

SEA SINGER (BARDE)

Barde
Niveau

SORTS CONNUS

SORTS

Sorts Connus	Sort DD sauvegarde	Sorts par jour	= Base Sorts	Sorts supplémentaires
		0		CHA - 4 CHA - 8 CHA - 12
		1		□ □ □ □
		2		□ □ □ □
		3		□ □ □ □
		4		□ □ □ □
		5		□ □ □ □
		6		□ □ □ □

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

trs = 2 + (× 2) + CHA +

Tours
Aujourd'hui

VOLONTE JET DE SAUVEGARDE

Niveau de barde
 = 10 + (÷ 2) + CHA

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

PERFORMANCES

SEA SHANTY

Counter exhaustion, fatigue, nausea and sickness.
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

Barde Niveau
 = ÷ 3 (arrondi au supérieur)

INSPIRE COURAGE

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

Niveau 3 STILL WATER

Calm waters within 30ft, reducing swim DCs by your level
Perform for 10 rounds to extend the effect for an hour

Niveau 6 WHISTLE THE WIND

Gust Of Wind; play for 5 rounds to extend for 1 minute

Niveau 8 DIRGE OF DOOM

Cause enemies within 30ft to become shaken

Niveau 9 INSPIRE GREATNESS MAX AFFECTED

2 × (d10 + 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 CALL THE STORM

Control Water, Control Weather, Control Winds or
Storm of Vengeance; play for (spell level) rounds.

Niveau 20 DEADLY PERFORMANCE

Cause an enemy to die of joy or sorrow

0

1

□ □ □
□ □ □
□ □ □

2

□ □ □
□ □ □
□ □ □

3

□ □ □
□ □ □
□ □ □

4

□ □ □
□ □ □

5

□ □ □
□ □ □

6

□ □ □
□ □ □

BARDIC KNOWLEDGE

KNOWLEDGE BONUS

Barde Niveau Divers
 = (÷ 2) +

Apply this bonus to all Knowledge (geography), (nature), (local) and Linguistics
You can reroll one of these skill checks, but you must take the second result

WELL-VERSED

Niveau 2

+4

Bonus applies to saving throws against air and water effects, and any effect that may trip, slip or knock prone

+2

Bonus applies to CMD against grapple, overrun or trip

FAMILIER

Niveau 2

LORE MASTER

Niveau 5

FAIRE 10
Utilisations illimitées
par jour

TAKE 20 PER DAY

Take 20 Today

□ □ □
□ □ □

TOUCHE-À-TOUT

Niveau 10

Use any skill as if you were trained

Niveau 16

Toutes les compétences sont des compétences de classe

Niveau 19

Able to take 10 on any skill