

SAVAGE SKALD

(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

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

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

INSPIRING BLOW TEMPORARY HP

When you confirm a critical hit

$$\text{hp} = \text{CHA} +$$

Also grant allies a +1 morale bonus to a single attack roll

INSPIRE COURAGE

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

INSPIRE COMPETENCE

Level 3 +

INCITE RAGE

Level 6 Enrage one target as long as they can hear you

DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

INSPIRE GREATNESS MAX AFFECTED

Level 9 ☐ 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save

SONG OF THE FALLEN

Level 10 Summon barbarians as a silver Horn Of Valhalla

13 Brass horn 16 Bronze horn 19 Iron horn

BERSERKERGANG

Level 12 Suppress pain, stunning, fear; DR 5/- (DR 10/- nonlethal)

12 1 target 15 2 targets 18 3 targets

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

BATTLE SONG

Level 18 Enrage all allies within 30ft

DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

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BARDIC KNOWLEDGE

KNOWLEDGE
BONUS

Bard
Level

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...

☐ Act

Bluff, Disguise

☐ Comedy

Bluff, Intimidate

☐ Dance

Acrobatics, Fly

☐ Keyboard Instruments

Diplomacy, Intimidate

Other:

☐

☐

☐

Use bonus in place of...

☐ Oratory

Diplomacy, Sense Motive

☐ Percussion

Handle Animal, Intimidate

☐ Sing

Bluff, Sense Motive

☐ String

Bluff, Diplomacy

☐ Wind Instruments

Diplomacy, Handle Animal

LORE MASTER

Level 5

TAKE 10
Unlimited uses
per day

TAKE 20 PER DAY

☐☐☐
☐☐☐

Take 20 Today

☐☐☐
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