

# SOUND STRIKER

(BARD)

Bard  
Level

## 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"/> <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

### 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

Bard

MAX AUDIENCE

Level

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

### INSPIRE COURAGE

+

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

### WORDSTRIKE

Bard Level

Level 3 Damage to object = 1d4 + (or half that to a living target)

### WEIRD WORDS

Affects a number of targets up to Bard Level (max 10)

Level 6 Damage to targets = 1d8 + CHA

### 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

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 SUGGESTION

Level 18 Suggest actions to 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

Bard

Misc

BONUS

$$= \left( \frac{\text{CHA}}{2} \right) +$$

Apply this bonus to all knowledge skills

Bards can use all knowledge skills untrained

## WELL-VERSED

Level 2

+4

Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

## VERSATILE PERFORMANCE

☐ Act

Use bonus in place of...

Bluff, Disguise

☐ Comedy

Bluff, Intimidate

☐ Dance

Acrobatics, Fly

☐ Keyboard Instruments

Diplomacy, Intimidate

Other:

☐

☐

☐

☐ Oratory

Use bonus in place of...

Diplomacy, Sense Motive

☐ Percussion

Handle Animal, Intimidate

☐ Sing

Bluff, Sense Motive

☐ String

Bluff, Diplomacy

☐ Wind Instruments

Diplomacy, Handle Animal

## LORE MASTER

Level 5

TAKE 10  
Unlimited uses  
per day

TAKE 20 PER DAY

Take 20 Today

☐☐☐  
☐☐☐

## 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