

ANIMAL SPEAKER

Barde
Niveau

(BARDE)

SORTS

Sorts Connus Sort DD sauvegarde Sorts par jour = Base Sorts Sorts supplémentaires

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"/>
		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

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

CONTRE-CHANT

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

INSPIRE COURAGE

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

Niveau 3 SOOTHING PERFORMANCE

Use a performance roll to influence animals

Niveau 5 ATTRACT RATS

Summon 5 1d6 11 2d6 17 3d6 rats

Niveau 6 SUGGESTION

Suggest actions to one already fascinated creature

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 MASS SUGGESTION

Suggest actions to already fascinated creatures

Niveau 20 DEADLY PERFORMANCE

Cause an enemy to die of joy or sorrow

SORTS CONNUS

0

Summon Nature's Ally I

1

☐ ☐ ☐

Summon Nature's Ally II

2

☐ ☐ ☐

Summon Nature's Ally III

3

☐ ☐ ☐

Summon Nature's Ally IV

4

☐ ☐ ☐

Summon Nature's Ally V

5

☐ ☐ ☐

Summon Nature's Ally VI

6

☐ ☐ ☐

BARDIC KNOWLEDGE

KNOWLEDGE
BONUS

Barde
Niveau

Divers

= (÷ 2) +

Appliquer ce bonus à toutes les compétences de connaissances
Bards can use all knowledge skills untrained

ANIMAL FRIEND

Niveau ANIMAL TYPE

1

5

7

11

+4 to Handle Animal of a chosen type

These animals are at worst indifferent to the bard, and never attack without provocation

Animal companions and magically controlled animals must pass an opposed Charisma check to attack

Niveau

5

Speak With Animals at will for a chosen type

VERSATILE PERFORMANCE

Use bonus in place of...

☐ Act

Bluff, Déguisement

☐ Comédie

Bluff, Intimidation

☐ Dance

Acrobaties, Vol

☐ Claviers
Instruments

Diplomatie, Intimidation

Autre:

☐

☐

☐

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

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