

MAGICIAN

(BARD)

Bard
Level

KNOWN SPELLS

SPELLS

Spells Known	Spell Save DC	Spells per day	= Basis Spreuken	Bonuspreuken
		0		CHA - 4 CHA - 8 CHA - 12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<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

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

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

PERFORMANCES

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

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

DWEOMERCRAFT

Bard Level

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

Bonus to caster level checks, Concentration and spell attacks to allies within 30ft who can see and hear you

INSPIRE COMPETENCE

Level

3

+

SUGGESTION

Level

6

Suggest actions to one already fascinated creature

SPELL SUPPRESSION

Level

8

Counter any identified spell of a level less than the number of rounds of performance, as Dispel Magic

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

METAMAGIC MASTERY

Level

14

Apply instant metamagic; this ends the 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

0

1

☐ ☐ ☐
☐ ☐ ☐

2

☐ ☐ ☐
☐ ☐ ☐

3

☐ ☐ ☐
☐ ☐ ☐

4

☐ ☐ ☐
☐ ☐ ☐

5

☐ ☐ ☐
☐ ☐ ☐

6

☐ ☐ ☐
☐ ☐ ☐

MAGICAL TALENT

MAGICAL TALENT

BONUS

Bard
Level

Misc

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

Apply this bonus to Knowledge (arcana), Spellcraft and Use Magical Device

EXTENDED PERFORMANCE

Level

2

Sacrifice a spell to extend your performance by a number of rounds equal to the spell level
Only once per performance Duration does not apply to Spell Suppression

EXPANDED REPERTOIRE

BONUS
SPELLS

Level

2

$$= (\text{CHA} + 2) \div 4$$

Bonus spells may come from any arcane spellcaster's list of available spells

ARCANE BOND

BONDED OBJECT

Level

5

WAND MASTERY

Level

10

Use your own CHA bonus for calculating the DC of wands

Level

15

Use your own caster level for calculating the DC of wands