

DERVISH OF DAWN

(BARD)

Bard  
Level

SPELLS					
Spells Known	Spell Save DC	Spells per day	=	Base Spells	+ Bonus Spells
		0			CHA - 4 CHA - 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"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration  = CHA +  Caster Level

Level 5 **SPINNING SPELLCASTER**  
+4 concentration to cast defensively

ARCANE SPELL FAILURE THRESHOLD

% Dervishes of Dawn can wear light armour without risking spell failure.

BATTLE DANCE

DURATION PER DAY  rds = 2 + (  × 2 ) + CHA +

Rounds Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

WILL SAVE DC  = 10 + (  ÷ 2 ) + CHA

Bard Level

Level 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

DISTRACTION  
Counter magical effects that depend on sight.  
Allies within 30ft use Performance roll in place of a saving throw

FASCINATE MAX AUDIENCE  =  ÷ 3 (Round up)

Dervish Level

INSPIRE COURAGE

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

Level 3 **INSPIRE COMPETENCE**  
+

Level 6 **SUGGESTION**  
Suggest actions to one already fascinated creature

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

Level 12 **SOOTHING PERFORMANCE**  
Mass Cure Serious Wounds  
Removes the fatigued, sickened and shaken conditions

Level 14 **FRIGHTENING TUNE**  
Enemies are frightened and flee your performance

Level 15 **INSPIRE HEROICS**  
+ 4 to all saving throws  
+ 4 dodge bonus to AC

Level 18 **MASS SUGGESTION**  
Suggest actions to already fascinated creatures

Level 20 **DEADLY PERFORMANCE**  
Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1 ☐☐☐☐☐☐☐☐

2 ☐☐☐☐☐☐☐☐

3 ☐☐☐☐☐☐☐☐

4 ☐☐☐☐☐☐☐☐

5 ☐☐☐☐☐☐☐☐

6 ☐☐☐☐☐☐☐☐

DERVISH DANCE

Use DEX instead of STR for attack and damage rolls when wielding a scimitar in one hand.

WELL-VERSED

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

VERSATILE PERFORMANCE

Use bonus in place of...  
☐ Act Bluff, Disguise  
☐ Comedy Bluff, Intimidate  
☐ Dance Acrobatics, Fly  
☐ Keyboard Instruments Diplomacy, Intimidate  
Other:

Use bonus in place of...  
☐ Oratory Diplomacy, Sense Motive  
☐ Percussion Handle Animal, Intimidate  
☐ Sing Bluff, Sense Motive  
☐ String Bluff, Diplomacy  
☐ Wind Instruments Diplomacy, Handle Animal

☐☐☐

MEDITATIVE WHIRL

Level 8 **USES PER DAY**  = (  ÷ 2 ) - 3

Dervish Level

When performing a battle dance, use Quicken Spell as a move action (effectively casting a spell as a move action + swift action).

Uses today ☐☐☐

JACK OF ALL TRADES

Level 10 Use any skill as if you were trained

Level 16 All skills are considered class skills

Level 19 Able to take 10 on any skill