

ARCANE DUELIST

(BARDE)

Barde
Niveau

SORTS

Sorts Connus	Sort DD sauvegarde	Sorts par jour	= Base Sorts	Sorts supplémentaires
		0		CHA - 4 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"/>

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

Concentration = CHA + Niveau de Lanceur de Sort

RISQUE D'ÉCHEC DES THRESHOLD

%

Les bardes peuvent porter une armure légère sans encourir de risque d'échec des sorts.

PERFORMANCE DE BARDE

DUREE
PER DAY

Barde
Niveau

Divers

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

Tours ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Aujourd'hui ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

VOLONTE JET DE SAUVEGARDE Niveau de barde

$$= 10 + (\text{ } \div 2) + \text{CHA}$$

Niveau 7 Activer ou changer de représentation bardique par une action de mouvement, à la place d'une action simple.

PERFORMANCES

RALLYING CRY

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

DISTRACTION

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

FASCINATE Barde
MAX AUDIENCE Niveau

$$= \text{ } \div 3 \quad (\text{arrondi au supérieur})$$

INSPIRE COURAGE

+ Bonus against charm and compulsion effects
Bonus à l'attaque et aux dommages

Niveau INSPIRE COMPETENCE

$$3 + \text{ } =$$

Niveau 6 BLADETHIRST Niveau
 $\text{ } = (\text{ } \div 3) - 1$ (arrondi à l'inférieur)
Enhancement bonus to one weapon or natural weapon

Niveau 8 DIRGE OF DOOM
Cause enemies within 30ft to become shaken

Niveau 9 INSPIRE GREATNESS MAX AFFECTED
 $2 \times (d10 + \text{CON})$ temporary hit points, +2 attack, +1 fortitude save

Niveau 12 SOOTHING PERFORMANCE
Mass Cure Serious Wounds
Removes the fatigued, sickened and shaken conditions

Niveau 14 FRIGHTENING TUNE
Enemies are frightened and flee your performance

Niveau 15 INSPIRE HEROICS MAX AFFECTED
+ 4 to all saving throws
+ 4 to AC

Niveau 18 MASS BLADETHIRST
+4 to 2 allies, +3 to 3, +2 to 4 or +1 to more than 4

Niveau 20 DEADLY PERFORMANCE
Cause an enemy to die of joy or sorrow

SORTS CONNUS

0

1

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2

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DONS SUPPLEMENTAIRES

Niveau

1 ☐ Arcane Strike

DAMAGE BONUS

Niveau de
Lanceur de Sort

$$+ \text{ } = 1 + (\text{ } \div 5)$$

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 treated area provoke attacks of opportunity

14 ☐ Penetrating Strike
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

Niveau

OBJET LIÉ

5

ARCANE ARMOUR

Niveau

10 Medium Armour Proficiency

Cast spells in medium armour with no risk of spell failure

Niveau

16 Heavy Armour Proficiency

Cast spells in heavy armour with no risk of spell failure