ARCANE DUELIST
(BARD)

Уровень Барда

Заклинания

Заклинаний известно	КС спасброса		Заклинаний в день	Базовый заклинаний	Бонусных заклятий CHA 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 + (Уровень барда ÷ 2) + CHA

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

PERFORMANCES

RALLYING CRY
Rally dispirited allies. Allies within 30ft use your Intimidate roll in place of a saving throw against fear, every turn.

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)

INSPIRE COURAGE
[+] Bonus against charm and compulsion effects
Bonus to attack and damage rolls

Уровень 3 **INSPIRE COMPETENCE** [+]

Уровень 6 **BLADETHIRST** [ ] = (Уровень ÷ 3) - 1 (Округлять к меньшему)
Enhancement bonus to one weapon or natural weapon

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

Уровень 9 **INSPIRE GREATNESS MAX AFFECTED** [ ]
2 × (d10 + **CON**) temporary hit points,
+2 attack, +1 fortitude save

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 **INSPIRE HEROICS MAX AFFECTED** [ ]
+ 4 to all saving throws
+ 4 to AC

Уровень 18 **MASS BLADETHIRST**
+4 to 2 allies, +3 to 3, +2 to 4 or +1 to more than 4

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

Изученные заклинания

0

1

2

3

4

5

6

Бонусные черты

Уровень 1 ☐ **Arcane Strike** — **DAMAGE BONUS** [+] = 1 + (Уровень Заклинателя ÷ 5)

2 ☐ **Combat Casting**
+4 to Concentration checks to cast a spell defensively or while grappled

6 ☐ **Disruptive**
+4 DC to enemies casting defensively within your threatened area

10 ☐ **Spellbreaker**
Enemies that fail their check to cast defensively in your treatened area provoke attacks of opportunity

14 ☐ **Penetrating Stike**
Bypass up to 5 points of damage reduction (not including damage reduction without a type)

18 ☐ **Greater Penetrating Strike**
Bypass up to 10 points of damage reduction (or 5 for damage reduction without a type)

ARCANE BOND

Уровень 5 **BONDED OBJECT**

ARCANE ARMOUR

Уровень 10	Medium Armour Proficiency	Cast spells in medium armour with no risk of spell failure
Уровень 16	Heavy Armour Proficiency	Cast spells in heavy armour with no risk of spell failure