

# ANIMAL SPEAKER

Nível de Bardo

(BARD)

## MAGIAS

Magias Conhecidas	Teste de Resistência CD	Magias por dia	= Base + Magias Bônus
		0	CAR - 4 CHA - 4 CAR - 8 CHA - 12
		1	
		2	
		3	
		4	
		5	
		6	

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

rd = 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

### INSPIRE COURAGE

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

### PERFORMANCE SUÁVE

Nível 3 Use a performance roll to influence animals

### ATTRACT RATS

Nível 5 Summon 5 1d6 11 2d6 17 3d6 rats

### 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

Summon Nature's Ally I

1

□ □ □  
□ □ □  
□ □ □

Summon Nature's Ally II

2

□ □ □  
□ □ □  
□ □ □

Summon Nature's Ally III

3

□ □ □  
□ □ □  
□ □ □

Summon Nature's Ally IV

4

□ □ □  
□ □ □

Summon Nature's Ally V

5

□ □ □  
□ □ □

Summon Nature's Ally VI

6

□ □ □  
□ □ □

## BARDIC KNOWLEDGE

### KNOWLEDGE BONUS

Nível de Bardo Outros  
= ( ÷ 2 ) +

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

## ANIMAL FRIEND

### Nível ANIMAL TYPE

1

5

7

11

+4 to Handle Animal of a chosen type

These animals are at worst indifferent to the bard, and never attack without provocation

Animal companions and magically controlled animals must pass an opposed Charisma check to attack

Nível 5 Speak With Animals at will for a chosen type

## VERSATILE PERFORMANCE

### Use bônus no lugar de...

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

Other:

□ 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

## 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