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Soul Save DC per day Spells							- 0	-				
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Spoil Sares Dic - 10 + ClA + Spoil Level FALRA ARCANA THRESHOLD Back can see slight amount without risking against the state of the spoil of of the s		1						- ₁				
3 Spoil Save Do - 10 + Old + Spoil Level Concentration		2										
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Spell Save 00-10 + CHA+ Spell Level FAHTA ARCANA THRESHOLD Bards can wear light amour without risking spell falaule. DIRAÇÃO Bard Save wear light amour without risking spell falaule. DIRAÇÃO Bard Save wear light amour without risking spell falaule. DIRAÇÃO Bard Micc rdS = 2 + (× 2) + CHA + Rounds VONTADE RESISTENCIA Right Level SOUNTERSONANCES Counter magical effects that depend on sound. Counter magical effects that depend on sound. Counter magical effects that depend on sound. Allies within 30th use Performance roll in place of a saving throw DISTRACTION Counter magical effects that depend on spell. Allies within 30th use Performance roll in place of a saving throw DISTRACTION Counter magical effects that depend on spell. Allies within 30th use Performance roll in place of a saving throw BARDIC KNOWLEDGE Micc Counter magical effects that depend on spell. Allies within 30th use Performance roll in place of a saving throw BARDIC KNOWLEDGE Micc Apply this bonus to all knowledge skills untrained WELL-VERSED Level Bonus against charm and computation effects Sound spelles to saving throws against Bardic Performance, sonic and language dependent effects ANA XADIENCE Level Bonus against charm and computation effects Sound spelles to saving throws against Bardic Performance, sonic and language dependent effects Level WERNOWLEDGE Micc VERNATILE PERFORMANCE Level Level Sound spells to saving throws against Bardic Performance, sonic and language dependent effects Level WERNOWLEDGE Level Bonus against bardic Performance, sonic and language dependent effects ANA XADIENCE Level Bonus against bardic Performance, sonic and language dependent effects Level Bonus against bardic Performance, sonic and language dependent effects Comedy Instituted and Level Bonus against bardic Performance, sonic and language dependent effects Comedy Instituted and Level Bonus against bardic Performance sonic and language dependent effects Comedy Instituted and Level Bonus against bardic								- 2				
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BARDIC PERFORMANCE DURAÇÃO D		Bards can wear light armour without risking										
PRE DAY India = 2 + (%											
Today Company Compan			NCE *									
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Source S		÷ 3	(Round up)	Level		Bon						
Level WORDSTRIKE Bard Level On half that to a living target) Damage = 1d4 +	INSPIRE COUR	RAGE	2 and language-dependent effects.									
Use bonus in place of Oratory Diplomacy, Sense Motive Damage to object 144 +		VERSATILE PERFORMANCE										
Damage to object = 1d4 + (or half that to a living target) Level WEIRD WORDS Affects a number of targets up to the bard's Level Damage to targets = 1d8 + CHA targets up to the bard's Level Directory Evel DIRGE OF DOOM Cause enemies within 30ft to become shaken Level INSPIRE GREATNESS MAX AFFECTED Level SOOTHING PERFORMANCE Mass Cure Serious Wounds Removes the fatigued, sickened and shaken conditions Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance Level INSPIRE HEROICS MAX AFFECTED Level MASS SUGGESTION 18 Suggest actions to already fascinated creatures Level DEADLY PERFORMANCE Aftects a number of largets up to the Bluff, Intimidate Perconditions Reyboard Instruments Diplomacy, Intimidate Perconditions Reyboard Instruments Diplomacy, Intimidate Perconditions Level TAKE 10 TAKE 20 PER DAY Take 20 Today TAKE 20 PER DAY Take 20 Today Use any skill as if you were trained Level DEADLY PERFORMANCE Level DEADLY PERFORMANCE All skills are considered class skills Level DEADLY PERFORMANCE	WORDST		e 10110				•	_		•		
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