

SEA SINGER (BARD)

Nível de
Bardo

MAGIAS

Magias Conhecidas	Teste de Resistência CD	Magias por dia	= Base Magia	+ Magias Bônus
		0		CAR - 4 CHA - 4
		1		CAR - 4 CHA - 4
		2		CAR - 4 CHA - 4
		3		CAR - 4 CHA - 4
		4		CAR - 4 CHA - 4
		5		CAR - 4 CHA - 4
		6		CAR - 4 CHA - 4

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 Nível de
PER DAY Bardo Outros

rds = 2 + (× 2) + **CAR** +

Rodadas
Hoje

VONTADE **RESISTÊNCIA** 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

SEA SHANTY

Counter exhaustion, fatigue, nausea and sickness.

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 Nível de
MAX AUDIENCE Bardo

= ÷ 3 (Arredonda para Cima)

INSPIRE COURAGE

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

STILL WATER

Nível 3 Calm waters within 30ft, reducing swim DCs by your level
Perform for 10 rounds to extend the effect for an hour

WHISTLE THE WIND

Nível 6 Gust Of Wind; play for 5 rounds to extend for 1 minute

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

CALL THE STORM

Nível 18 Control Water, Control Weather, Control Winds or
Storm of Vengeance; play for (spell level) rounds.

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

Apply this bonus to all Knowledge (geography),
(nature), (local) and Linguistics

You can reroll one of these skill checks, but you
must take the second result

= (÷ 2) +

WELL-VERSED

Nível
2

+4

Bonus applies to saving throws against air and water effects, and any
effect that may trip, slip or knock prone

+2

Bonus applies to CMD against
grapple, overrun or trip

FAMILIAR

Nível
2

LORE MASTER

Nível
5

TAKE 10
Unlimited uses
per day

TAKE 20 PER DAY

Take 20 Today

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