(OM ANIME				S CONHECIDAS	
	MAGIAS	7			0	
Magias Teste	de Magias ₌	Base + Magias Bônus				
nhecidaßesistênc	'	Magia 8 21				
	0	CAR CAR CAR	Invocar Aliado	da Natureza I	1	
	1					
	2				- 000	
	3		A 12 1	I M · · · ·		
	4		Invocar Aliado	da Natureza II	2	
	5					
D : 12 : M	6				- 000	
Resistencia a Ma	agia CD = 10 + CAR + Níve	l da Magia	Imuseen Aliede	da Natureza III		
ALHA ARCAN	A LIMIAR Bardos podem vestir arm	adurae lovoe com ricoo		da Natureza III	3	
%	bardos podem vestir arm	addids leves selli lisco (ue Idilid Alcalia.			
PER	RFORMANCE DE I	BARDO			- 000	
URAÇÃO	Nível do Bardo	Outros	Invocar Aliada	da Natureza IV		
OR DIA	. (.)	CAR	IIIVUUdi Allado	ua Natureza IV	4	
rds = 2	2+(×2)	+ CAR +			- 4	
Rodadas 🔲 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆					_	
	ISTÊNCINÍveDdo Bardo		Invocar Aliado	da Naturaza V		
		2) + CAR	IIIVOCAI Allauo	ua Natureza v	5	
		2)			- J	
	u trocar uma atuação de b	oardo como uma ação de	e movimento, ao invés	s de ação padrão.	_ ====	
7	DEDECTAL ANGE		Invocar Aliado	da Natureza VI		
IÚSICA DE PR	PERFORMANCE	25	- IIIVOGAI /IIIGGO	ad Hatareza VI	- 6	
ounter magical ef	ffects that depend on sour	nd.			_	
llies within 30ft u	ise Performance roll in pla	ce of a saving throw	K	CONHECU	MENTO DE BARD	0
OISTRAÇÃO ontra efeitos mác	gicos que dependem da vis	são.	CONHECIMEN'	TMivel do Bardo	tros	
	usam rolam Performance r		BÔNUS			to all knowledge skills
NSPIRAR COR			=	÷2)+		todas as perícias de conhecimento se
	Bonus against charm and (Bônus de ataque e rolagen		`*	AMI	IGO ANIMAL	x (
ível PERFORMANCE SUÁVE				E ANIMAL		trar um Animal do tipo escolhido
	TABLOT CITÁXIT		1		Those animals are	at worst indifferent to the bard,
ivel PERFORM	IANCE SUÁVE rmance roll to influence an	ıimals				
ível PERFORIV 3 Use a perfor	rmance roll to influence an	nimals	5		and never attack w Animal companion	ithout provocation s and magically controlled animals
ível PERFORIV 3 Use a perfor ível ATRAIR R	rmance roll to influence an				and never attack w Animal companion must pass an oppo	ithout provocation
ivel PERFORN 3 Use a perfor ivel ATRAIR R 5 Invocar 5	TMATOS 5 1d6 11 2d6 17	3d6 rats	5		and never attack w Animal companion must pass an oppo Nível Speak Wit	ithout provocation s and magically controlled animals
vel PERFORM 3 Use a perfor vel ATRAIR R 5 Invocar 5	mance roll to influence and MATOS 5 1d6 11 2d6 17	3d6 rats	5 7	ATUA	Animal companion must pass an oppo	rithout provocation s and magically controlled animals used Charisma check to attack
vel PERFORM 3 Use a perfor vel ATRAIR R 5 Invocar 5 vel SUGESTÃ 6 Suggest act	RATOS 5 1d6 11 2d6 17 0 ions to one already fascing	3d6 rats	5 7 11	Use bônus no lugar de	and never attack w Animal companion must pass an oppo Nível 5 Speak Wit ÇÃO VERSÁTIL	ithout provocation s and magically controlled animals used Charisma check to attack h Animals at will for a chosen type Use bônus no lugar de
ivel PERFORM 3 Use a perfor ivel ATRAIR R Invocar 5 ivel SUGESTÃ 6 Suggest act ivel DIRGE OF Cause enem	RATOS 5 1d6 11 2d6 17 0 ions to one already fascinates within 30ft to become	3d6 rats ated creature	5 7 11 > Atuar	Use bônus no lugar de Blefar, Disfarçar	and never attack w Animal companion must pass an oppo Nível 5 Speak Wit ÇÃO VERSÁTIL	ithout provocation s and magically controlled animals used Charisma check to attack h Animals at will for a chosen type Use bônus no lugar de Diplomacia, Sentir Motivação
