STREET PERFORMER

(BARD)

Уровень Барда

Заклинания

Заклинаний известно	КС спасброска		Заклинаний в день	Базовый заклинаний	Бонусных заклятий CHA - 4	CHA - 8	CHA - 12
		0					
		1					
		2					
		3					
		4					
		5					
		6					

КС спаса заклинания = 10 + CHA + Уровень заклятия

Концентрация [ ] = CHA + Уровень Заклинателя

ARCANE SPELL FAILURE THRESHOLD

[ ] % Барды могут носить легкую броню без риска провалить заклинание

BARDIC PERFORMANCE

ДЛИТЕЛЬНОСТЬ В ДЕНЬ [ ] rds = 2 + (Уровень Барда × 2) + CHA + Прочее

Rounds Today

WILL SAVE DC

[ ] = 10 + (Уровнь барда ÷ 2) + CHA

Уровень 7 Begin or switch a bardic performance as a move action, rather than as a standard action.

PERFORMANCES

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

FASCINATE
MAX AUDIENCE
[ ] = (Уровень Барда ÷ 3) (Округлять вверх)

DISAPPEARING ACT
HIDDEN ALLIES
[ ] = (Уровнь барда + 1) ÷ 6
Allies are treated as invisible; cannot include yourself

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

Уровень 6 **SUGGESTION**
Suggest actions to one already fascinated creature

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

Уровень 9 **MADCAP PRANK**
Blinded, Dazzled, Deafened, Entangled, Fall prone, Nauseated

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

Уровень 14 **FRIGHTENING TUNE**
Enemies are frightened and flee your performance

Уровень 15 **SLIP THROUGH THE CROWD**
Allies affected by Disappearing Act gain Greater Invisibility

Уровень 18 **MASS SUGGESTION**
Suggest actions to already fascinated creatures

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

Изученные заклинания

0

1

2

3

4

5

6

STREETWISE

STREETWISE BONUS
[ ] = (Уровень Барда ÷ 2) + Прочее

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

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

Уровень 2 [+4] Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

VERSATILE PERFORMANCE

	Use bonus in place of...		Use bonus in place of...
☐ **Act**	Bluff, Disguise	☐ **Oratory**	Diplomacy, Sense Motive
☐ **Comedy**	Bluff, Intimidate	☐ **Percussion**	Handle Animal, Intimidate
☐ **Dance**	Acrobatics, Fly	☐ **Sing**	Bluff, Sense Motive
☐ **Keyboard Instruments**	Diplomacy, Intimidate	☐ **String**	Bluff, Diplomacy
		☐ **Wind Instruments**	Diplomacy, Handle Animal

☐ _____

QUICK CHANGE

Уровень 5 **TAKE 20 PER DAY** [ ] = (Уровень Барда + 1) ÷ 6

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

JACK OF ALL TRADES

Уровень 10 Use any skill as if you were trained

Уровень 16 All skills are considered class skills

Уровень 19 Able to take 10 on any skill