

DETECTIVE (BARD)

Nível de
Bardo

MAGIAS CONHECIDAS

MAGIAS

Magias Conhecidas	Teste de Resistência CD	Magias por dia	= Base + Magia	Magias Bônus
		0		CAR - 4 CHA - 8 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"/> <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 Outros
PER DAY Bardo

$$\text{rds} = 2 + \left(\frac{\text{Nível de Bardo}}{2} \right) + \text{CAR} + \text{Concentração}$$

Rodadas Hoje ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

VONTADE Nível de Bardo
RESISTÊNCIA = 10 + $\left(\frac{\text{Nível de Bardo}}{2} \right) + \text{CAR}$

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

MAX AUDIENCE Nível de Bardo
 = $\frac{\text{Nível de Bardo}}{3}$ (Arredonda para Cima)

CAREFUL TEAMWORK

Nível de Bardo
 $+ \text{Nível de Bardo} = \left(\frac{\text{Nível de Bardo}}{6} + 1 \right) \div 6$

Bonus to Initiative, Perception and Disable Device to allies within 30ft, for up to an hour. Allies must see and hear you for 3 rounds.

INSPIRE COMPETENCE

Nível 3 $+ \text{Nível de Bardo}$

SUGGESTION

Nível 6 Suggest actions to one already fascinated creature

DIRGE OF DOOM

Nível 8 Cause enemies within 30ft to become shaken

TRUE CONFESSION

Nível 9 On a successful Sense Motive, reveals lies and enchantments
Perform for: 9 3 rounds 15 2 rounds 20 1 rounds

PERFORMANCE SUÁVE

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

FRIGHTENING TUNE

Nível 14 Enemies are frightened and flee your performance

SHOW YOURSELVES

Nível 15 Enemies within 30ft are compelled to reveal themselves

MASS SUGGESTION

Nível 18 Suggest actions to already fascinated creatures

DEADLY PERFORMANCE

Nível 20 Cause an enemy to die of joy or sorrow

☐ Detect Good / Evil / Law / Chaos

1

☐ ☐ ☐
☐ ☐ ☐

☐ Zone of Truth

2

☐ ☐ ☐
☐ ☐ ☐

☐ Arcane Eye

☐ Speak With Dead

☐ Speak With Plants

3

☐ ☐ ☐
☐ ☐ ☐

☐ Discern Lies

4

☐ ☐ ☐
☐ ☐ ☐

☐ Prying Eyes

☐ Stone Tell

5

☐ ☐ ☐
☐ ☐ ☐

☐ Discern Location

☐ Find The Path

☐ Greater Prying Eyes

☐ Moment of Prescience

6

☐ ☐ ☐
☐ ☐ ☐

EYE FOR DETAIL

KNOWLEDGE
BONUS

Nível de Bardo Outros
 = $\left(\frac{\text{Nível de Bardo}}{2} \right) + \text{Concentração}$

Apply this bonus to Knowledge (local), Perception,
Sense Motive and Diplomacy checks to gather
information

ARCANE INSIGHT

Nível 2 Locate and disable traps as a Rogue

+4

Bonus applies to saving throws against illusions,
and caster level checks and saving throws to see through disguises

LORE MASTER

Nível 5 **TAKE 10**
Unlimited uses
per day

TAKE 20 PER DAY

Take 20 Today

☐ ☐ ☐
☐ ☐ ☐

JACK OF ALL TRADES

Nível 10 Use any skill as if you were trained

Nível 16 All skills are considered class skills

Nível 19 Able to take 10 on any skill