

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

FALHA ARCANA THRESHOLD

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

BATTLE DANCE

DURAÇÃO PER DAY Dervish Level Misc

rds = 2 + (  × 2 ) + CHA +

Rounds Today ☐☐☐ ☐☐☐ ☐☐☐☐☐☐

VONTADE RESISTÊNCIA SP Bard Level

= 10 + (  ÷ 2 ) + CAR

Level 10 Begin or switch a battle dance as a swift action, rather than as a mave 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

FASCINAR Dervish Level

MAX AUDIENCE

=  ÷ 3 (Round up)

INSPIRE COURAGE

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

INSPIRE COMPETENCE

Level 3 +

SUGGESTION

Level 6 Suggest actions to one already fascinated creature

INSPIRE GREATNESS

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

SOOTHING PERFORMANCE

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

FRIGHTENING TUNE

Level 14 Enemies are frightened and flee your performance

INSPIRE HEROICS

Level 15 + 4 to all saving throws  
+ 4 dodge bonus to AC

MASS SUGGESTION

Level 18 Suggest actions to already fascinated creatures

DEADLY PERFORMANCE

Level 20 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... Use bonus in place of...

Other:

MEDITATIVE WHIRL

Level 8 USOS PER DAY 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