

# 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 armor 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 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 MAX AUDIENCE** Bard Level

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

### INSPIRE COURAGE

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

Level 3 **WORDSTRIKE** Bard Level

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

Level 6 **WEIRD WORDS** Affects a number of targets up to Bard Level (max 10)

Damage to targets =  $1d8 + \text{CHA}$

Level 8 **DIRGE OF DOOM** Cause enemies within 30ft to become shaken

Level 9 **INSPIRE GREATNESS MAX AFFECTED**

$2 \times (d10 + \text{CON})$  temporary hit points, +2 attack, +1 fortitude save

Level 12 **SOOTHING PERFORMANCE** Mass Cure Serious Wounds  
Removes the fatigued, sickened, and shaken conditions

Level 14 **FRIGHTENING TUNE** Enemies are frightened and flee your performance

Level 15 **INSPIRE HEROICS MAX AFFECTED**

+ 4 to all saving throws  
+ 4 to AC

Level 18 **MASS SUGGESTION** Suggest actions to already fascinated creatures

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

## KNOWN SPELLS

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## BARDIC KNOWLEDGE

**KNOWLEDGE BONUS** Bard Level Misc

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

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

	Use bonus in place of...		Use bonus in place of...
<input type="checkbox"/> Act	Bluff, Disguise	<input type="checkbox"/> Oratory	Diplomacy, Sense Motive
<input type="checkbox"/> Comedy	Bluff, Intimidate	<input type="checkbox"/> Percussion	Handle Animal, Intimidate
<input type="checkbox"/> Dance	Acrobatics, Fly	<input type="checkbox"/> Sing	Bluff, Sense Motive
<input type="checkbox"/> Keyboard Instruments	Diplomacy, Intimidate	<input type="checkbox"/> String	Bluff, Diplomacy
Other:		<input type="checkbox"/> 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