

# SOUND STRIKER

(BARD)

Bard  
Level

## SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		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 SPELL FAILURE THRESHOLD

% 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 or switch a bardic performance as a move action, rather than as a standard action.

## 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

$$= \text{CHA} \div 3 \quad (\text{Round up})$$

### 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

Level 6 Damage to targets = 1d8 + CHA Affects a number of targets up to Bard Level (max 10)

### 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 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

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2

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## BARDIC KNOWLEDGE

KNOWLEDGE  
BONUS

Bard  
Level

Misc

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

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

☐ Comedy

☐ Dance

☐ Keyboard Instruments

Other:

☐

☐

☐

Use bonus in place of...

Bluff, Disguise

Bluff, Intimidate

Acrobatics, Fly

Diplomacy, Intimidate

☐ Oratory

☐ Percussion

☐ Sing

☐ String

☐ Wind Instruments

Use bonus in place of...

Diplomacy, Sense Motive

Handle Animal, Intimidate

Bluff, Sense Motive

Bluff, Diplomacy

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