

ARCHIVIST

(BARD)

Уровень
Барда

Изученные заклинания

Заклинания

Заклинаний КС Известно спасброска Заклинаний Базовых заклятий в день заклинаний

		0			CHA - 4
		1			CHA - 4
		2			CHA - 4
		3			CHA - 4
		4			CHA - 4
		5			CHA - 4
		6			CHA - 4

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 Уровень Барда Прочее
в ДЕНЬ

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

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

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

NATURALIST

Уровень барда

$+ \text{Уровень барда} = (\text{Уровень барда} + 1) \div 6$

Bonus to AC and attack rolls against an identified creature
Granted to allies within 30ft who can see and hear you

INSPIRE COMPETENCE

Уровень 3 +

SUGGESTION

Уровень 6 Suggest actions to one already fascinated creature

LAMENTABLE BELABOURMENT

Уровень 6 Daze or confuse one already fascinated creature

DIRGE OF DOOM

Уровень 8 Cause enemies within 30ft to become shaken

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

PEDANTIC LECTURE

Уровень 18 Daze, confuse or put to sleep already fascinated creatures

DEADLY PERFORMANCE

Уровень 20 Cause an enemy to die of joy or sorrow

0

1

2

3

4

5

6

BARDIC KNOWLEDGE

KNOWLEDGE
BONUS

Уровень
Барда

Прочее

$\text{KNOWLEDGE BONUS} = (\text{Уровень Барда} \div 2) +$ Bards can use all knowledge skills untrained

LORE MASTER

Take 20 on any Knowledge skill roll

Уровень 2 TAKE 20 PER DAY

Уровень
Барда

Take 20 Today

$+ \text{Уровень Барда} = (\text{Уровень Барда} + 4) \div 6$

MAGIC LORE

Take 10 on Spellcraft checks to identify magic items or decipher scrolls.

Уровень 2 Disarm magical traps as a Rogue.

+4

Bonus to saving throws against magical traps, language-dependent effects, symbols, glyphs and magic writings.

JACK OF ALL TRADES

Уровень 5 Use any skill as if you were trained

Уровень 11 All skills are considered class skills

Уровень 17 Able to take 10 on any skill

PROBABLE PATH

Take 10 on any d20 roll

Уровень 10 TAKE 10 PER DAY

Уровень
Барда

Take 20 Today

$+ \text{Уровень Барда} = (\text{Уровень Барда} - 7) \div 3$