ivel PERFORM 3 Use a perfor ivel ATRAIR R 5 Invocar 5 ivel SUGESTÃ 6 Suggest act ivel DIRGE OF 8 Cause enem	RATOS 5 1d6 11 2d6 17 0 ions to one already fascing	3d6 rats ated creature shaken	5 7 11	Use bônus no lugar de	and never attack w Animal companion must pass an oppo Nível 5 Speak Wit ÇÃO VERSÁTIL	ithout provocation s and magically controlled animals used Charisma check to attack h Animals at will for a chosen type Use bônus no lugar de
ivel PERFORM 3 Use a perfor ivel ATRAIR R Invocar 5 ivel SUGESTÃ 6 Suggest act ivel DIRGE OF Cause enem	RATOS 5 1d6 11 2d6 17 0 ions to one already fascinates within 30ft to become R GRANDEZA AFETA	3d6 rats ated creature shaken ADOS MAX emporary hit points,	5 7 11 Atuar Comédia Dance Keyboard	Use bônus no lugar de Blefar, Disfarçar Blefar, Intimidar Acrobacia, Voar	and never attack w Animal companion must pass an oppo Nível 5 Speak Wit CÃO VERSÁTIL □ Oratória □ Percussion	ithout provocation s and magically controlled animals used Charisma check to attack h Animals at will for a chosen type Use bônus no lugar de Diplomacia, Sentir Motivação Adestrar Animal, Intimidar
vel PERFORM 3 Use a perfor vel ATRAIR R 5 Invocar 5 vel SUGESTÃ 6 Suggest act vel DIRGE OF 8 Cause enem vel PERFORM	RATOS 5 1d6 11 2d6 17 O ions to one already fascing F DOOM ites within 30ft to become R GRANDEZA AFETA 2 × (d10 + CON) te +2 attack, +1 fortite MANCE SUÁVE	3d6 rats ated creature shaken ADOS MAX emporary hit points,	5 7 11 Atuar Comédia Dance Keyboard Instruments	Use bônus no lugar de Blefar, Disfarçar Blefar, Intimidar	and never attack w Animal companion must pass an oppo Nível 5 Speak Wit CÃO VERSÁTIL Oratória Percussion Cantar	ithout provocation s and magically controlled animals used Charisma check to attack h Animals at will for a chosen type Use bônus no lugar de Diplomacia, Sentir Motivação Adestrar Animal, Intimidar Blefar, Sentir Motivação Blefar, Diplomacia
vel PERFORM Use a perfor vel ATRAIR R Invocar 5 vel SUGESTÃ Suggest act vel DIRGE OF Cause enem vel INSPIRAI vel PERFORM Mass Cure S	RATOS 5 1d6 11 2d6 17 O ions to one already fascing F DOOM ales within 30ft to become R GRANDEZA AFETA 2 × (d10 + CON) te +2 attack, +1 fortite	3d6 rats ated creature shaken DOS MAX emporary hit points, ude save	5 7 11 Atuar Comédia Dance Keyboard Instruments Outro;	Use bônus no lugar de Blefar, Disfarçar Blefar, Intimidar Acrobacia, Voar	and never attack w Animal companion must pass an oppo Nível 5 Speak Wit CÃO VERSÁTIL Oratória Percussion Cantar Corda	ithout provocation s and magically controlled animals used Charisma check to attack h Animals at will for a chosen type Use bônus no lugar de Diplomacia, Sentir Motivação Adestrar Animal, Intimidar Blefar, Sentir Motivação Blefar, Diplomacia
vel PERFORM 3 Use a perfor vel ATRAIR R 5 Invocar 5 vel SUGESTÃ 6 Suggest act vel DIRGE OF 8 Cause enem vel INSPIRAI vel PERFORM Mass Cure S Removes the	RATOS 5 1d6 11 2d6 17 O ions to one already fascing within 30ft to become R GRANDEZA AFETA 2 × (d10 + CON) to +2 attack, +1 fortitum MANCE SUÁVE Serious Wounds e fatigued, sickened and s	3d6 rats ated creature shaken DOS MAX emporary hit points, ude save	5 7 11 Atuar Comédia Dance Keyboard Instruments Outro;	Use bônus no lugar de Blefar, Disfarçar Blefar, Intimidar Acrobacia, Voar	and never attack w Animal companion must pass an oppo Nível 5 Speak Wit CÃO VERSÁTIL Oratória Percussion Cantar Corda	ithout provocation s and magically controlled animals used Charisma check to attack h Animals at will for a chosen type Use bônus no lugar de Diplomacia, Sentir Motivação Adestrar Animal, Intimidar Blefar, Sentir Motivação Blefar, Diplomacia
