

SEA SINGER (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

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

Rounds Today ☐☐☐ ☐☐☐ ☐☐☐☐☐☐

WILL SAVE DC

Bard Level

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

Level 7 Begin of verander een bard optreden als een bewegingsactie, in plaats van als een standaard actie.

PERFORMANCES

SEA SHANTY

Counter exhaustion, fatigue, nausea and sickness.

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

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

INSPIRE COURAGE

+

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

STILL WATER

Level 3

Calm waters within 30ft, reducing swim DCs by your level
Perform for 10 rounds to extend the effect for an hour

WHISTLE THE WIND

Level 6

Gust Of Wind; play for 5 rounds to extend for 1 minute

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

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

CALL THE STORM

Level 18

Control Water, Control Weather, Control Winds or
Storm of Vengeance; play for (spell level) rounds.

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

Apply this bonus to all Knowledge (geography),
(nature), (local) and Linguistics

You can reroll one of these skill checks, but you
must take the second result

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

WELL-VERSED

Level 2

+4

Bonus applies to saving throws against air and water effects, and any
effect that may trip, slip or knock prone

+2

Bonus applies to CMD against
grapple, overrun or trip

FAMILIAR

Level 2

LORE MASTER

Level 5

TAKE 10
Unlimited uses
per day

TAKE 20 PER DAY

Take 20 Today

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☐☐

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