

ARCHIVIST

(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

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

Rounds Today ☐

WILL SAVE DC Bard Level

$\text{Will Save DC} = 10 + (\text{CHA} \div 2) + \text{CHA}$

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 MAX AUDIENCE

Bard
Level

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

NATURALIST

Bard Level

$\text{Naturalist} = (\text{CHA} + 1) \div 6$

Bonus to AC and attack rolls against an identified creature
Granted to allies within 30ft who can see and hear you

INSPIRE COMPETENCE

Level 3 $\text{Inspire Competence} = \text{CHA} +$

SUGGESTION

Level 6 Suggest actions to one already fascinated creature

LAMENTABLE BELABOURMENT

Level 6 Daze or confuse one already fascinated creature

DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

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 $\text{Inspire Heroics} = \text{CHA} + 4$ to all saving throws
 $\text{Inspire Heroics} = \text{CHA} + 4$ to AC

PEDANTIC LECTURE

Level 18 Daze, confuse or put to sleep already fascinated creatures

DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

2

3

4

5

6

BARDIC KNOWLEDGE

KNOWLEDGE BONUS

Bard
Level

Misc

$\text{Knowledge Bonus} = (\text{CHA} \div 2) +$ Bards can use all knowledge skills untrained

LORE MASTER

Take 20 on any Knowledge skill roll

Level 2

TAKE 20 PER DAY

Bard
Level

$\text{Lore Master} = (\text{CHA} + 4) \div 6$

Take 20 Today

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MAGIC LORE

Take 10 on Spellcraft checks to identify magic items or decipher scrolls.

Level 2

Disarm magical traps as a Rogue.

$\text{Magic Lore} = \text{CHA} + 4$

Bonus to saving throws against magical traps, language-dependent effects, symbols, glyphs and magic writings.

JACK OF ALL TRADES

Level 5

Use any skill as if you were trained

Level 11

All skills are considered class skills

Level 17

Able to take 10 on any skill

PROBABLE PATH

Take 10 on any d20 roll

Level 10

TAKE 10 PER DAY

Bard
Level

$\text{Probable Path} = (\text{CHA} - 7) \div 3$

Take 20 Today

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