

# COURT BARD

Nível de  
Bardo

## MAGIAS

Magias Conhecidas	Teste de Resistência CD	Magias por dia	= Base Magia	+ Magias Bônus
		0		CAR CHA + 4 CAR + 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** Nível de  
**PER DAY** Bardo Outros

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

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)

**SATIRE** Nível de Bardo

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

Penalty to enemies' attack, damage, saves against charm and fear

**MOCKERY** Nível de Bardo

Nível 3  =  $( \text{ } + 5 ) \div 4$

Penalty to one enemy's Charisma-based checks and skills

Nível **SUGGESTION**

6 Suggest actions to one already fascinated creature

Nível **GLORIOUS EPIC**

8 Cause enemies within 30ft to become flat-footed

Nível **INSPIRE GREATNESS** **MAX AFFECTED**

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

Nível **PERFORMANCE SUÁVE**

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

Nível **SCANDAL**

14 Enemies are affected as if by Song Of Discord

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

15  + 4 to all saving throws  
+ 4 to AC

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

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## HERALDIC EXPERTISE

**EXPERTISE** Nível de  
**BONUS** Bardo Outros

=  $( \text{ } \div 2 ) +$  Apply this bonus to Diplomacy, Knowledge (history),  
Knowledge (local) and Knowledge (nobility) checks

**REROLL** Nível de  
**PER DAY** Bardo

=  $( \text{ } \div 5 ) + 1$  Allows you to reroll one of these checks, but you  
must take the second result if you do

## WELL-VERSED

Nível  +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
Other:		<input type="checkbox"/> Wind Instruments	Diplomacy, Handle Animal

<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				

## WIDE AUDIENCE

	Nível	Nível	Nível	Nível	Nível
	1	5	10	15	20
Performance radius	9m		12m	15m	18m
Performance cone		18m	24m	30m	36m