

ANIMAL SPEAKER

Уровень
Барда

(BARD)

Заклинания

Заклинаний КС Заклинаний Базовых заклятий
известно спасброска в день заклинаний

		0	CHA	CHA - 4	CHA - 8	CHA - 12
		1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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
в день Барда Прочее

rds = 2 + (× 2) + CHA +

Rounds Today ☐☐☐ ☐☐☐ ☐☐☐

WILL SAVE DC

Уровень барда

= 10 + (÷ 2) + 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

INSPIRE COURAGE

+

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

Уровень SOOTHING PERFORMANCE

3 Use a performance roll to influence animals

Уровень ATTRACT RATS

5 Summon 5 1d6 11 2d6 17 3d6 rats

Уровень SUGGESTION

6 Suggest actions to one already fascinated creature

Уровень DIRGE OF DOOM

8 Cause enemies within 30ft to become shaken

Уровень INSPIRE GREATNESS MAX AFFECTED

9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save

Уровень SOOTHING PERFORMANCE

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

Уровень FRIGHTENING TUNE

14 Enemies are frightened and flee your performance

Уровень INSPIRE HEROICS MAX AFFECTED

15 + 4 to all saving throws
+ 4 to AC

Уровень MASS SUGGESTION

18 Suggest actions to already fascinated creatures

Уровень DEADLY PERFORMANCE

20 Cause an enemy to die of joy or sorrow

Изученные заклинания

0

Summon Nature's Ally I

1

☐☐☐
☐☐☐
☐☐☐

Summon Nature's Ally II

2

☐☐☐
☐☐☐
☐☐☐

Summon Nature's Ally III

3

☐☐☐
☐☐☐
☐☐☐

Summon Nature's Ally IV

4

☐☐☐
☐☐☐
☐☐☐

Summon Nature's Ally V

5

☐☐☐
☐☐☐
☐☐☐

Summon Nature's Ally VI

6

☐☐☐
☐☐☐
☐☐☐

BARDIC KNOWLEDGE

KNOWLEDGE

Уровень Барда

Прочее

BONUS

= (÷ 2) +

Apply this bonus to all knowledge skills

Bards can use all knowledge skills untrained

ANIMAL FRIEND

Уровень ANIMAL TYPE

1

5

7

11

+4 to Handle Animal of a chosen type

These animals are at worst indifferent to the bard, and never attack without provocation

Animal companions and magically controlled animals must pass an opposed Charisma check to attack

Уровень

5 Speak With Animals at will for a chosen type

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

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