

DEMAGOGUE

(BARD)

Bard
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Basis Spreuken	Bonus spreuken
		0		CHA - 4 CHA - 8 CHA - 12
		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

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

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

FASCINATE

Bard

MAX AUDIENCE

Level

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

INSPIRE COMPETENCE

Level 3 + ☐

GATHER CROWD

Bard Level

Level 5 Size of audience = Performance result \times ☐

INCITE VIOLENCE

Level 6 Inflammate a crowd who are already fascinated

DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

INSPIRE GREATNESS MAX AFFECTED

Level 9 ☐ $2 \times (\text{d}10 + \text{CON})$ 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

RIGHTEOUS CAUSE

Level 18 Turn a crowd towards a common purpose

DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

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FAMOUS

Bard Level	Area of fame			
1	Village or small town	1,000 people	+1	
5	Large town or small group of towns	5,000 people	+2	
9	City or group of towns	25,000 people	+3	
13	Large city state and surrounding area	100,000 people	+4	
17	The whole civilized world		+5	

Bonus to Bluff and Intimidate made within the area of your fame

BARDIC KNOWLEDGE

KNOWLEDGE
BONUS

Bard
Level

Misc

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

Apply this bonus to all knowledge skills

Bards can use all knowledge skills untrained

WELL-VERSED

Level 2

+4

Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

VERSATILE PERFORMANCE

	Use bonus in place of...	Use bonus in place of...
<input type="checkbox"/> Act	Bluff, Disguise	<input type="checkbox"/> Oratory
<input type="checkbox"/> Comedy	Bluff, Intimidate	<input type="checkbox"/> Percussion
<input type="checkbox"/> Dance	Acrobatics, Fly	<input type="checkbox"/> Sing
<input type="checkbox"/> Keyboard Instruments	Diplomacy, Intimidate	<input type="checkbox"/> String
<input type="checkbox"/>		<input type="checkbox"/> Wind Instruments

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