ARCANE DUELIST
(BARD)

Barden-stufe

ZAUBER

Zauber Bekannt	Zauber Rettungs SG		Zauber pro Tag	= Grund-zauber	+ Bonuszauber (CH / CH - 4 / CH - 8 / CH - 12)
		0			
		1			
		2			
		3			
		4			
		5			
		6			

Zauber Rettungs SG = 10 + CH + Zaubergrad

Konzentration [ ] = CH + ____ Zauber-stufe

ARKANE ZAUBERPATZER THRESHOLD

[ ] %

Bards can wear light armour without risking spell failure.

BARDENAUFTRITT

DAUER PER DAY

[ ] Runden = 2 + (Barden-stufe × 2) + CH + Sonstiges

Runden Heute

WILLEN RETTUNGS SG

[ ] = 10 + (Bardenstufe ÷ 2) + CH

Stufe 7 — Begin or switch a bardic performance as a move action, rather than as a standard action.

AUFTRITTE

RALLYING CRY
Rally dispirited allies. Allies within 30ft use your Intimidate roll in place of a saving throw against fear, every turn.

ABLENKUNG
Counter magical effects that depend on sight.
Allies within 30ft use Performance roll in place of a saving throw.

FASZINIEREN MAX. PUBLIKUM

[ ] = Barden-stufe ÷ 3 (aufrunden)

LIED DES MUTES

[+] Bonus auf RW gegen Bezaubern und Furcht
Bonus auf Angriffs- und Waffenschadenswürfe

Stufe 3 — **LIED DES ERFOLGS** [+]

Stufe 6 — **BLADE THIRST** [ ] = Stufe ÷ 3 (aufrunden)
Enhancement bonus to one weapon or natural weapon

Stufe 8 — **KLAGELIED**
Erschüttert Gegner in 9m Reichweite

Stufe 9 — **LIED DER GRÖSSE** MAX AFFECTED [ ]
2 × (W%d10W% + CON) temporary hit points, +2 attack, +4 fortitude save

Stufe 12 — **ERFRISCHENDER AUFTRITT**
Mass Cure Serious Wounds
Removes the fatigued, sickened and shaken conditions

Stufe 14 — **LIED DER FURCHT**
Gegner werden in Angst versetzt und fliehen

Stufe [ ] — **LIED DES HELDENMUTES** MAX. BEINFLUSST
+4 auf Rettungswürfe
+4 RK (Ausweichbonus)

Stufe 18 — **MASS BLADETHIRST**
+4 to 2 allies, +3 to 3, +2 to 4 or +1 to more than 4

Stufe 20 — **TÖDLICHE MELODIE**
Einen Gegner vor Freude oder Kummer sterben lassen

BEKANNTE ZAUBER

0

1

2

3

4

5

6

BONUS FEATS

DAMAGE BONUS [+] = 1 + (Zauber-stufe ÷ 5)

Stufe 1 — ☐ **Arcane Strike**

2 — ☐ **Combat Casting**
+4 to Concentration checks to cast a spell defensively or while grappled

6 — ☐ **Disruptive**
+4 DC to enemies casting defensively within your threatened area

10 — ☐ **Spellbreaker**
Enemies that fail their check to cast defensively in your treatened area provoke attacks of opportunity

14 — ☐ **Penetrating Stike**
Bypass up to 5 points of damage reduction (not including damage reduction without a type)

18 — ☐ **Greater Penetrating Strike**
Bypass up to 10 points of damage reduction (or 5 for damage reduction without a type)

ARCANE BOND

Stufe 5 — **BONDED OBJECT**

ARCANE ARMOUR

Stufe 10	Medium Armour Proficiency	Cast spells in medium armour with no risk of spell failure
Stufe 16	Heavy Armour Proficiency	Cast spells in heavy armour with no risk of spell failure

alty for riding bareback