DERVISH DANCER
(BARD)

Nível de Bardo

MAGIAS

Magias Conhecidas	Teste de Resistência CD		Magias por dia	= Base Magia	+ Magias Bônus (CAR / CHA - 4 / CAR - 8 / CHA -)
		0			
		1			
		2			
		3			
		4			
		5			
		6			

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.

BARDIC PERFORMANCE & BATTLE DANCE

DURAÇÃO PER DAY

rds = 2 + (Nível de Bardo × 2) + CAR + Outros

Rodadas Hoje

VONTADE RESISTÊNCIA CD

= 10 + (Nível de Bardo ÷ 2) + CAR

Nível 7 — Começar ou trocar uma performance de bardo como uma ação de movimento, ao invés de ação padrão.

Nível 10 — Begin or switch a battle dance as a swift action, rather than as a move action.

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)

Nível 3 — **INSPIRE COMPETENCE** +

BATTLE DANCES

Battle dances only affect the dancer, not their allies or enemies

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

Nível 6 — **RAIN OF BLOWS**
When making a full round attack, make one extra attack at your highest attack bonus
BONUS = (Nível de Bardo ÷ 3) - 1
Bonus to attack rolls and dodge bonus to AC

Nível 8 — **RAZOR'S KISS**
Attacks are treated as if with the Improved Critical feat

Nível 9 — **INSPIRE GREATNESS**
2 × (d10 + **CON**) temporary hit points,
+2 attack, +1 fortitude save

Nível 14 — **LEAF ON THE WIND**
+6 dodge bonus to AC and reflex saves

Nível 15 — **INSPIRE HEROICS**
+4 to all saving throws and +4 dodge bonus to AC

MAGIAS CONHECIDAS

0

1

2

3

4

5

6

FLEET

Nível	SPEED	BONUS
1	10 m	2m²
5	15 m	3m²
9	20 m	4m²
13	25 m	5m²
17	30 m	6m²

While performing a battle dance

WELL-VERSED

Nível 2 — +4
Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

VERSATILE DANCE

Nível 2 — **DANCE** BONUS = Nível de Bardo ÷ 2
You can use your Perform (dance) skill bonus in place of your Acrobatics skill bonus

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

DANCE OF FURY

Nível 12 — Combine a full round attack with a move action, and take your attacks at any point during the move, provided you move at least 5ft between each attack

BATTLE FURY

Nível 20 — As a full-round action, take a single move action and make a single attack at your highest attack bonus against each enemies you encounter during your movement, up to a maximum of 20 attacks.
This provokes attacks of opportunity as normal.