

# ARCHIVIST

## (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"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <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** Nível de  
**PER DAY** Bardo Outros

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

#### 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** Nível de  
**MAX AUDIENCE** Bardo

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

**NATURALIST** Nível de Bardo

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

Bonus to AC and attack rolls against an identified creature  
Granted to allies within 30ft who can see and hear you

Nível **INSPIRE COMPETENCE**

3 +

Nível **SUGGESTION**

6 Suggest actions to one already fascinated creature

Nível **LAMENTABLE BELABOURMENT**

6 Daze or confuse one already fascinated creature

Nível **DIRGE OF DOOM**

8 Cause enemies within 30ft to become shaken

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 **INSPIRE HEROICS** **MAX AFFECTED**

15  + 4 to all saving throws  
+ 4 to AC

Nível **PEDANTIC LECTURE**

18 Daze, confuse or put to sleep already fascinated creatures

Nível **DEADLY PERFORMANCE**

20 Cause an enemy to die of joy or sorrow

### MAGIAS CONHECIDAS

0

1

☐ ☐ ☐  
☐ ☐ ☐  
☐ ☐ ☐

2

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☐ ☐ ☐  
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3

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4

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5

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6

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### BARDIC KNOWLEDGE

**KNOWLEDGE**  
**BONUS**

Nível de  
Bardo

Outros

=  $( \text{ } \div 2 ) + \text{ }$  Bards can use all knowledge skills untrained

### LORE MASTER

Take 20 on any Knowledge skill roll

Nível  
2

**TAKE 20**  
**PER DAY**

Nível de  
Bardo

+  =  $( \text{ } + 4 ) \div 6$

Take 20 Today

☐ ☐ ☐  
☐ ☐ ☐

### MAGIC LORE

Take 10 on Spellcraft checks to identify magic items or decipher scrolls.

Nível  
2

Disarm magical traps as a Rogue.

+4

Bonus to saving throws against magical traps, language-dependent effects, symbols, glyphs and magic writings.

### JACK OF ALL TRADES

Nível  
5

Use any skill as if you were trained

Nível  
11

All skills are considered class skills

Nível  
17

Able to take 10 on any skill

### PROBABLE PATH

Take 10 on any d20 roll

Nível  
10

**TAKE 10**  
**PER DAY**

Nível de  
Bardo

+  =  $( \text{ } - 7 ) \div 3$

Take 20 Today

☐ ☐ ☐  
☐ ☐ ☐