ANII	MAL SP (BARD)	EAK]	ER Level		KN	OWN S	SPELLS		
		PELLS				_ 0			
Spells	Spell		Basis Bonusspreuken			_			
Known	Save DC	per day	Spreuken 7 2						
	0		CHA CHA CHA	Summon Natu	re's Ally I	- 4			
	1					_ <b>1</b> 			
	2								
	3								
	4			Summon Natu	re's Ally II				
	5					_ <b>2</b> 			
	6								
Spell Sa	ve DC = 10 + CHA +	Spell Level							
ARCANE	SPREUK MISL			Summon Natu	re's Ally III				
Bards can wear light armour without risking spell failure.						3			
BARDIC PERFORMANCE									
OURATIO		ard							
PER DAY	011	evel	Misc	Summon Natu	re's Ally IV	_			
$rds = 2 + ( \times 2) + CHA +$				4					
Rounds									
Today									
WILL SA	VE DC	Bard Level	`	Summon Natu	re's Ally V				
	= 10 + (		÷ 2 ) + CHA			_ 5			
Level Re	ain of verander een	hard ontred	len als een bewegingsactie						
DC	plaats van als een s			,					
×	PERFO	DRMAN	CES	Summon Natu	re's Ally VI	_ 6			
COUNTE						_ 000			
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw									
DISTRAC	TION			) <del>`</del>	BARD	IC KNO	OWLEDGE		
DISTRACTION  Counter magical effects that depend on sight.  Allies within 20ft use Performance rell in place of a soving throw				KNOWLEDGE BONUS	Bard Level	Misc			
Allies within 30ft use Performance roll in place of a saving throw					/		Apply this bonus to al	-	
INSPIRE COURAGE  Bonus against charm and compulsion effects				= ( ÷ 2 ) + Bards can use all knowledge skills untrained					
+	Bonus to at			) <del>-</del>	ANIMAL FRIEND				
Level SOOTHING PERFORMANCE  3 Use a performance roll to influence animals			Level ANIMA  1	L TYPE		+4 to Handle Anii			
			and never attack without provocation						
Level ATTRACT RATS 5 Summon 5 1d6 11 2d6 17 3d6 rats			5			Animal companions ar	nd magically controlled animal		
			7 3d6 rats			must pass an opposed Charisma check to attack  Level			
Level SUGGESTION  6 Suggest actions to one already fascinated creature				5 Speak With Animals at will for a chosen type					
<b>6</b> Sug	gest actions to one	already fas	cinated creature	VERSATILE PERFORMANCE					
	RGE OF DOOM	20(1.1.1		- A-A	Use bonus in place of		0	Use bonus in place of	
	se enemies within 3			<ul><li>□ Act</li><li>□ Comedy</li></ul>	Bluff, Disguise Bluff, Intimidate		Oratory Percussion	Diplomacy, Sense Motive Handle Animal, Intimidate	
evei	SPIRE GREATN		) temporary hit points,	□ Dance	Acrobatics, Fly		Sing	Bluff, Sense Motive	
9		ttack, +1 for		Keyboard	Diplomacy, Intimidate		String	Bluff, Diplomacy	
	OTHING PERFO			☐ Instruments Other:	Diplomady, mamade		Wind Instruments	Diplomacy, Handle Animal	
, Mas	s Cure Serious Wou loves the fatiqued,		d shaken conditions						
	IGHTENING TU mies are frightened		ur performance						
INS	SPIRE HEROICS								
evei	+ 4 t	o all saving		×	JACK	OF ALI	L TRADES		
15 + 4 to AC + 4 to AC				Level	•				
	SS SUGGESTIO			10	skill as II you wele trailled				
<b>18</b> Sug	gest actions to alre	ady fascina	ted creatures	Level 16 All skills	s are considered class skills				
Level DEADLY PERFORMANCE				Level					
<b>20</b> Caus	se an enemy to die	ot joy or soi	rrow	Able to take 10 on any skill					