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Resistancia a Magia CD = 10 + CAR + Nivel da Magia  Concentração = CAR + Nivel  A Conjurador Nivel  FALHA ARCANA LIMIAR  PRECONTENTA SOR DE BARDO  DURAÇÃO  Nivel  Bado  CONTENTA SOR DE SARDO  PURAÇÃO  FOR DÍA  Resistancia a Magia CD = 10 + CAR + Nivel da Magia  DURAÇÃO  Nivel de Resido  Concentração = CAR + Nivel  Resido Duttos  PRECONTANTES DE BARDO  DURAÇÃO  Nivel de Resido  CONTENTA SOR
Resistência a Magia CD = 10 + CAR + Nivel da Magia  Concentração = CAR + Conjurador Nivel  FALHA ARCANA LIMIAR  Badrás podem vestir armaduras leves sem risco de  FIREPORMANCES DE BARDO  DURAÇÃO  Nivel de PREFORMANCES DE BARDO  VONTADE RESISTÊNCIRRÎÇÃU & 2 + CAR +  Nivel Conneça ou trocar uma performance de bardo como uma ação de movimento, 7 so invés de ação padrão.  PERFORMANCES  COUNTESSONG  COUNTESSONG  COUNTESSONG  COUNTESSONG  COUNTESSONS  COUNTESSONS
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Resistência a Magia CD = 10 + CAR + Nivel da Magia  Concentração = CAR + Nivel da Magia  Concentração = CAR + Nivel da Magia  Concentração = CAR + Nivel da Magia  Bardos podem vestir amaduras leves sem risco de  Bardo Outros  Bordo  VORTADE RESISTENCIA/sévite Bardo  = 10 + ( + 2 ) + CAR +  VONTADE RESISTENCIA/sévite Bardo  = 10 + ( + 2 ) + CAR +  FERRORMANCES  COUNTERSONG  COUNTERSONG  COUNTERSONG  COUNTERSONG  COUNTERSONG  COUNTE RESISTENCIA/sévite Bardo on sound. Allies within 30ft use Performance rol lurgar de resistencias resistencias refinos mágicos que dependem da visica. Allidos con nito unas moban Performance no llurgar de resistencias refinos mágicos que dependem da visica. Allidos con nito unas moban Performance no llurgar de resistencias refinos mágicos que dependem da visica. Allidos con nito unas moban Performance no llurgar de resistencias refinos mágicos que dependem da visica. Allidos con nito unas moban Performance no llurgar de resistencias refinos mágicos que dependem da visica. Allidos con nito unas moban Performance no llurgar de resistencias refinos mágicos que dependem da visica. Allidos con nito unas moban Performance no llurgar de resistencias refinos mágicos que dependem da visica. Allidos con nito unas moban Performance no llurgar de resistencias refinos mágicos que dependem da visica. Allidos con nito unas moban Performance no llurgar de resistencias refinos mágicos que dependem da visica. Allidos con nitor unas moban Performance no llurgar de resistencias refinos mágicos que dependem da visica. Allidos con nitor unas moban Performance no llurgar de resistencias refinos mágicos que dependem da visica. Allidos con nitor unas moban Performance no llurgar de resistencias refinos mágicos que dependem da visica.  Nivel Dones de la consuma performance no llurgar de resistencias refinos mágicos que dependem da visica.  Nivel Dones de la consuma p
Resistência a Magia CD = 10 + CAR + Nivel da Magia  Concentração  Concentração  Concentração  Consecuração  PERFORMÂNCE DE BARDO  DURAÇÃO  POR DIA  Bardos podem vestir armaduras leves sem risco de  PERFORMÂNCE DE BARDO  DURAÇÃO  POR DIA  Bardos  FISHA Accana.  PERFORMÂNCE DE BARDO  DURAÇÃO  POR DIA  Bardos  Contre magica defects that depend on sound. Alies within 301 tase Performance de bardo como uma ação de movimento.  PONTADE RESISTÊNCI Riviel de Bardo  COUNTERSONG  COUNTERSONG  COUNTE magica defects that depend on sound. Alies within 301 tase Performance no lugar de resistencia BARDO  INSTRAÇÃO  Contra deflos magicos que dependem da visão  Counter magical effects that depend on sound. Alies within 301 tase Performance no lugar de resistencia BARDO  INSTRAÇÃO  Contra deflos magicos que dependem da visão  Counter magical effects that depend on sound. Alies within 301 tase Performance no lugar de resistencia BARDO  Nivel Começar ou trocar unu ma rolam Performance no lugar de resistencia BARDO  NIVEL DE BARDIC KNOWLEDGE  NIVEL DE B
