ANIMAL SPEAKER Nível de Bardo	* MAGIAS CONHECIDAS			
(BARD)				
MAGIAS			0 ———	
Magias Teste de Magias <sub>=</sub> Base <sub>+</sub> Magias Bônus Conhecidaßesistência CD por dia Magia <sub>→ ∞</sub> ≃				
CCAR CCAR CCAR CCAR CCAR CCAR CCAR CCAR	Summon Nature's A	llv I		
<b>1</b>		*	1	
2				
3				
4	Summon Nature's A	lly II		
5	2			
6				
Resistência a Magia CD = 10 + CAR + Nível da Magia				
Concentração = CAR + Conjurado	<sup>r</sup> Summon Nature's A			
FALHA ARCANA LIMIAR			3	
Bardos podem vestir armaduras leves sem risco d	e			
% Falha Arcana.				
PERFORMANCE DE BARDO	Summon Nature's A	lly IV		
DURAÇÃO Nível de Outros POR DIA Bardo	4			
$rds = 2 + ( \times 2) + CAR +$				
Rodadas UUU UUU UUU Hoje UUU UUU UUU UUU UUU UUU UUU UUU UUU U	Summon Nature's Ally V			
VONTADE RESISTÊNCIA(veDde Bardo	5			
$=$ 10 + $\left(\begin{array}{c} \div 2 \end{array}\right)$ + CAR	2 ) + CAR			
<u> </u>	io do movimento			
Nível Começar ou trocar uma performance de bardo como uma açã 7 ao invés de ação padrão.	"Stirlimolf'Nature's A	Ily VI	5	
PERFORMANCES				
COUNTERSONG				
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw	BARDIC KNOWLEDGE  KNOWLEDGE Nível de Outros			
DISTRAÇÃO	TOTO WELLD GL	ardo Outros		
Contra efeitos mágicos que dependem da visão. Aliados com 10m usam rolam Performance no lugar de resistencias	= ( ÷ 2) + Apply this bonus to all knowledge skills  Bards can use all knowledge skills untrained			
INSPIRE COURAGE	ANIMAL FRIEND			
Bonus against charm and compulsion effects	Nível ANIMAL TYPE +4 to Handle Animal of a chosen type			
Bonus to attack and damage rolls	1		These animals are at worst indifferent to the bard, and never attack without provocation	
Nível PERFORMANCE SUÁVE  3 Use a performance roll to influence animals	5		Animal companions and	d magically controlled animals
Nível ATTRACT RATS	7		must pass an opposed Nível	Charisma check to attack
5 Summon 5 1d6 11 2d6 17 3d6 rats	11		5 Speak With An	imals at will for a chosen type
Nível SUGGESTION	VERSATILE PERFORMANCE			
6 Suggest actions to one already fascinated creature		bônus no lugar de		Use bônus no lugar de
Nivel DIRGE OF DOOM  8 Cause enemies within 30ft to become shaken		ıff, Disguise ıff, Intimidate	<ul><li>□ Oratory</li><li>□ Percussion</li></ul>	Diplomacy, Sense Motive Handle Animal, Intimidate
INSPIRE GREATNESS MAX AFFECTED	•	robatics, Fly	☐ Sing	Bluff, Sense Motive
2 × (d10 + CON) temporary hit points,	☐ Keyboard Dip	olomacy, Intimidate	☐ String	Bluff, Diplomacy
+Z attack, +1 fortitude save	Other:	•	☐ Wind Instruments	Diplomacy, Handle Animal
Nível PERFORMANCE SUÁVE  Mass Cure Serious Wounds				
Removes the fatigued, sickened and shaken conditions				
Nível FRIGHTENING TUNE  14. Enemies are frightened and flee your performance				
INCDIDE HEDDICS WAY AFFECTED				
Nível INSPIRE HEROICS MAX AFFECTED  + 4 to all saving throws	JACK OF ALL TRADES			
+ 4 to AC	Nível 10 Use any skill a	s if you were trained		
Nível MASS SUGGESTION 18 Suggest actions to already fascinated creatures	Nível 16 All skills are considered class skills			
Nível DEADLY PERFORMANCE 20 Cause an enemy to die of joy or sorrow	Nível 19 Able to take 10 on any skill			