DERVISH DANCER
(BARD)

Barden-stufe

ZAUBER

Zauber Bekannt	Zauber Rettungs SG		Zauber pro Tag	= Grund-zauber	+ Bonuszauber (CH, CH - 4, CH - 8, CH - 12)
		0			
		1			
		2			
		3			
		4			
		5			
		6			

Zauber Rettungs SG = 10 + CH + Zaubergrad

Konzentration [ ] = CH + Zauber-stufe

ARKANE ZAUBERPATZER THRESHOLD

[ ] % Bards can wear light armour without risking spell failure.

BARDIC PERFORMANCE & BATTLE DANCE

DAUER PER DAY

[ ] Runden = 3 + (Barden-stufe × 2) + CH + Sonstiges

Runden Heute

WILLEN RETTUNGS SG

[ ] = 10 + (Bardenstufe ÷ 2) + CH

Stufe 7
- Begin or switch a bardic performance as a move action, rather than as a standard action.
- Begin or switch a battle dance as a swift action, rather than as a move action.

AUFTRITTE

BANNLIED
Bannt auf Klang basierende magische Effekte.Kreaturen innerhalb von 9m nutzen den Auftrittswurf des Barden als RW.

ABLENKUNG
Bannt auf Sicht basierende magische Effekte.Kreaturen innerhalb von 9m nutzen den Auftrittswurf des Barden als RW.

FASZINIEREN
MAX. PUBLIKUM

[ ] = Barden-stufe ÷ 3 (aufrunden)

Stufe 3 **LIED DES ERFOLGS** [+]

BATTLE DANCES

Battle dances only affect the dancer, not their allies or enemies

LIED DES MUTES

[+] Bonus auf RW gegen Bezaubern und Furcht
Bonus auf Angriffs- und Waffenschadenswürfe

Stufe 6 **RAIN OF BLOWS**
When making a full round attack, make one extra attack at your highest attack bonus

BONUS

[ ] = (Bardenstufe ÷ 3) - 1

Bonus to attack rolls and dodge bonus to AC

Stufe 8 **RAZOR'S KISS**
Attacks are treated as if with the Improved Critical feat

Stufe 9 **INSPIRE GREATNESS**
2 × (W%d10W% + CON) temporary hit points,|+2 attack, +1 fortitude save

Stufe 14 **LEAF ON THE WIND**
+6 dodge bonus to AC and reflex saves

Stufe 18 **INSPIRE HEROICS**
+4 on saving throws and +4 dodge bonus to AC

no penalty for riding bareback

BEKANNTE ZAUBER

0

1

2

3

4

5

6

FLEET

Stufe	SPEED	BONUS
1	10 m	2 Fe
5	15 m	3 Fe
9	20 m	4 Fe
13	25 m	5 Fe
17	30 m	6 Fe

While performing a battle dance

BEWANDERT

Stufe 2 [+4] Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

VERSATILE DANCE

Stufe 2 **DANCE BONUS** [ ] = Barden-stufe ÷ 2

You can use your Perform (dance) skill bonus in place of your Acrobatics skill bonus

TAUSENDSASSA

Stufe 10 Alle Fertigkeiten gelten als geübt

Stufe 16 Alle Fertigkeiten gelten als Klassenfertigkeiten

Stufe 19 10 nehmen ist für alle Fertigkeiten erlaubt

DANCE OF FURY

Stufe 12 Combine a full round attack with a move action, and take your attacks at any point during the move, provided you move at least 5ft between each attack

BATTLE FURY

Stufe 20 As a full-round action, take a single move action and make a single attack at your highest attack bonus against each enemies you encounter during your movement, up to a maximum of 20 attacks.
This provokes attacks of opportunity as normal.