

# 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 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  
Level

MAX AUDIENCE

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

### INSPIRE COURAGE

+

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

### WORDSTRIKE

Bard Level

$$\text{Damage to object} = 1d4 + \text{CHA} \quad (\text{or half that to a living target})$$

### WEIRD WORDS

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

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

### DIRGE OF DOOM

Cause enemies within 30ft to become shaken

### INSPIRE GREATNESS MAX AFFECTED

2 Bonus hit dice  
+ 2d10 (including CON)

### SOOTHING PERFORMANCE

Mass Cure Serious Wounds

Removes the fatigued, sickened and shaken conditions

### FRIGHTENING TUNE

Enemies are frightened and flee your performance

### INSPIRE HEROICS MAX AFFECTED

+ 4 to all saving throws  
+ 4 to AC

### MASS SUGGESTION

Suggest actions to already fascinated creatures

### DEADLY PERFORMANCE

Cause an enemy to die of joy or sorrow

## KNOWN SPELLS

0

1

☐ ☐ ☐  
☐ ☐ ☐  
☐ ☐ ☐

2

☐ ☐ ☐  
☐ ☐ ☐  
☐ ☐ ☐

3

☐ ☐ ☐  
☐ ☐ ☐  
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4

☐ ☐ ☐  
☐ ☐ ☐

5

☐ ☐ ☐  
☐ ☐ ☐

6

☐ ☐ ☐  
☐ ☐ ☐

## BARDIC KNOWLEDGE

KNOWLEDGE

Bard  
Level

Misc

BONUS

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

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

Use bonus in place of...

☐ Act

Bluff, Disguise

☐ Comedy

Bluff, Intimidate

☐ Dance

Acrobatics, Fly

☐ Keyboard Instruments

Diplomacy, Intimidate

Other:

☐

☐

☐

Use bonus in place of...

☐ Oratory

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