DERVISH OF DAWN vel de Bardo				* MAGIAS CONHECIDAS						
(BARD) MAGIAS										
Magias Teste			·			o				
ConhecidaBesistênc										
	0	CAR CHA CAR -								
	1					_ ₁				
	2									
	3	+ + + + =								
	4									
	5									
6										
Resistência a Magia CD = 10 + CAR + Nível da Magia										
Concentração = CAR + Conjurado Nível										
Nivel SPINNING SPELLCASTER 5 +4 concentration to cast defensively				3						
FALHA ARCANA THRESHOLD										
Dervishes of Dawn can wear light armour without risking spell failure.										
×	BATTLE DA	NCE								
DURAÇÃO PER DAY					4					
rds = 2 + (× 2) + CAR +										
Rodadas OOO OOO										
VONTADE RESISTÊNCIA (ve) de Bardo				5						
= 10 + (÷ 2) + CAR										
Nível Begin or switch a battle dance as a swift action,				6						
10 rather than as a mave action. PERFORMANCES										
COUNTERSONG										
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw				DERVISH DANCE						
DISTRAÇÃO				Use DEX instead of STR for attack and damage rolls when wielding a scimitar in one hand.						
Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw				Nível Bonus applies to saving throws against Bardic Performance, sonic and language dependent offects.						
FASCINAR Dervish MAX AUDIENCE Level				and language-dependent effects. VERSATILE PERFORMANCE						
	÷ 3	(Arredonda para Cima)			Use bônus no lugar de			Use bônus no lugar de		
INSPIRE COUR	ACE	(Arredonda para Onna)	☐ Act		Bluff, Disguise		Oratory	Diplomacy, Sense Motive		
	Bonus against charm and compulsion effects		☐ Com	,	Bluff, Intimidate Acrobatics, Fly		Percussion Sing	Handle Animal, Intimidate Bluff, Sense Motive		
	Bonus to attack and damage rolls			ooard	Diplomacy, Intimidate		String	Bluff, Diplomacy		
Nível INSPIRE	COMPETENCE		Instr Othe	ruments	Dipiomacy, mamaate		Wind Instruments	Diplomacy, Handle Animal		
3 +			Utne	er:						
Nível SUGGESTION 6 Suggest actions to one already fascinated creature										
Nível INSPIRE	GREATNESS									
9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save					ME	DITATIVE	E WHIRL	,		
				USOS	Dervish		When performing a b	pattle dance, use Uses		
Nível PERFORMANCE SUÁVE Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions				PER DAY		2)-3	Quicken Spell as a m (effectively casting a	nove action today a spell as a \		
	NING TUNE e frightened and flee	our performance	*			K OF ALL	move action + swift TRADES	action).		
INCDIDE HEDDICS				Use any s	skill as if you were trained					
15 + 4 to all saving throws + 4 dodge bonus to AC										
Nível MASS SUGGESTION				All skills	are considered class skills	S				
18 Suggest act	ions to already fasci	nated creatures	Nível 19	Able to ta	ake 10 on any skill					
DLADEL	PERFORMANCE nemy to die of joy or s	sorrow								