

Nível de  
Bardo

## MAGIAS

Magias Conhecidas = Teste de Resistência CD = Base + Magias Bônus

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

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 DAYNível de  
Bardo

Outros

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

Rodadas Hoje

VONTADE RESISTÊNCIA Nível de Bardo

$$= 10 + (\text{Nível de Bardo} \div 2) + \text{CAR}$$

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

## DISTRACÇÃO

Counter magical effects that depend on sight.

Allies within 30ft use Performance roll in place of a saving throw

## FASCINAR

Nível de  
Bardo

MAX AUDIENCE

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

## INSPIRE COURAGE

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

## INSPIRE COMPETENCE

Nível 3 +

## 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  $2 \times (d10 + \text{CON})$  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

2

3

4

5

6

## TEA CEREMONY

Spend 10 minutes preparing an elaborate tea ceremony, and 4 rounds per person performing the ceremony, to grant your allies Inspire Courage, Inspire Competence, Inspire Greatness or Inspire Heroics for 10 minutes.

## BARDIC KNOWLEDGE

KNOWLEDGE  
BONUSNível de  
Bardo

Outros

$$= (\text{Nível de Bardo} \div 2) +$$
Apply this bonus to Craft (calligraphy), Diplomacy, Knowledge (nobility) and one type of Performance  
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

## LORE MASTER

Nível	TAKE 10	TAKE 20 PER DAY	Take 20 Today
5	Unlimited uses per day		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## JACK OF ALL TRADES

Nível	
10	Use any skill as if you were trained
16	All skills are considered class skills
19	Able to take 10 on any skill