

Nível de
Bardo

MAGIAS CONHECIDAS

MAGIAS

Magias Conhecidas = Teste de Resistência CD = Base + Magias Bônus

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

Rodadas Hoje □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

VONTADE RESISTÊNCIA Nível de Bardo

= 10 + (÷ 2) + CAR

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

PERFORMANCES

COUNTERSONG

Counter magical effects that depend on sound.

Allies within 30ft use Performance roll in place of a saving throw

DISTRACÇÃO

Contra efeitos mágicos que dependem da visão.

Aliados com 10m usam rolar Performance no lugar de resistências

FASCINAR Nível de Bardo MÁXIMA AUDIÊNCIA

= ÷ 3 (Arredonda para Cima)

INSPIRE COURAGE

+ Bonus against charm and compulsion effects
Bonus to attack and damage rolls

INSPIRE COMPETENCE

Nível 3 +

SUGGESTION

Nível 6 Suggest actions to one already fascinated creature

DIRGE OF DOOM

Nível 8 Cause enemies within 30ft to become shaken

INSPIRE GREATNESS MAX AFFECTED

Nível 9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save

PERFORMANCE SUÁVE

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

FRIGHTENING TUNE

Nível 14 Enemies are frightened and flee your performance

INSPIRE HEROICS MAX AFFECTED

Nível 15 + 4 to all saving throws
+ 4 to AC

MASS SUGGESTION

Nível 18 Suggest actions to already fascinated creatures

DEADLY PERFORMANCE

Nível 20 Cause an enemy to die of joy or sorrow

0

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TEA CEREMONY

Spend 10 minutes preparing an elaborate tea ceremony, and 4 rounds per person performing the ceremony, to grant your allies Inspire Courage, Inspire Competence, Inspire Greatness or Inspire Heroics for 10 minutes.

BARDIC KNOWLEDGE

KNOWLEDGE BONUS Nível de Bardo Outros

= (÷ 2) +

Apply this bonus to Craft (calligraphy), Diplomacy, Knowledge (nobility) and one type of Performance
Bards can use all knowledge skills untrained

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"/>		<input type="checkbox"/> Wind Instruments	Diplomacy, Handle Animal

LORE MASTER

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

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