

DERVISH OF DAWN

(BARD)

Bard
Level

| SPELLS | | | | | |
|--------------|---------------|----------------|---|-------------|---|
| Spells Known | Spell Save DC | Spells per day | = | Base Spells | + Bonus Spells |
| | | 0 | | | CHA - 4 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"/> |

Spell Save DC = 10 + CHA + Spell Level

Concentration = CHA + Caster Level

Level 5 SPINNING SPELLCASTER
+4 concentration to cast defensively

ARCANE SPELL FAILURE THRESHOLD

% Dervishes of Dawn can wear light armor without risking spell failure.

BATTLE DANCE

DURATION PER DAY Dervish Level Misc

rds = 2 + (× 2) + CHA +

Rounds Today ☐☐☐ ☐☐☐ ☐☐☐☐☐☐

WILL SAVE DC Bard Level

= 10 + (÷ 2) + CHA

Level 10

Begin or switch a battle dance as a swift action, rather than as a move 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 Dervish Level

MAX AUDIENCE

= ÷ 3 (Round up)

INSPIRE COURAGE

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

Level 3 INSPIRE COMPETENCE

+

Level 6 SUGGESTION

Suggest actions to one already fascinated creature

Level 9 INSPIRE GREATNESS

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

Level 12 SOOTHING PERFORMANCE

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

Level 14 FRIGHTENING TUNE

Enemies are frightened and flee your performance

Level 15 INSPIRE HEROICS

+ 4 to all saving throws
+ 4 dodge bonus to AC

Level 18 MASS SUGGESTION

Suggest actions to already fascinated creatures

Level 20 DEADLY PERFORMANCE

Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

2

3

4

5

6

DERVISH DANCE

Use DEX instead of STR for attack and damage rolls when wielding a scimitar in one hand.

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...

Use bonus in place of...

Other:

MEDITATIVE WHIRL

USES PER DAY Dervish Level

When performing a battle dance, use Quicken Spell as a move action (effectively casting a spell as a move action + swift action).

Uses 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