

# 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

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

### WORDSTRIKE

Bard Level

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

Level

### WEIRD WORDS

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

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

Level

### DIRGE OF DOOM

Cause enemies within 30ft to become shaken

Level

### INSPIRE GREATNESS MAX AFFECTED

2 Bonus hit dice  
+ 2d10 (including CON)

Level

### SOOTHING PERFORMANCE

Mass Cure Serious Wounds  
Removes the fatigued, sickened and shaken conditions

Level

### FRIGHTENING TUNE

Enemies are frightened and flee your performance

Level

### INSPIRE HEROICS MAX AFFECTED

+ 4 to all saving throws  
+ 4 to AC

Level

### MASS SUGGESTION

Suggest actions to already fascinated creatures

Level

### 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

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

All skills are considered class skills

Level

Able to take 10 on any skill

Level