ARCHAEOLOGIST
(BARD)

Nível de Bardo

MAGIAS

Magias Conhecidas	Teste de Resistência CD		Magias por dia	= Base Magia	+ Magias Bônus (CAR / CHA - 4 / CAR - 8 / CHA - 12)
		0			
		1			
		2			
		3			
		4			
		5			
		6			

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.

ARCHAEOLOGIST'S LUCK

Nível de Bardo	Luck Bonus
1	+1
5	+2
11	+3
17	+4

Apply the archaeologist's luck bonus as a swift action to attack rolls, saving throws, skill checks and damage rolls.

Archaeologist's luck can be maintained as long as you remain conscious, but it cannot be maintained while performing.

LUCKY ROUNDS PER DAY

[ ] rds = 4 + CAR _____

Rolls Today

CLEVER EXPLORER

Nível	
2	Disable intricate traps in half the time
	Open locks as a standard action

DEVICE BONUS

[+] = _____ ÷ 2 Bonus to Perception and Disable Device

Nível de Bardo

SENTIR ARMADILHAS

Nível 3 **TRAP SENSE** [ ] = _____ ÷ 2

Nível de Bardo

TALENTOS DE LADINO

Nível 4 **TALENTOS CONHECIDOS** [ ] = (_____ ÷ 4) + _____

Nível de Bardo

Outros

Nível 12 From level 12, an Archaeologist can take Advanced Talents

MAGIAS CONHECIDAS

0

1

2

3

4

5

6

TALENTOS DE LADINO

1

2

3

4

5

BARDIC KNOWLEDGE

KNOWLEDGE BONUS

[ ] = (_____ ÷ 2) + _____

Nível de Bardo

Outros

Apply this bonus to all knowledge skills

Bards can use all knowledge skills untrained

LORE MASTER

Nível	TAKE 10	TAKE 20 PER DAY	Take 20 Today
5	Unlimited uses per day	[ ]	

JACK OF ALL TRADES

Nível	
10	Use any skill as if you were trained
16	All skills are considered class skills
19	Able to take 10 on any skill