
		PELLS				_ _ 0			
Spells	Spell		Basis Bonusspreuken			_			
Known	Save DC	per day	Spreuken 7 8 2						
	0		CHA CHA CHA	Summon Natu	re's Ally I	_ 4			
	1					_ 1			
	2								
	3								
	4			Summon Natu	re's Ally II				
	5		+ + +			2			
	6								
Spell Sa	ve DC = 10 + CHA +	· Spell Level							
ARCANE	SPREUK MISL	UKKING T	TREDE	Summon Natu	re's Ally III				
Bards can wear light armour without risking spell failure.						3	_		
BARDIC PERFORMANCE									
DURATIO		ard							
PER DAY	011	evel	Misc	Summon Natu	re's Ally IV				
r	ds = 2 + (× 2) + CHA +	4					
Rounds 000 000									
Today									
WILL SA	VE DC	Bard Level	`	Summon Natu	re's Ally V				
	= 10 + (÷ 2) + CHA			5			
Level Re	· · · · · · · · · · · · · · · · · · ·								
DC	gin of verander een plaats van als een s		den als een bewegingsactie ctie.	,					
×	PERFO	ORMAN	CES	Summon Natu	re's Ally VI	_ 6			
COUNTE									
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw									
			place of a carring time.	*	BARD	IC KNO	OWLEDGE		
DISTRACTION Counter magical effects that depend on sight.				KNOWLEDGE	Bard Level	Misc			
Allies within 30ft use Performance roll in place of a saving throw				BONUS	/		Apply this bonus to al	ll knowledge skills	
INSPIRE COURAGE Bonus against charm and compulsion effects				= (÷ 2) + Bards can use all knowledge skills untrained					
+	Bonus agaii Bonus to at			ANIMAL FRIEND					
Level SOOTHING PERFORMANCE				Level ANIMA	L TYPE		+4 to Handle Ani		
3 Use a performance roll to influence animals			These animals are at worst indifferent to the and never attack without provocation						
Level ATTRACT RATS			5			Animal companions and magically controlled animals			
5 Summon 5 1d6 11 2d6 17 3d6 rats			7 3d6 rats	7		-	must pass an opposed Charisma check to attack Level		
Level SUGGESTION				5 Speak With Animals at will for a chosen type					
6 Sug	gest actions to one	already fas	cinated creature	VERSATILE PERFORMANCE					
	RGE OF DOOM	2061	_		Use bonus in place of	_		Use bonus in place of	
	se enemies within 3			□ Act	Bluff, Disguise Bluff, Intimidate		Oratory	Diplomacy, Sense Motive Handle Animal, Intimidate	
_evei	SPIRE GREATN		AFFECTED) temporary hit points,	□ Comedy□ Dance	Acrobatics, Fly		Percussion Sing	Bluff, Sense Motive	
9			rtitude save	Keyboard	Diplomacy, Intimidate		String	Bluff, Diplomacy	
	OTHING PERFO			Instruments	Diplomacy, intilinuate		Wind Instruments	Diplomacy, Handle Animal	
Mas	ss Cure Serious Wou noves the fatiqued.		d shaken conditions	Other:					
	IGHTENING TU mies are frightened		ur performance						
INIS									
Level + 4 to all saving throws + 4 to AC				×	JACK (OF ALI	L TRADES		
				Level Use any skill as if you were trained					
	SS SUGGESTIO			10	onni ao ii you wele tidilleu				
18 Sug	gest actions to alre	ady fascina	ted creatures	Level 16 All skills	s are considered class skills				
Level DEADLY PERFORMANCE 20 Cause an enemy to die of joy or sorrow				Level					
20 Cau	se an enemy to die	of Joy or so	rrow	19 Able to	take 10 on any skill				