DERVISH OF DAWN Bard (BARD)	KNOWN SPELLS
SPELLS *	
Spells Spell Spells Base Bonus Spells	0 —
Known Save DC per day Spells	
0 CHA SH	
1 PPPP	1
2 0000	
3	
4	
5	
6	<u> </u>
Spell Save DC = 10 + CHA + Spell Level	
Caster	
Concentration = CHA + Level	
5 SPINNING SPELLCASTER 5 +4 concentration to cast defensively	3
ARCANE SPELL FAILURE THRESHOLD	
Dervishes of Dawn can wear light armour	
% without risking spell failure.	
BATTLE DANCE	4
DURATION Dervish Misc PER DAY Level	
rds = 2 + (× 2) + CHA +	
Rounds	
WILL SAVE DC Bard Level	
$= 10 + \left(\div 2 \right) + CHA$	
Level Begin or switch a battle dance as a swift action, 10 rather than as a mave action.	6
10 rather than as a mave action. PERFORMANCES	1
COUNTERSONG	
Counter magical effects that depend on sound.	DERVISH DANCE
Allies within 30ft use Performance roll in place of a saving throw	Use DEX instead of STR for attack and damage rolls when wielding a scimitar in one hand.
DISTRACTION Counter magical effects that depend on sight.	WELL-VERSED
Allies within 30ft use Performance roll in place of a saving throw	Level Bonus applies to saving throws against Bardic Performance, sonic
FASCINATE Dervish MAX AUDIENCE Level	and language dependent effects.
	VERSATILE PERFORMANCE
= ÷ 3 (Round up)	Use bonus in place of □ Act Bluff, Disguise □ Oratory Diplomacy, Sense Motive
INSPIRE COURAGE	☐ Comedy Bluff, Intimidate ☐ Percussion Handle Animal, Intimidate
Bonus against charm and compulsion effects	□ Dance Acrobatics, Fly □ Sing Bluff, Sense Motive
Bonus to attack and damage rons	Keyboard Diplomacy, Intimidate String Bluff, Diplomacy Instruments Diplomacy Headle Asimal
Level INSPIRE COMPETENCE	Other:
3 +	
Level SUGGESTION 6 Suggest actions to one already fascinated creature	
INCRIDE CREATNIECE	
2 × (d10 + CON) temporary hit points,	
+2 attack, +1 fortitude save	MEDITATIVE WHIRL
Level SOOTHING PERFORMANCE 12 Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions	USES Dervish When performing a battle dance, use Uses Level PER DAY Level Quicken Spell as a move action today (effectively casting a spell as a
Level FRIGHTENING TUNE	8 = (÷ 2) - 3 (effectively casting a spell as a move action + swift action).
14 Enemies are frightened and flee your performance	Lavel
Level INSPIRE HEROICS + 4 to all saving throws	10 Use any skill as if you were trained
+ 4 to all saving throws + 4 dodge bonus to AC	Level All skills are considered class skills
Level MASS SUGGESTION 18 Suggest actions to already fascinated creatures	Level
Level DEADLY PERFORMANCE 20 Cause an enemy to die of joy or sorrow	19 Able to take 10 off ally skill