

DAREDEVIL

(BARD)

Nível de
Bardo

MAGIAS

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

		0			CAR - 4	CHA - 4	CAR - 8	CHA - 12
		1			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		2			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		3			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		4			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		5			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		6			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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

Concentração = **CAR** + Conjurador Nível

FALHA ALCANA THRESHOLD

%

Bardos podem vestir armaduras leves sem risco de Falha Arcana.

PERFORMANCE DE BARDO

DURAÇÃO
PER DIA

Nível de
Bardo

Outros

$$\text{rds} = 2 + (\text{ } \times 2) + \text{CAR} +$$

Rodadas Hoje ☐☐☐ ☐☐☐ ☐☐☐

VONTADE RESISTÊNCIA Nível de Bardo

$$= 10 + (\text{ } \div 2) + \text{CAR}$$

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

Nível de
Bardo

MAX AUDIENCE

$$= \text{ } \div 3 \quad (\text{Arredonda para Cima})$$

DERRING-DO

Nível de Bardo

$$+ \text{ } = (\text{ } + 1) \div 6$$

Bonus to allies' reflex saves, and double to Dexterity-based skills
Allies who move at least 10ft gain a dodge bonus to their AC

INSPIRE COMPETENCE

Nível 3 + ☐

SUGGESTION

Nível 6 Suggest actions to one already fascinated creature

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

☐☐☐
☐☐☐

AGILE

AGILE
BONUS

Nível de
Bardo

Outros

$$+ \text{ } = (\text{ } \div 2) +$$

Apply this bonus to Acrobatics, Bluff, Climb and Escape Artist skill checks

CANNY FOE

COMBAT MANOEUVRES

Nível
2

6

10

14

18

+2

Bonus applies to CMB to attempt, and CMD to resist, any of your chosen manoeuvres.

DAUNTLESS

MORALE
BONUS

Nível de
Bardo

Nível
2

$$+ \text{ } = (\text{ } + 2) \div 4$$

Apply this bonus to saving throws against mind-affecting effects, including fear effects

SCOUNDREL'S FORTUNE

FORTUNE
PER DAY

Nível de
Bardo

Fortune
Today

Nível
5

$$+ \text{ } = \text{ } \div 5$$

☐☐
☐☐

Roll the d20 twice for a skill check and take the better result

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