SANDMAN	Barde Niveau	×	SORTS CONNUS
(BARDE)			
Sorts Sort Sorts		res	0
Connus DD sauvegarde par jo	our Sorts 7 7 7		
0	CHA CHA - CHA -		₁
1	9999		_
2			
3			
4			
5			2
6			
Spell Save DC = 10 + CHA + Spell Le			
Concentration = C1	Niveau de		
	Lanceur de	ž	3
RISQUE D'ÉCHEC DES THRESE			
Les bardes peuvent porter une armure légère sans encourir de risque d'échec des sorts.			
PERFORMANCE	DE BARDE		
DUREE Barde PER DAY Niveau	Divers		4
/	.).		
trs = 2 + (×	2)+CHA+		000
Tours 000 000 000			
VOLONTE JET DE SAUVING AUTO			
= 10 + (÷ 2) + CHA		
Niveau Activer ou changer de représer		l ue mouven	енен,
7 à la place d'une action simple.			6
PERFORMANCES P			
CONTRE-CHANT Counter magical effects that depend on sound.			
Allies within 30ft use Performance roll	I in place of a saving throw	STOLEN	STEAL SPELL N SPELL Niveau If the target fails their will save, you may steal:
DISTRACTION Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw		SIGLLIN	• Named spell (fails if they don't have the spell)
		You can or	• Random spell up to the highest level you can cast only hold one stolen spell at once You must cast the spell while still performing
FASCINATE Barde MAX AUDIENCE Niveau		×	MASTER OF DECEPTION
		DECEPT	DIVEIS
= ÷3	(arrondi au supérieur)	BONUS	Apply this hopus to Bluff
STEALSPELL			= (÷ 2) + Sleight of Hand and Stealth
Steal a spell from one target, and cast	it while still performing	X	SNEAKSPELL
Niveau INSPIRE COMPETENCE		Niveau 2	+1 Spell DC against a flat-footed target Niveau 6 +2 To overcome spell resistance
3 +			+2 14 +4
Niveau SLUMBER SONG			+3
6 Put one already fascinated crea	ture to asleep	×	WELL-VERSED
Niveau DIRGE OF DOOM 8 Cause enemies within 30ft to be	ecome shaken	Niveau	+4 Bonus applies to saving throws against Bardic Performance, sonic
Niveau DRAMATIC SUBTEXT		2	- and language dependent effects.
9 Cast a spell without obvious vis		*	SENS DES PIEGES SENS DES PIEGES Divors
Niveau SOOTHING PERFORMANG		Niveau	BONUS Niveau
Mass Cure Serious Wounds		3	= (÷ 3) + Apply this bonus to reflex saves against trape and dodge AC to avoid traps
Removes the fatigued, sickened	l and shaken conditions	×	ATTAQUE SOURNOISE
Niveau FRIGHTENING TUNE 14 Enemies are frightened and flee	your performance		SNEAK ATTACK Barde Divers
GREATER STEALSPELL		Niveau 5	BONUS Niveau Damage bonus when flanking or opponent is
Niveau When a target fails its save again	inst Stealspell, you learn		= (÷ 5) + denied his DEX bonus to AC.
Instead of taking a spell you ma			TOUCHE-À-TOUT
equal to half your bard level.		Niveau 10	Use any skill as if you were trained
Niveau MASS SLUMBER SONG 18 Put already fascinated creatures to sleep		Niveau	
Niveau SPELL CATCHING		16	Toutes les compétences sont des compétences de classe
Absorb a spell targeting you, an		Niveau	Able to take 10 on any skill
or any spell you know of that lev	vei or lower	19	· · · · · · · · · · · · · · · · · · ·