DERVISH OF DAWNBarde (BARDE)			SORTS CONNUS			
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	SORTS					
Sorts Sort	Sorts	Bas@orts supplémentai	res		0	
Connus DD sauveg	jarde par jour	7 8 1				
	0	CHA CHA CHA				
	1	7777			1	
	2					
	3					
	4					
	5	<u> </u>			2	
	6					
DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort						
Concentration	= CH	A + Niveau de Lanceur de				
	G SPELLCASTER				3	
	ration to cast defensi					
RISQUE D'ÉCHEC DES THRESHOLD  Dervishes of Dawn can wear light armour						
	without risking spell					
×	BATTLE DAI	NCE			4	
DUREE PER DAY	Dervish Level	Divers			<b>4</b>	
	/	2)+CHA+				
113	`					
					5	
VOLONTE JET D	E SAUWWeardelba	arde				
= :	10 + (	÷ 2 ) + CHA				
Niveau Bogin or sw	uitch a hattle dance a	s a swift action				
Niveau Begin or switch a battle dance as a swift action,  10 rather than as a mave action.					6 —	
PERFORMANCES						
CONTRE-CHANT 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			DERVISH DANCE			
			Use <b>DEX</b> instead of <b>STR</b> for attack and damage rolls when wielding a scimitar in one hand.			
			WELL-VERSED			
			Niveau  Bonus applies to saving throws against Bardic Performance, sonic			
FASCINATE Dervish			and language dependent effects.			
MAX AUDIENC			×		E PERFORMANCE	,
=	÷ 3	(arrondi au supérieur)	□ Act	Use bonus in place of Bluff, Déguisement	☐ Oratory	Use bonus in place of Diplomatie, Psychologie
INSPIRE COUR	AGE		□ Comédie	Bluff, Intimidation	•	ssi@ressage, Intimidation
	onus against charm a onus à l'attaque et au	and compulsion effects	□ Dance	Acrobaties, Vol	☐ Chant	Bluff, Psychologie
	COMPETENCE	ix dominages	☐ Claviers Instruments	Diplomatie, Intimidation	☐ Instruments à corde	Bluff, Diplomatie
iveau	OMPETENCE		Autre:		☐ Instruments à vent	Diplomatie, Dressage
3 +						
liveau SUGGESTION  6 Suggest actions to one already fascinated creature						
	<u> </u>	scinated creature				
y 2× (d10 + CON) temporary hit points,						
+2 attack, +	1 fortitude save		LITTLE		ATIVE WHIRL	,
Niveau SOOTHING PERFORMANCE Mass Cure Serious Wounds			Niveau PAR JO	ATIONS Dervish UR Level	When performing a Quicken Spell as a n	
		nd shaken conditions	8	= ( ÷ 2) -	(effectively casting move action + swift	
iveau FRIGHTEN			``	`	CHE-À-TOUT	action).
14 Enemies are frightened and flee your performance			Niveau		1111 H 1001	
Niveau INSPIRE HEROICS  15 + 4 to all saving throws + 4 dodge bonus to AC			10	y skill as if you were trained		
			Niveau 16 Toutes les compétences sont des compétences de classe			
Hiveau MASS SUGGESTION  18 Suggest actions to already fascinated creatures			Niveau			
		ated creatures	19 Able to	take 10 on any skill		
	ERFORMANCE emy to die of joy or so	orrow				