

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

Concentration

= CHA +

Caster
Level

ARCANE SPELL FAILURE THRESHOLD

%

Bards can wear light armor without risking spell failure.

BARDIC PERFORMANCE

DURATION
PER DAY

Bard
Level

Misc

$$\text{rds} = 2 + (\text{CHA} \times 2) + \text{CHA} +$$

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

MAX AUDIENCE

Bard
Level

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

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

Damage to targets

$$= 1d8 + \text{CHA}$$

Affects a number of targets up to the Bard's Level

Level 8 DIRGE OF DOOM

Cause enemies within 30ft to become shaken

Level 9 INSPIRE GREATNESS MAX AFFECTED

2 Bonus hit dice + 2d10 (including CON)

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

0

1

☐ ☐ ☐ ☐ ☐

2

☐ ☐ ☐ ☐ ☐

3

☐ ☐ ☐ ☐ ☐

4

☐ ☐ ☐ ☐

5

☐ ☐ ☐ ☐

6

☐ ☐ ☐ ☐

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