SONGHEALER Nível de Bardo	MAGIAS CONHECIDAS
(BARD)	
MAGIAS	0
Magias Teste de Magias = Base + Magias Bônus ConhecidaBesistência CD por dia Magia	
Conhecidagesistencia CD por dia Magia 4 8 4 8 7 2 1 2 1 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1	
1 0000	1
2	
3 0000	
4	
5 000	
6	
Resistência a Magia CD = 10 + CAR + Nível da Magia	
Concentração = CAR + Conjurado	
FALHA ARCANA THRESHOLD	3
Bardos podem vestir armaduras leves sem risco o	le
76 Falha Arcana.	
PERFORMANCE DE BARDO DURAÇÃO Nível de Outros	
PER DAY Bardo	4
rds = 2 + (× 2) + CAR +	
Rodadas DDD DDD DDD DDD Hoje DDD DDD DDD DDD	
VONTADE RESISTÊNCIŅí ve Dde Bardo	
$= 10 + (\div 2) + CAR$	
Nível Começar ou trocar uma performance de bardo como uma aç 7 ao invés de ação padrão.	_
PERFORMANCES	6
COUNTERSONG	
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw	ENHANCE HEALING
DISTRAÇÃO	ENHANCE HEALING PER DAY
Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw	Cause the healing effect from a wand, potion or Nível de
FASCINAR Nível de MAX AUDIENCE Bardo	similar item to use your Bard level as its caster level Bardo
= ÷2	BARDIC KNOWLEDGE KNOWLEDGE Nível de
(Arredolida para cilila)	BONUS Bardo Outros
INSPIRE COURAGE Bonus against charm and compulsion effects	= (Apply this bonus to all knowledge skills Bards can use all knowledge skills untrained
Bonus to attack and damage rolls	WELL-VERSED
Nível INSPIRE COMPETENCE	Nível Bonus applies to saving throws against Bardic Performance, sonic
3 +	2 and language-dependent effects.
Nível SUGGESTION	LORE MASTER TAKE 10 DEP DAY THE 20 DEP DAY
6 Suggest actions to one already fascinated creature Nível DIRGE OF DOOM	Nível TAKE 10 TAKE 20 PER DAY Take 20 Today 5 Unlimited uses per day
8 Cause enemies within 30ft to become shaken	
Nível INSPIRE GREATNESS MAX AFFECTED	JACK OF ALL TRADES
9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save	Nível 10 Use any skill as if you were trained
Nível PERFORMANCE SUÁVE	Nível All skills are considered class skills
Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions	Nível
Nível HEALING PERFORMANCE Perform for 5 rounds to effect Heal on one target	Able to take 10 on any skill
(or Harm on an undead target)	
Nível INSPIRE HEROICS MAX AFFECTED	
+ 4 to all saving throws + 4 to AC	
Nível MASS SUGGESTION	

Nível FUNEREAL BALLAD
20 Perform for 20 rounds to effect Resurrection