

DIRGE BARD

Уровень
Барда

Изученные заклинания

Заклинания

Заклинаний КС Известно спасброска Заклинаний Базовых заклинаний в день заклинаний

0	1	2	3	4	5	6

КС спас 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 Уровень Барда Прочее

$\text{rds} = 2 + (\text{Уровень Барда} \times 2) + \text{CHA} +$

Rounds Today

WILL SAVE DC

Уровень барда

$= 10 + (\text{Уровень барда} \div 2) + \text{CHA}$

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

PERFORMANCES

COUNTERSONG

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

FASCINATE

Уровень Барда

MAX AUDIENCE

$= \text{Уровень Барда} \div 3$ (Округлять вверх)

INSPIRE COURAGE

+

Bonus against charm and compulsion effects
Bonus to attack and damage rolls

INSPIRE COMPETENCE

Уровень 3 +

SUGGESTION

6

Suggest actions to one already fascinated creature

DIRGE OF DOOM

8

Cause enemies within 30ft to become shaken

INSPIRE GREATNESS MAX AFFECTED

Уровень 9

$2 \times (d10 + \text{CON})$ temporary hit points, +2 attack, +1 fortitude save

DANCE OF THE DEAD

10

Create zombies or skeletons as Animate Dead

SOOTHING PERFORMANCE

Уровень 12

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

FRIGHTENING TUNE

14

Enemies are frightened and flee your performance

INSPIRE HEROICS MAX AFFECTED

Уровень 15

+ 4 to all saving throws
+ 4 to AC

MASS SUGGESTION

18

Suggest actions to already fascinated creatures

DEADLY PERFORMANCE

Уровень 20

Cause an enemy to die of joy or sorrow

0

1

3x3 grid

2

3x3 grid

3

3x3 grid

4

3x3 grid

5

3x3 grid

6

3x3 grid

BARDIC KNOWLEDGE

KNOWLEDGE BONUS

Уровень Барда

Прочее

$= (\text{Уровень Барда} \div 2) +$

Apply this bonus to all knowledge skills

Bards can use all knowledge skills untrained

HAUNTED EYES

Уровень 2

+4

Bonus applies to saving throws against fear, energy drain, death effects and necromancy

SECRETS OF THE GRAVE

KNOWLEDGE

Уровень 2

BONUS

Уровень барда

$= \text{Уровень барда} \div 2$

Bonus applies to Knowledge (religion) checks made to identify undead creatures and their abilities

A dirge bard may use mind-affecting spells to affect even mindless undead

At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list

HAUNTING REFRAIN

Use Perform (keyboard) or Perform (percussion) in place of Intimidate to demoralise and opponent

Уровень 5

PERFORMANCE BONUS

Уровень барда

$= \text{Уровень барда} \div 2$

SAVING THROW

DC BONUS

Уровень барда

$= \text{Уровень барда} \div 5$