

# 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 3 WORDSTRIKE Bard Level

Damage to object

$$= 1d4 +$$

(or half that to a living target)

Level 6 WEIRD WORDS

Damage to targets

$$= 1d8 + \text{CHA}$$

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 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save

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

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
- ☐ Comedy
- ☐ Dance
- ☐ Keyboard Instruments

Other:

☐
☐
☐

Bluff, Disguise  
Bluff, Intimidate  
Acrobatics, Fly  
Diplomacy, Intimidate

- ☐ Oratory
- ☐ Percussion
- ☐ Sing
- ☐ String
- ☐ Wind Instruments

Use bonus in place of...

Diplomacy, Sense Motive  
Handle Animal, Intimidate  
Bluff, Sense Motive  
Bluff, Diplomacy  
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