DERVISH OF DAW MOBERD (BARD)	Изученные заклинания
Заклинания	1
Заклинаний КС Заклинаний_БазовБіҳнусных закля	о
известно спасброска в день заклинаний 4 8 2	
O CHAS	
1 7777	1
2 000	
3 0000	
4 0000	
5 000	
6	
КС спаса заклинания = 10 + CHA + Уровень заклятия	
Концентрация = СНА +	b
Уровень SPINNING SPELLCASTER	ателя
5 +4 concentration to cast defensively	
ARCANE SPELL FAILURE THRESHOLD	
Dervishes of Dawn can wear light armour without risking spell failure.	
BATTLE DANCE	1
ДЛИТЕЛЬНОСТЬ Dervish Прочес	4
В ДЕНЬ Level	
rds = 2 + (× 2) + CHA +	_
Rounds OOO OOO OOO	
VILL SAVE DC Уровнь барда	5
$=$ 10 + $\left(\begin{array}{c} \div 2 \end{array}\right)$ + CHA	
Уровень Begin or switch a battle dance as a swift action, 10 rather than as a mave action.	6
PERFORMANCES	
COUNTERSONG Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw	DERVISH DANCE
DISTRACTION	Use DEX instead of STR for attack and damage rolls when wielding a scimitar in one hand.
Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw	WELL-VERSED Ypobehb Ronus annies to saving throws against Bardic Performance, sonic
FASCINATE Dervish	Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.
MAX AUDIENCE Level	VERSATILE PERFORMANCE
= ÷ 3 (Округлять вверх)	Use bonus in place of □ Act Bluff, Disguise □ Oratory Diplomacy, Sense Motive
INSPIRE COURAGE	☐ Comedy Bluff, Intimidate ☐ Percussion Handle Animal, Intimidate
Bonus against charm and compulsion effects	□ Dance Acrobatics, Fly □ Sing Bluff, Sense Motive
Bonus to attack and damage rolls	Keyboard Diplomacy, Intimidate String Bluff, Diplomacy
ypobehb INSPIRE COMPETENCE	Other:
3 +	
Уровень SUGGESTION 6 Suggest actions to one already fascinated creature	
у _{ровень} INSPIRE GREATNESS	
2 × (d10 + CON) temporary hit points,	MEDITATIVE WHIRL
+2 attack, +1 fortitude save	TIOTO D. I.I.
уровень SOOTHING PERFORMANCE Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions	Уровень PER DAY Level Quicken Spell as a move action today (effectively casting a spell as a
Уровень FRIGHTENING TUNE 14 Enemies are frightened and flee your performance	JACK OF ALL TRADES
_{Уровень} INSPIRE HEROICS	Уровень Use any skill as if you were trained
15 + 4 to all saving throws + 4 dodge bonus to AC	Уровень — 16 All skills are considered class skills
Уровень MASS SUGGESTION 18 Suggest actions to already fascinated creatures	Уровень 19 Able to take 10 on any skill
Уровень DEADLY PERFORMANCE 20 Cause an enemy to die of joy or sorrow	