

DEMAGOGUE

(BARD)

Уровень
Барда

Изученные заклинания

Заклинания

Заклинаний известно спасброска КС Заклинаний в день базовых заклинаний

Заклинаний	КС	Заклинаний в день	Базовых заклинаний	Спасброска
0				CHA - 2
1				CHA - 4
2				CHA - 4
3				CHA - 8
4				CHA - 8
5				CHA - 8
6				CHA - 8

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

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

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 MAX AUDIENCE

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

INSPIRE COMPETENCE

Уровень 3 +

GATHER CROWD

Уровень 5 Size of audience = Performance result \times Уровень барда

INCITE VIOLENCE

Уровень 6 Inflare a crowd who are already fascinated

DIRGE OF DOOM

Уровень 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

SOOTHING PERFORMANCE

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

FRIGHTENING TUNE

Уровень 14 Enemies are frightened and flee your performance

INSPIRE HEROICS MAX AFFECTED

Уровень 15 + 4 to all saving throws + 4 to AC

RIGHTEOUS CAUSE

Уровень 18 Turn a crowd towards a common purpose

DEADLY PERFORMANCE

Уровень 20 Cause an enemy to die of joy or sorrow

0

1

2

3

4

5

6

FAMOUS

Area of fame

Уровень Барда

1	Village or small town	1,000 people	+1
5	Large town or small group of towns	5,000 people	+2
9	City or group of towns	25,000 people	+3
13	Large city state and surrounding area	100,000 people	+4
17	The whole civilized world		+5

Bonus to Bluff and Intimidate made within the area of your fame

BARDIC KNOWLEDGE

KNOWLEDGE BONUS

Уровень Барда

Прочее

$\text{Knowledge Bonus} = (\text{Уровень Барда} \div 2) +$ Apply this bonus to all knowledge skills Bards can use all knowledge skills untrained

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...
<input type="checkbox"/> Act	Bluff, Disguise	<input type="checkbox"/> Oratory
<input type="checkbox"/> Comedy	Bluff, Intimidate	<input type="checkbox"/> Percussion
<input type="checkbox"/> Dance	Acrobatics, Fly	<input type="checkbox"/> Sing
<input type="checkbox"/> Keyboard Instruments	Diplomacy, Intimidate	<input type="checkbox"/> String
<input type="checkbox"/>		<input type="checkbox"/> Wind Instruments

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