

SAVAGE SKALD

(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

INSPIRING BLOW TEMPORARY HP

When you confirm a critical hit
 hp = **CAR** Also grant allies a +1 morale
bonus to a single attack roll

INSPIRE COURAGE

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

INSPIRE COMPETENCE

Nível 3 +

INCITE RAGE

Nível 6 Enrage one target as long as they can hear you

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

SONG OF THE FALLEN

Nível 10 Summon barbarians as a silver Horn Of Valhalla
13 Brass horn 16 Bronze horn 19 Iron horn

BERSERKERGANG

Nível 12 Suppress pain, stunning, fear; DR 5/- (DR 10/- nonlethal)
12 1 target 15 2 targets 18 3 targets

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

BATTLE SONG

Nível 18 Enrage all allies within 30ft

DEADLY PERFORMANCE

Nível 20 Cause an enemy to die of joy or sorrow

MAGIAS CONHECIDAS

0

1

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2

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3

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6

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BARDIC KNOWLEDGE

KNOWLEDGE Nível de
BONUS Bardo Outros

= $(\text{ } \div 2) + \text{ }$

Apply this bonus to all knowledge skills
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"/> Wind Instruments	Diplomacy, Handle Animal

Other:

☐ _____

☐ _____

☐ _____

LORE MASTER

Nível 5 **TAKE 10** **TAKE 20 PER DAY** Take 20 Today
Unlimited uses ☐ ☐ ☐
per day ☐ ☐ ☐