SOUND STRIKER
(BARD)

Bard Level [ ]

SPELLS

Spells Known	Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells

Bonus Spells columns: CHA - 4, CHA - 8, CHA - 12

Spells Known	Spell Save DC	Level	Spells per day	Base Spells	CHA - 4	CHA - 8	CHA - 12
		0					
		1			☐	☐	☐
		2			☐	☐	☐
		3			☐	☐	☐
		4			☐	☐	☐
		5			☐	☐	
		6			☐	☐	

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

[ ] rds = 2 + ([Bard Level] × 2) + CHA + [Misc]

Rounds Today: ☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐

WILL SAVE DC

[ ] = 10 + ([Bard Level] ÷ 2) + 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] ÷ 3 (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 + 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] ÷ 2) + [Misc]

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