SAVAGE SKALD Bard Level			KNOWN SPELLS							
(BARD)										
Spells Spell	SPELLS Fells Spell Spells Basis Bonusspreuken						- 0			
Known Save DC		Spreuken 4 8 5								
	)	CHA CHA - CHA -								
1							_ 4			
2	2			1						
	3									
	4 - 111									
	5									
6										
Spell Save DC = 10 + CHA + Spell Level										
ARCANE SPREUK MISLUKKING TREDE										
Bards can wear light armour without risking spell failure.										
BARDIC PERFORMANCE				3						
DURATION	DIID A MIONI Pord									
PER DAY	MISC									
rds = 2 + ( × 2) + CHA +										
Rounds DDD DD	4									
Today										
WILL SAVE DC										
= 10 +	(	÷ 2 ) + CHA								
Level Begin of verander	5									
7 in plaats van als ee										
PER										
COUNTERSONG Counter magical effects th	,									
Allies within 30ft use Perfo	6									
DISTRACTION Counter magical effects th										
Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw			BARDIC KNOWLEDGE							
INSPIRING BLOW			WANTEDGE Pord							
TEMPORARY HP When you confirm a critical hit			BONUS Level							
hp = CH	A Also grain bonus to	nt allies a +1 morale a single attack roll		= (		÷ 2 ) +	Apply this bonus to al			
INSPIRE COURAGE				Datus can use an knowledge skins diffiamed						
+ Bonus a	WELL-VERSED									
Bonus to attack and damage rolls			Level Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.							
Level INSPIRE COMPETENCE				VERSATILE PERFORMANCE						
3 +					Use honus	in place of		Use bonus in place of		
Level INCITE RAGE 6 Enrage one target as long as they can hear you  Level DIRGE OF DOOM			□ Act		Bluff, Disc	•	□ Oratory	Diplomacy, Sense Motive		
			□ Comedy		Bluff, Intimidate		□ Percussion	Handle Animal, Intimidate		
			□ Dance		Acrobatic	s, Fly	□ Sing	Bluff, Sense Motive		
8 Cause enemies within 30ft to become shaken			☐ Keyboard ☐ Instruments		Diplomacy, Intimidate		☐ String	Bluff, Diplomacy		
Level INSPIRE GREATNESS MAX AFFECTED  2 × (d10 + CON) temporary hit points,			Other:				☐ Wind Instruments	Diplomacy, Handle Animal		
9 +2 attack, +1 fortitude save										
Level SONG OF THE FALLEN										
Summon barbarians as a silver Horn Of Valhalla  13 Brass horn 16 Bronze horn 19 Iron horn										
REDSERKERGANG										
Suppress pain, stunning, fear; DR 5/— (DR 10/— nonlethal)				LORE MASTER						
12 I target	Level	TAKE 10	0	TAKE 20 PE						
Level <b>FRIGHTENING</b> 7 <b>14</b> Enemies are frighten	5	Unlimited	uses							
INSDIRE HEROI			~	per day						
Level	4 to all saving									
	4 to AC									
Level <b>BATTLE SONG 18</b> Enrage all allies with										

Level DEADLY PERFORMANCE
20 Cause an enemy to die of joy or sorrow