Resistència a Magia CD = 10 + CAR + Nivel da Magia  Concentração = CAR + Nivel FALHA ARCANA LIMIAR  Bardos podem vestir armaduras leves sem risco de Falha Arcana.  PERFORMANCE DE BARDO  DURAÇÃO  DURAÇÃO  DURAÇÃO  Nivel de Bardo  = 10 + ( † 2) + CAR +  Rodadas  Hoje
Resistencia a Magia CD = 10 + CAR + Nivel da Magia  Concentração
Resistencia a Magia CD = 10 + CAR + Nivel da Magia  Concentração
FALHA ARCANA LIMIAR  Sardas podem vestir armaduras leves sem risco de  Balha Arcana.  PERFORMANCE DE BARDO  DURAÇÃO  Nivel de Podomance de bardo Outros  rds = 2 + ( × 2 ) + CAR +  Rodadas
A Sardos podem vestii armaduras leves sem risco de la
Bardos podem vestir armaduras leves sem risco de Falha Arcana.  PERFORMANCE DE BARDO  DURAÇÃO  Nivel de Bardo  Outros  For DUA  Tods = 2 + ( × 2 ) + CAR + 4  Rodadas Hojo
PREFORMANCE DE BARDO  DURAÇÃO  Nivel de Bardo  Outros  rds = 2 + (
DURAÇÃO  Nivel de Bardo  Outros  rds = 2 + ( × 2 ) + CAR +  Rodadas
rds = 2 + ( x 2 ) + CAR +  Rodadas
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VONTADE RESISTÊNCIA; vièrle de Bardo  = 10 + (
Suggest actions to one already fascinated creature   Suggest actions to one already fascinated creature   Suggest actions to one already fascinated creature   Nivel   DIRGE OF DOOM   Suggest actions to one already fascinated creature   Nivel   DIRGE OF DOOM   Suggest actions to one already fascinated creature   Nivel   DIRGE OF DOOM   Suggest actions to one already fascinated creature   Nivel   DIRGE OF DOOM   Suggest actions to one already fascinated creature   Nivel   DIRGE OF DOOM   Suggest actions to one already fascinated creature   Nivel   DIRGE OF DOOM   Suggest actions to one already fascinated creature   Nivel   DIRGE OF DOOM   Suggest actions to one already fascinated creature   At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list
Nivel 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 DISTRAÇÃO Contra efeitos mágicos que dependem da visão. Aliados com 10m usam rolam Performance no lugar de resistencias FASCINAR Nível de MAXIMA AUDIÊN(Bardo  INSPIRE COURAGE  + Bonus against charm and compulsion effects Bonus to attack and damage rolls  Nível SUGGESTION 6 Suggest actions to one already fascinated creature  Nível DIRGE OF DOOM 8 Cause enemies within 30ft to become shaken  A dirge bard may use mind-affecting spells to affect even mindless undead  At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list
Nivel Começar ou trocar uma performance de bardo como uma ação de movimento, 7 ao invés de ação padrão.  COUNTERSONG Counter majical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw  DISTRAÇÃO Contra efeitos mágicos que dependem da visão. Aliados com 10m usam rolam Performance no lugar de resistencias  FASCINAR Nível de MÁXIMA AUDIÊN(Batdo  INSPIRE COURAGE  + Bonus against charm and compulsion effects Bonus to attack and damage rolls  Nível Suggest actions to one already fascinated creature  Nível DIRGE OF DOOM  8 Cause enemies within 30ft to become shaken  A dirge bard may use mind-affecting spells to affect even mindless undead  At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list
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COUNTERSONG Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw  DISTRAÇÃO Contra efeitos mágicos que dependem da visão. Aliados com 10m usam rolam Performance no lugar de resistencias  FASCINAR Nível de MÁXIMA AUDIÊNCBardo  INSPIRE COURAGE  + Bonus against charm and compulsion effects Bonus to attack and damage rolls  Nível  Nível  Nível  SUGGESTION  6 Suggest actions to one already fascinated creature  Nível  DIRGE OF DOOM  8 Cause enemies within 30ft to become shaken
