

SOUND STRIKER

Nível de Bardo

(BARD)

MAGIAS

Magias Conhecidas = Teste de Resistência CD = Magias por dia = Base + Magias Bônus

Magias Conhecidas	Teste de Resistência CD	Magias por dia	Base + Magias Bônus
	0		CAR - 4 CHA - 8 CHA - 12
	1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Resistência a Magia CD = 10 + CAR + Nível da Magia

Concentração = = CAR + Conjurador Nível

FALHA ARCANA THRESHOLD

% Bardos podem vestir armaduras leves sem risco de Falha Arcana.

PERFORMANCE DE BARDO

DURAÇÃO PER DAY

Nível de Bardo

Outros

rds = 2 + (× 2) + CAR +

Rodadas Hoje ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

VONTADE RESISTÊNCIA CD

Nível de Bardo

= 10 + (÷ 2) + CAR

Nível 7 Começar ou trocar uma performance de bardo como uma ação de movimento, ao invés de ação padrão.

PERFORMANCES

COUNTERSONG

Counter magical effects that depend on sound.
Allies within 30ft use Performance roll in place of a saving throw

DISTRAÇÃO

Counter magical effects that depend on sight.
Allies within 30ft use Performance roll in place of a saving throw

FASCINAR MAX AUDIENCE

Nível de Bardo

= ÷ 3 (Arredonda para Cima)

INSPIRE COURAGE

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

WORDSTRIKE

Nível 3 Damage to object = 1d4 + (or half that to a living target)

WEIRD WORDS

Nível 6 Damage to targets = 1d8 + CAR Affects a number of targets up to the Bard's Level

DIRGE OF DOOM

Nível 8 Cause enemies within 30ft to become shaken

INSPIRE GREATNESS MAX AFFECTED

Nível 9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save

PERFORMANCE SUÁVE

Nível 12 Mass Cure Serious Wounds
Removes the fatigued, sickened and shaken conditions

FRIGHTENING TUNE

Nível 14 Enemies are frightened and flee your performance

INSPIRE HEROICS MAX AFFECTED

Nível 15 + 4 to all saving throws
+ 4 to AC

MASS SUGGESTION

Nível 18 Suggest actions to already fascinated creatures

DEADLY PERFORMANCE

Nível 20 Cause an enemy to die of joy or sorrow

MAGIAS CONHECIDAS

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

BARDIC KNOWLEDGE

KNOWLEDGE BONUS

Nível de Bardo

Outros

= (÷ 2) +

Apply this bonus to all knowledge skills
Bards can use all knowledge skills untrained

WELL-VERSED

Nível 2

+4

Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

VERSATILE PERFORMANCE

Use bônus no lugar de...

- ☐ Act
- ☐ Comedy
- ☐ Dance
- ☐ Keyboard Instruments

Bluff, Disguise
Bluff, Intimidate
Acrobatics, Fly
Diplomacy, Intimidate

- ☐ Oratory
- ☐ Percussion
- ☐ Sing
- ☐ String
- ☐ Wind Instruments

Use bônus no lugar de...

Diplomacy, Sense Motive
Handle Animal, Intimidate
Bluff, Sense Motive
Bluff, Diplomacy
Diplomacy, Handle Animal

Other:

☐

☐

☐

LORE MASTER

Nível 5

TAKE 10 Unlimited uses per day

TAKE 20 PER DAY

Take 20 Today

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JACK OF ALL TRADES

Nível 10

Use any skill as if you were trained

Nível 16

All skills are considered class skills

Nível 19

Able to take 10 on any skill