

# STREET PERFORMER

(BARD)

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"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<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

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

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

### DISTRAÇÃO

Counter magical effects that depend on sight.  
Allies within 30ft use Performance roll in place of a saving throw

### FASCINAR

Nível de  
Bardo

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

### DISAPPEARING ACT

HIDDEN ALLIES Nível de Bardo

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

Allies are treated as invisible; cannot include yourself

### Nível HARMLESS PERFORMER

3 Enemies that fail a will save cannot attack the Bard  
Concentration allows a spell to affect a different target

### Nível SUGGESTION

6 Suggest actions to one already fascinated creature

### Nível DIRGE OF DOOM

8 Cause enemies within 30ft to become shaken

### Nível MADCAP PRANK

9 ☐ Blinded ☐ Dazzled ☐ Deafened  
☐ Entangled ☐ Fall prone ☐ Nauseated

### Nível PERFORMANCE SUÁVE

12 Mass Cure Serious Wounds  
Removes the fatigued, sickened and shaken conditions

### Nível FRIGHTENING TUNE

14 Enemies are frightened and flee your performance

### Nível SLIP THROUGH THE CROWD

15 Allies affected by Disappearing Act gain Greater Invisibility

### Nível MASS SUGGESTION

18 Suggest actions to already fascinated creatures

### Nível DEADLY PERFORMANCE

20 Cause an enemy to die of joy or sorrow

## MAGIAS CONHECIDAS

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

## STREETWISE

### STREETWISE BONUS

Nível de  
Bardo

Outros

Applies to • Bluff, Disguise and Knowledge (local)  
• Sleight of Hand, Diplomacy, and Intimidate checks made to influence a crowd  
• Diplomacy checks to gather information

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

## GLADHANDLING

Earn double money from a public performance

Use Bluff in place of Diplomacy to improve a creature's attitude for 1 minute; after that, their attitude worsens

## 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...

☐ Act

Bluff, Disguise

☐ Comedy

Bluff, Intimidate

☐ Dance

Acrobatics, Fly

☐ Keyboard  
Instruments

Diplomacy, Intimidate

☐ Oratory

Use bônus no lugar de...

Diplomacy, Sense Motive

☐ Percussion

Handle Animal, Intimidate

☐ Sing

Bluff, Sense Motive

☐ String

Bluff, Diplomacy

☐ Wind Instruments

Diplomacy, Handle Animal

## QUICK CHANGE

Nível  
5

TAKE 20  
PER DAY

Nível de  
Bardo

Don as disguise as a standard action, with a -5 penalty  
Take 10 on Bluff and Disguise checks  
Take 20 on Bluff and Disguise checks (limited uses)  
Use Bluff to create a diversion to hide as a swift action

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

## 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