

# CELEBRITY

Nível de Bardo

## MAGIAS

Magias Conhecidas	Teste de Resistência CD	Magias por dia	= Base Magia	+ Magias Bônus
		0		CAR - 4 CHA - 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 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 COMPETENCE

Nível 3 +

Nível 5 **GATHER CROWD** Nível de Bardo

Size of audience = Performance result ×

### SUGGESTION

Nível 6 Suggest actions to one already fascinated creature

### SHINING STAR

Nível 8 Fascinated creates take -4 to break free of the effect, and make a will save to break free even when being attacked

### 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

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2

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3

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6

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## FAMOUS

Nível de Bardo	Area of fame		
1	Village or small town	1,000 people	+1
5	Large town or small group of towns	5,000 people	+2
9	City or group of towns	25,000 people	+3
13	Large city state and surrounding area	100,000 people	+4
17	The whole civilized world		+5

## 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...		Use bônus no lugar de...
<input type="checkbox"/> Act	Bluff, Disguise	<input type="checkbox"/> Oratory	Diplomacy, Sense Motive
<input type="checkbox"/> Comedy	Bluff, Intimidate	<input type="checkbox"/> Percussion	Handle Animal, Intimidate
<input type="checkbox"/> Dance	Acrobatics, Fly	<input type="checkbox"/> Sing	Bluff, Sense Motive
<input type="checkbox"/> Keyboard Instruments	Diplomacy, Intimidate	<input type="checkbox"/> String	Bluff, Diplomacy
<input type="checkbox"/>		<input type="checkbox"/> Wind Instruments	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