vel PERFORM 3 Use a perfor vel ATRAIR R 5 Invocar 5 vel SUGESTÃ 6 Suggest act vel DIRGE OF 8 Cause enem vel INSPIRAI vel PERFORM Mass Cure S Removes the vel FRIGHTE	RATOS 5 1d6 11 2d6 17 O ions to one already fascing within 30ft to become R GRANDEZA AFETA 2 × (d10 + CON) to +2 attack, +1 fortitum MANCE SUÁVE Serious Wounds e fatigued, sickened and s	3d6 rats ated creature shaken DOS MAX emporary hit points, ude save	5 7 11 Atuar Comédia Dance Keyboard Instruments Outro;	Use bônus no lugar de Blefar, Disfarçar Blefar, Intimidar Acrobacia, Voar	and never attack w Animal companion must pass an oppo Nível 5 Speak Wit CÃO VERSÁTIL Oratória Percussion Cantar Corda	ithout provocation s and magically controlled animals used Charisma check to attack h Animals at will for a chosen type Use bônus no lugar de Diplomacia, Sentir Motivação Adestrar Animal, Intimidar Blefar, Sentir Motivação Blefar, Diplomacia
vel PERFORM 3 Use a perform 5 Invocar 5 vel SUGESTÃ 6 Suggest act vel DIRGE OF 8 Cause enem vel PERFORM Mass Cure S Removes the vel FRIGHTE 4 Enemies are	RATOS 5 1d6 11 2d6 17 O ions to one already fascing within 30ft to become R GRANDEZA AFETA 2 × (d10 + CON) to +2 attack, +1 fortite ANCE SUÁVE Serious Wounds e fatigued, sickened and s NING TUNE	3d6 rats ated creature shaken DOS MAX emporary hit points, ude save shaken conditions	5 7 11 Atuar Comédia Dance Keyboard Instruments Outro;	Use bônus no lugar de Blefar, Disfarçar Blefar, Intimidar Acrobacia, Voar	and never attack w Animal companion must pass an oppo Nível 5 Speak Wit CÃO VERSÁTIL Oratória Percussion Cantar Corda	ithout provocation s and magically controlled animals used Charisma check to attack h Animals at will for a chosen type Use bônus no lugar de Diplomacia, Sentir Motivação Adestrar Animal, Intimidar Blefar, Sentir Motivação Blefar, Diplomacia
vel PERFORM 3 Use a perform 5 Invocar 5 vel SUGESTÃ 6 Suggest act vel DIRGE OF 8 Cause enem vel INSPIRAL vel PERFORM Mass Cure S Removes the vel FRIGHTE 4 Enemies are	RATOS 5 1d6 11 2d6 17 O ions to one already fascing F DOOM ites within 30ft to become R GRANDEZA AFETA 2 × (d10 + CON) to +2 attack, +1 fortity MANCE SUÁVE Serious Wounds e fatigued, sickened and s NING TUNE frightened and flee your p R HEROISMO AFETAL + 4 to all saving thr	3d6 rats ated creature shaken DOS MAX emporary hit points, ude save shaken conditions performance DOS MAX	5 7 11 Atuar Comédia Dance Keyboard Instruments Outro;	Use bônus no lugar de Blefar, Disfarçar Blefar, Intimidar Acrobacia, Voar Diplomacia, Intimidar	and never attack w Animal companion must pass an oppo Nível 5 Speak Wit CÃO VERSÁTIL Oratória Percussion Cantar Corda	ithout provocation s and magically controlled animals used Charisma check to attack h Animals at will for a chosen type Use bônus no lugar de Diplomacia, Sentir Motivação Adestrar Animal, Intimidar Blefar, Sentir Motivação Blefar, Diplomacia
