

STREET PERFORMER

(BARD)

Nível de
Bardo

MAGIAS

Magias Conhecidas	Teste de Resistência CD	Magias por dia	= Base Magia	+ Magias Bônus
		0		CAR - 4 CHA - 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"/>

Resistência a Magia CD = 10 + CAR + Nível da Magia

Concentração = **CAR** + Conjurador Nível

FALHA ARCANA LIMIAR

% Bardos podem vestir armaduras leves sem risco de Falha Arcana.

PERFORMANCE DE BARDO

DURAÇÃO POR DIA Nível de Bardo Outros

rds = $2 + (\text{Nível de Bardo} \times 2) + \text{CAR} +$

Rodadas Hoje ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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

Nível 7 Começar ou trocar uma performance de bardo como uma ação de movimento, ao invés de ação padrão.

PERFORMANCES

DISTRAÇÃO
Contra efeitos mágicos que dependem da visão.
Aliados com 10m usam rolar Performance no lugar de resistências

FASCINAR Nível de Bardo
MÁXIMA AUDIÊNCIA
 = $\text{Nível de Bardo} \div 3$ (Arredonda para Cima)

DISAPPEARING ACT
HIDDEN ALLIES Nível de Bardo
 = $(\text{Nível de Bardo} + 1) \div 6$
Allies are treated as invisible; cannot include yourself

Nível 3 **HARMLESS PERFORMER**
Enemies that fail a will save cannot attack the Bard
Concentration allows a spell to affect a different target

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

Nível 8 **DIRGE OF DOOM**
Cause enemies within 30ft to become shaken

Nível 9 **MADCAP PRANK**
☐ Blinded ☐ Dazzled ☐ Deafened
☐ Entangled ☐ Fall prone ☐ Nauseated

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

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

Nível 15 **SLIP THROUGH THE CROWD**
Allies affected by Disappearing Act gain Greater Invisibility

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

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

MAGIAS CONHECIDAS

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

STREETWISE

STREETWISE BONUS Nível de Bardo Outros
 = $(\text{Nível de Bardo} \div 2) +$
Applies to • Bluff, Disguise and Knowledge (local)
• Sleight of Hand, Diplomacy, and Intimidate checks made to influence a crowd
• Diplomacy checks to gather information

GLADHANDLING

Earn double money from a public performance
Use Bluff in place of Diplomacy to improve a creature's attitude for 1 minute; after that, their attitude worsens

WELL-VERSED

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

VERSATILE PERFORMANCE

	Use bônus no lugar de...		Use bônus no lugar de...
<input type="checkbox"/> Act	Bluff, Disguise	<input type="checkbox"/> Oratory	Diplomacy, Sense Motive
<input type="checkbox"/> Comedy	Bluff, Intimidate	<input type="checkbox"/> Percussion	Handle Animal, Intimidate
<input type="checkbox"/> Dance	Acrobatics, Fly	<input type="checkbox"/> Sing	Bluff, Sense Motive
<input type="checkbox"/> Keyboard Instruments	Diplomacy, Intimidate	<input type="checkbox"/> String	Bluff, Diplomacy
		<input type="checkbox"/> Wind Instruments	Diplomacy, Handle Animal

QUICK CHANGE

TAKE 20 PER DAY Nível de Bardo
Nível 5 = $(\text{Nível de Bardo} + 1) \div 6$
Don as disguise as a standard action, with a -5 penalty
Take 10 on Bluff and Disguise checks
Take 20 on Bluff and Disguise checks (limited uses)
Use Bluff to create a diversion to hide as a swift action

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