

ARCANE DUELIST

(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

RALLYING CRY

Rally dispirited allies. Allies within 30ft use your Intimidate roll in place of a saving throw against fear, every turn.

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

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

INSPIRE COURAGE

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

INSPIRE COMPETENCE

Level 3 +

BLADETHIRST

Level

$$\text{Level 6} \quad = \left(\frac{\text{CHA}}{3} \right) - 1 \quad (\text{Naar beneden afgerond})$$

Enhancement bonus to one weapon or natural weapon

DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

INSPIRE GREATNESS MAX AFFECTED

Level 9 $2 \times (d10 + \text{CON})$ 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

MASS BLADETHIRST

Level 18 +4 to 2 allies, +3 to 3, +2 to 4 or +1 to more than 4

DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

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2

☐ ☐ ☐ ☐ ☐ ☐

3

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4

☐ ☐ ☐ ☐ ☐ ☐

5

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6

☐ ☐ ☐ ☐ ☐ ☐

BONUS PRESTATIES

Level

DAMAGE BONUS

Caster
Level

1 ☐ Arcane Strike

$$+ = 1 + \left(\frac{\text{CHA}}{5} \right)$$

2 ☐ Combat Casting
+4 to Concentration checks to cast a spell defensively or while grappled

6 ☐ Disruptive
+4 DC to enemies casting defensively within your threatened area

10 ☐ Spellbreaker
Enemies that fail their check to cast defensively in your treated area provoke attacks of opportunity

14 ☐ Penetrating Strike
Bypass up to 5 points of damage reduction (not including damage reduction without a type)

18 ☐ Greater Penetrating Strike
Bypass up to 10 points of damage reduction (or 5 for damage reduction without a type)

ARCANE BOND

Level

BONDED OBJECT

5

ARCANE ARMOUR

Level

10 Medium Armour Proficiency

Cast spells in medium armour with no risk of spell failure

Level

16 Heavy Armour Proficiency

Cast spells in heavy armour with no risk of spell failure