vel PERFORM 3 Use a perform vel ATRAIR R Invocar 5 vel SUGESTÃ 6 Suggest act vel DIRGE OF 8 Cause enem vel INSPIRAI 9 PERFORM Mass Cure S Removes the vel FRIGHTE 4 Enemies are vel INSPIRAI	RATOS 5 1d6 11 2d6 17 O ions to one already fascinates within 30ft to become R GRANDEZA AFETA 2 × (d10 + CON) to +2 attack, +1 fortitu MANCE SUÁVE Serious Wounds e fatigued, sickened and s NING TUNE 4 frightened and flee your p R HEROISMO AFETAL + 4 to all saving thr + 4 to AC	3d6 rats ated creature shaken DOS MAX emporary hit points, ude save shaken conditions performance DOS MAX	5 7 11 Atuar Comédia Dance Keyboard Instruments Outro;	Use bônus no lugar de Blefar, Disfarçar Blefar, Intimidar Acrobacia, Voar Diplomacia, Intimidar	and never attack w Animal companion must pass an oppo Nível 5 ÇÃO VERSÁTIL Oratória Percussion Cantar Corda Wind Instrument	ithout provocation s and magically controlled animals used Charisma check to attack h Animals at will for a chosen type Use bônus no lugar de Diplomacia, Sentir Motivação Adestrar Animal, Intimidar Blefar, Sentir Motivação Blefar, Diplomacia
vel PERFORM Use a perform vel ATRAIR R Invocar 5 vel SUGESTÃ Suggest act vel DIRGE OF Cause enem vel INSPIRAL Vel PERFORM Mass Cure S Removes the vel FRIGHTE Lenemies are vel SUGESTÃ vel SUGESTÃ	RATOS 5 1d6 11 2d6 17 O ions to one already fascing within 30ft to become R GRANDEZA AFETA 2 × (d10 + CON) to +2 attack, +1 fortite ANCE SUÁVE Serious Wounds e fatigued, sickened and s NING TUNE of frightened and flee your part of the sufficiency of the suffi	3d6 rats ated creature shaken DOS MAX emporary hit points, ude save chaken conditions performance DOS MAX ows	5 7 11 Atuar Comédia Dance Keyboard Instruments Outro; Mivel Usar qu	Use bônus no lugar de Blefar, Disfarçar Blefar, Intimidar Acrobacia, Voar Diplomacia, Intimidar JACK O	and never attack w Animal companion must pass an oppo Nível 5 Speak Wit ÇÃO VERSÁTIL Oratória Percussion Cantar Corda Wind Instrument DF ALL TRADES se treinado	ithout provocation s and magically controlled animals used Charisma check to attack h Animals at will for a chosen type Use bônus no lugar de Diplomacia, Sentir Motivação Adestrar Animal, Intimidar Blefar, Sentir Motivação Blefar, Diplomacia
ivel PERFORM 3 Use a perform 5 Invocar 5 ivel SUGESTÃ 6 Suggest act ivel DIRGE OF 8 Cause enem ivel PERFORM Mass Cure S Removes the ivel FRIGHTE 4 Enemies are ivel SUGESTÃ ivel SUGESTÃ	RATOS 5 1d6 11 2d6 17 O ions to one already fascinate within 30ft to become R GRANDEZA AFETA 2 × (d10 + CON) te +2 attack, +1 fortite FANCE SUÁVE Serious Wounds e fatigued, sickened and so right to be frightened and flee your properties of the serious within 30ft to become R GRANDEZA AFETA ANCE SUÁVE Serious Wounds e fatigued, sickened and so right to AFETAL + 4 to all saving thr + 4 to AC O EM MASSA ions to already fascinated	3d6 rats ated creature shaken DOS MAX emporary hit points, ude save chaken conditions performance DOS MAX ows	5 7 11 Atuar Comédia Dance Keyboard Instruments Outro; Mivel Usar qu	Use bônus no lugar de Blefar, Disfarçar Blefar, Intimidar Acrobacia, Voar Diplomacia, Intimidar	and never attack w Animal companion must pass an oppo Nível 5 Speak Wit ÇÃO VERSÁTIL Oratória Percussion Cantar Corda Wind Instrument DF ALL TRADES se treinado	ithout provocation s and magically controlled animals used Charisma check to attack h Animals at will for a chosen type Use bônus no lugar de Diplomacia, Sentir Motivação Adestrar Animal, Intimidar Blefar, Sentir Motivação Blefar, Diplomacia