Residence as Margia CD = 10 + CAD + World da Margia  4 A DITTIT  2 CONTROLLING STATE AND STATE A	<u> </u>		1	MAGIAS CONHECIDAS										*	
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PERFORMANCE DE BARDO  PORRAÇÃO  Bordos  Bo	1	L							- :	1					
Resistencia a Magia CD - 10 + CAR + Nivel da Magia  Concentração    Concentração     = CAR +   Conjundor Nivel da Magia  Concentração     = CAR +   Conjundor Nivel da Magia    FALITA ARCANA LIMITAR	2	2													
Resultations a Margia CD = 10 + CAR + Nivel da Margia  Concentração  = CAR + Nivel  FALHA ARCANA LIMILAR    Bardos podem verifi armaduras leves sem risco de la labora de labora de la labora de labora del labora de labora de labora del labora de labora de labora della labora de labora de labora de labora della labora della labo	3	3							- 5	55 -					
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Recutations a Margia CD = 10 + CAR + Nivel da Margia  Concentração		5													
EATIMA ACANA LIMIAR  Eardos podem vestif armaduras leves sen risco de Falha Arcana.  PERRORNANOE DE BARDO  DURAÇÃO  Nivel de Sando  rds = 2 + ( x 2 ) + CAR + Roddada	Resistência a Magia CD	= 10 + CAR + N	vel da Magia												
FALHA ARCANA LIMIAR	Concentração	= CAF													
Performance			- Nivei						- :	3					
PERFORMANCE DE BARDO  DURAÇÃO  Nivel Começar ou trocar uma performance de bardo como uma ação de movimento, 7 as inves de ação padião.  PERFORMANCES  COUNTRESISTÊNCIRIFICA Bardo  PERFORMANCES  COUNTRESONG  Coutra efictos mágicos que dependem da visão. Allas within 30ft use Performance roll in place of a saving throw  DISTRAÇÃO  Centra efictos mágicos que dependem da visão. Allados com 10m uma rollam Performance no lugar de resistencias facilitation de la composition de la com				e					[	- 9					
PORR DIA Bardo  Ind = 2 + ( x 2 ) + CAR +    Indiadas	% Falha A	rcana.													
roll a such a such as the such			BARDO 🗾												
Indicates			Outros						_	4					
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Some and the state of the sta	Rodadas DDD DD														
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PERFORMANCES		/	\						_	_					
PERFORMANCES  COUNTER song Counter magical effects that depend on sound. Allies within 30ft use Performance no lugar de resistencials  FASCINAR Nivel de MAXIMA AUDIEN (Bardo)  DERRING-DO Nivel de Bardo  ### = ( + 1 ) + 6  Bonus to allies' reflex saves, and double to Dexterity-based skills with move at least 10ft gain a dodge bonus to their AC  Nivel Nivel DIRGE OF DOOM  8 Cause enemies within 30ft to become shaken  Nivel Nivel REFROINS MAX AFFECTED  Nivel Nivel REFROINS MAX AFFECTED  Nivel Lemies are frightened and flee your performance  Lemies are frightened and flee y		`							_ 🗆	<u> </u>					
PERFORMANCES  COUNTERSONG  AGILE  MIVEL BARD  COUNTERSONG  COUNTERSONG  COUNTERSONG  COUNTERSONG  COUNTERSONG  COUNTERSONG  AGILE  BONUS  AGILE  BONUS  AGILE  BONUS  AAGILE  BONUS  AAGILE  BONUS  AAGILE  BONUS  AAGILE  COMBAT MANOEUVES  COMBAT MANOEUVES  2  BONUS  COMBAT MANOEUVES  2  BONUS  COMBAT MANOEUVES  2  BONUS  APPly this bonus to Acrobatics, Bluff, Climb and Escape Artist skill checks  COMBAT MANOEUVES  2  6  BONUS  BONUS  ACILE  COMBAT MANOEUVES  2  6  BONUS  BONUS  BONUS  BONUS  BONUS  AAGILE  COMBAT MANOEUVES  2  4  BONUS  BO	oomeyar oa trooar		ice de bardo como uma açã	o de movime	nto,										
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DISTRAÇÃO Contra efeitos mágicos que dependem da visão. Aliados com 10m usam rolam Performance no lugar de resistencias FASCINAR Nivel de MÁXIMA AUDIÉN (Bardo  =				7	_	-	-	-	ΔG	II F	-	_	_		
Apply this bonus to Acrobatics, Bluff, Climb and Escape Artist skill checks  FASCINAR Nivel de MÁXIMA AUDTÉNGBardo  DERRING-DO Nivel de Bardo  + 1) ÷ 6  Bonus to allies' reflex saves, and double to Dexterity-based skills Allies who move at least 10ft gain a dodge bonus to their AC  Nivel Nivel Suggestations  Nivel Suggestations to one already fascinated creature  Nivel Nivel Orange of Portune  Nivel Suggestations to one already fascinated creature  Nivel Suggestations  Nivel Suggestations to one already fascinated creature  Nive			*.~		٨	lível de		Λı							
FASCINAR Nivel de MAXIMA AUDIÉN(Bardo				BONUS		Bardo	\	01	11103	Λn	nlu thia h	anua ta Aaraha	stice Pluff Cli	mh	
DERRING-DO Nivel de Bardo  +				+	_] = (		÷ 2 )	+		an	d Escape	Artist skill che	cks	IIID	
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Nivel   SUGGESTION   Suggest actions to one already fascinated creature   Nivel   DIRGE OF DOOM   Suggest actions to one shaken	INSPIRE COMPE		e bonus to their AC	14											
Nível   Suggest actions to one already fascinated creature	Nivei			18											
6 Suggest actions to one already fascinated creature  Nível 8 Cause enemies within 30ft to become shaken  Nível 9									AUN	TLES	SS			×	
Nível Nível PERFORMANCE SUÁVE Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions  Nível 14 to all saving throws 15 mind-affecting effects, including fear effects		one already faso	inated creature	D											
Nível 9	DIRGE OF DOOR		ne shaken		ŀ	= (		+ 2	) ÷	4					
9	INCDIDE CDEAT			`			SC	OUNI	DREI	L'S FO	DRTUI	NE		<b>#</b>	
Nível PERFORMANCE SUÁVE  Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions  Nível FRIGHTENING TUNE Enemies are frightened and flee your performance  Nível INSPIRE HEROICS MAX AFFECTED  Nível 4 to all saving throws + 4 to AC  Nível MASS SUGGESTION  Nível Able to take 10 on any skill	2						vel de			Fortune					
Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions  Nível 14 Enemies are frightened and flee your performance  Nível 15	DEDECRIFFICE		induc suve	Mivei		7		_				Roll the d20	twice for a ski	II check	
Nível 14 Enemies are frightened and flee your performance Nível 15	Mass Cure Serious \	Wounds	shaken conditions	) [	r	] =						and take the			
Nível 15	Nível FRIGHTENING	ΓUNE					J	ACK (	OF A	LL TI	RADES	5		,	
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+ 4 to AC  Nível MASS SUGGESTION  Nível Able to take 10 on any skill	INIVE!			Nível	III ekille ara	conside	ed class	ekille							
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- ouggest actions to already fascillated oreatures -/	MASS SUGGEST		ed creatures	Nivel <b>19</b>	ble to take	10 on ar	y skill								
Nível DEADLY PERFORMANCE  20 Cause an enemy to die of joy or sorrow	Nível DEADLY PERFO	RMANCE													