

SOUND STRIKER

(BARD)

Bard
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+ Bonus Spells
		0			CHA - 4 CHA - 8 CHA - 12
		1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration

= CHA +

Caster
Level

ARCANE SPELL FAILURE THRESHOLD

%

Bards can wear light armour without risking spell failure.

BARDIC PERFORMANCE

ДЛИТЕЛЬНОСТЬ
в ДЕНЬ

Bard
Level

Misc

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

Rounds Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILL SAVE DC

Bard Level

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

Level
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

Bard
Level

MAX AUDIENCE

$$= \text{CHA} \div 3 \quad (\text{Round up})$$

INSPIRE COURAGE

+

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

Level

WORDSTRIKE

Bard Level

$$\text{Damage to object} = 1d4 + \text{CHA} \quad (\text{or half that to a living target})$$

Level

WEIRD WORDS

Affects a number of targets up to the Bard's Level

$$\text{Damage to targets} = 1d8 + \text{CHA}$$

Level

DIRGE OF DOOM

Cause enemies within 30ft to become shaken

Level

INSPIRE GREATNESS MAX AFFECTED

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

Level

SOOTHING PERFORMANCE

Mass Cure Serious Wounds

Removes the fatigued, sickened and shaken conditions

Level

FRIGHTENING TUNE

Enemies are frightened and flee your performance

Level

INSPIRE HEROICS MAX AFFECTED

$$+4 \text{ to all saving throws} \\ +4 \text{ to AC}$$

Level

MASS SUGGESTION

Suggest actions to already fascinated creatures

Level

DEADLY PERFORMANCE

Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐

2

☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐

3

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4

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5

☐ ☐ ☐
☐ ☐ ☐

6

☐ ☐ ☐
☐ ☐ ☐

BARDIC KNOWLEDGE

KNOWLEDGE

BONUS

Bard
Level

Misc

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

Apply this bonus to all knowledge skills

Bards can use all knowledge skills untrained

WELL-VERSED

Level
2

+4

Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

VERSATILE PERFORMANCE

Use bonus in place of...

☐ Act

Bluff, Disguise

☐ Comedy

Bluff, Intimidate

☐ Dance

Acrobatics, Fly

☐ Keyboard Instruments

Diplomacy, Intimidate

Other:

☐

☐

☐

Use bonus in place of...

☐ Oratory

Diplomacy, Sense Motive

☐ Percussion

Handle Animal, Intimidate

☐ Sing

Bluff, Sense Motive

☐ String

Bluff, Diplomacy

☐ Wind Instruments

Diplomacy, Handle Animal

LORE MASTER

Level
5

TAKE 10
Unlimited uses per day

TAKE 20 PER DAY

Take 20 Today

☐ ☐ ☐
☐ ☐ ☐

JACK OF ALL TRADES

Level

10

Use any skill as if you were trained

Level

16

All skills are considered class skills

Level

19

Able to take 10 on any skill