

# CELEBRITY

Bard  
Level

## SPELLS

| Spells<br>Known | Spell<br>Save DC | Spells<br>per day | = Basis<br>Spreuken | Bonusspreuken   |
|-----------------|------------------|-------------------|---------------------|---|
|                 |                  | 0                 |                     | CHA - 4<br>CHA - 4<br>CHA - 8<br>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  
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Misc

$$\text{rds} = 2 + \left( \frac{\text{CHA}}{2} \right) + \text{CHA} +$$

Rounds Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

### WILL SAVE DC

Bard Level

$$= 10 + \left( \frac{\text{CHA}}{2} \right) + \text{CHA}$$

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  
Level

### MAX AUDIENCE

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

### INSPIRE COMPETENCE

Level 3 + ☐

### GATHER CROWD

Bard Level

$$\text{Size of audience} = \text{Performance result} \times$$

### SUGGESTION

Level 6 Suggest actions to one already fascinated creature

### SHINING STAR

Level 8 Fascinated creatures take -4 to break free of the effect, and make a will save to break free even when being attacked

### 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

1

☐ ☐ ☐ ☐

2

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3

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4

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5

☐ ☐ ☐ ☐

6

☐ ☐ ☐ ☐

## FAMOUS

| Bard Level | Area of fame                          |                |    |   |
|------------|---------------------------------------|----------------|----|---|
| 1          | Village or small town                 | 1,000 people   | +1 | Bonus to Diplomacy and Intimidate made within the area of your fame |
| 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 |   |

## BARDIC KNOWLEDGE

### KNOWLEDGE BONUS

Bard  
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Misc

$$= \left( \frac{\text{CHA}}{2} \right) +$$

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          | Diplomacy, Sense Motive   |
| <input type="checkbox"/> Comedy               | Bluff, Intimidate        | <input type="checkbox"/> Percussion       | Handle Animal, Intimidate |
| <input type="checkbox"/> Dance                | Acrobatics, Fly          | <input type="checkbox"/> Sing             | Bluff, Sense Motive       |
| <input type="checkbox"/> Keyboard Instruments | Diplomacy, Intimidate    | <input type="checkbox"/> String           | Bluff, Diplomacy          |
| <input type="checkbox"/>                      |                          | <input type="checkbox"/> Wind Instruments | 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