

DERVISH OF DAWN

Bard  
Level

(BARD)

SPELLS					
Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells	
		0			CHA - 4
		1			CHA - 4
		2			CHA - 4
		3			CHA - 4
		4			CHA - 4
		5			CHA - 4
		6			CHA - 4

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...

Act

Comedy

Dance

Keyboard Instruments

Other:

Bluff, Disguise

Bluff, Intimidate

Acrobatics, Fly

Diplomacy, Intimidate

Oratory

Percussion

Sing

String

Wind Instruments

Diplomacy, Sense Motive

Handle Animal, Intimidate

Bluff, Sense Motive

Bluff, Diplomacy

Diplomacy, Handle Animal

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).

Level 8

= ( ÷ 2 ) - 3

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