

# STREET PERFORMER

(BARDE)

Barde  
Niveau

## SORTS

Sorts Connus	Sort DD sauvegarde	Sorts par jour	= Base Sorts	Sorts supplémentaires
		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"/>

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

Concentration  = CHA + Niveau de Lancer 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

### DISTRACTION

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

FASCINATE Barde Niveau MAX AUDIENCE

=  ÷ 3 (arrondi au supérieur)

### DISAPPEARING ACT

HIDDEN ALLIES Niveau de barde

= (  + 1 ) ÷ 6

Allies are treated as invisible; cannot include yourself

Niveau HARMLESS PERFORMER

3 Enemies that fail a will save cannot attack the Bard  
Concentration allows a spell to affect a different target

Niveau SUGGESTION

6 Suggest actions to one already fascinated creature

Niveau DIRGE OF DOOM

8 Cause enemies within 30ft to become shaken

Niveau MADCAP PRANK

9 ☐ Aveuglé ☐ Dazzled ☐ Assourdi  
☐ Entangled ☐ Fall prone ☐ Nauseated

Niveau SOOTHING PERFORMANCE

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

Niveau FRIGHTENING TUNE

14 Enemies are frightened and flee your performance

Niveau SLIP THROUGH THE CROWD

15 Allies affected by Disappearing Act gain Greater Invisibility

Niveau MASS SUGGESTION

18 Suggest actions to already fascinated creatures

Niveau DEADLY PERFORMANCE

20 Cause an enemy to die of joy or sorrow

## SORTS CONNUS

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

## STREETWISE

STREETWISE

BONUS

Barde  
Niveau

Divers

Applies to • Bluff, Disguise and Knowledge (local)  
• Sleight of Hand, Diplomacy, and Intimidate checks made to influence a crowd  
• Diplomacy checks to gather information

= (  ÷ 2 ) +

## GLADHANDLING

Earn double money from a public performance

Use Bluff in place of Diplomacy to improve a creature's attitude for 1 minute; after that, their attitude worsens

## WELL-VERSED

Niveau  
2

+4

Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

## VERSATILE PERFORMANCE

Use bonus in place of...

☐ Act

Bluff, Déguisement

☐ Comédie

Bluff, Intimidation

☐ Dance

Acrobaties, Vol

☐ Claviers Instruments

Diplomatie, Intimidation

Use bonus in place of...

☐ Oratory

Diplomatie, Psychologie

☐ Instruments à percussion

Dressage, Intimidation

☐ Chant

Bluff, Psychologie

☐ Instruments à corde

Bluff, Diplomatie

☐ Instruments à vent

Diplomatie, Dressage

## QUICK CHANGE

TAKE 20  
PER DAY

Barde  
Niveau

Don as disguise as a standard action, with a -5 penalty  
Take 10 on Bluff and Disguise checks  
Take 20 on Bluff and Disguise checks (limited uses)  
Use Bluff to create a diversion to hide as a swift action

Niveau 5  = (  + 1 ) ÷ 6

## 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