Allies within 30ft use Performance roll in place of a saving throw  DISTRAÇÃO Contra efeitos mágicos que dependem da visão. Aliados com 10m usam rolam Performance no lugar de resistencias  FASCINAR Nível de MAXIMA AUDIÊN (Batdo)  INSPIRE COURAGE  + Bonus against charm and compulsion effects Bonus to attack and damage rolls  Nível  INSPIRE COMPETENCE 3 +  Nível SUGGESTION 6 Suggest actions to one already fascinated creature  Nível DIRGE OF DOOM 8 Cause enemies within 30ft to become shaken  Adding bardo  BARDIC KNOWLEDGE Nível de Bardo  Outros  HAUNTED EYES  Nível de Bardo  SECRETS OF THE GRAVE  KNOWLEDGE BONUS  Nível de Bardo  A dirge bard may use mind-affecting spells to affect even mindless undead  At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list
DISTRAÇÃO Contra efeitos mágicos que dependem da visão. Aliados com 10m usam rolam Performance no lugar de resistencias  FASCINAR Nível de MÁXIMA AUDIÊN(Batdo  INSPIRE COURAGE  + Bonus against charm and compulsion effects Bonus to attack and damage rolls  Nível SUGGESTION  6 Suggest actions to one already fascinated creature  Nível DIRGE OF DOOM  8 Cause enemies within 30ft to become shaken    Nivel DIRGE OF DOOM
Aliados com 10m usam rolam Performance no lugar de resistencias  FASCINAR  Nível de  MÁXIMA AUDIÊN Bardo  INSPIRE COURAGE  + Bonus against charm and compulsion effects Bonus to attack and damage rolls  Nível SUGGESTION  Suggest actions to one already fascinated creature  Nível DIRGE OF DOOM  8 Cause enemies within 30ft to become shaken  Apply this bonus to all knowledge skills untrained  HAUNTED EYES  Nível de Bardo  SECRETS OF THE GRAVE  KNOWLEDGE  Nível de Bardo  2 Bonus applies to Knowledge (religion) checks made to identify undead creatures and their abilities  A dirge bard may use mind-affecting spells to affect even mindless undead  At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list
FASCINAR Nível de MÁXIMA AUDIÊNCBatdo  = ÷ 3 (Arredonda para Cima)  INSPIRE COURAGE + Bonus against charm and compulsion effects Bonus to attack and damage rolls  Nível INSPIRE COMPETENCE 3 +  Nível SUGGESTION 6 Suggest actions to one already fascinated creature  Nível DIRGE OF DOOM 8 Cause enemies within 30ft to become shaken    Apply this bonus to all knowledge skills untrained   HAUNTED EYES
INSPIRE COURAGE  + Bonus against charm and compulsion effects Bonus to attack and damage rolls  Nível SUGGESTION 6 Suggest actions to one already fascinated creature  Nível DIRGE OF DOOM 8 Cause enemies within 30ft to become shaken  Nível Suggest actions to one already fascinated creature  Nível DIRGE OF DOOM  At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list
INSPIRE COURAGE  + Bonus against charm and compulsion effects Bonus to attack and damage rolls  Nível SUGGESTION 6 Suggest actions to one already fascinated creature  Nível DIRGE OF DOOM 8 Cause enemies within 30ft to become shaken  Nível Suggest actions to one already fascinated creature  Nível DIRGE OF DOOM  At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list
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Nível INSPIRE COMPETENCE  Nível SUGGESTION  6 Suggest actions to one already fascinated creature  Nível DIRGE OF DOOM  8 Cause enemies within 30ft to become shaken  SECRETS OF THE GRAVE  KNOWLEDGE BONUS Nível de Bardo  2 = ÷ 2 Bonus applies to Knowledge (religion) checks made to identify undead creatures and their abilities  A dirge bard may use mind-affecting spells to affect even mindless undead  At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list
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Nível DIRGE OF DOOM 8 Cause enemies within 30ft to become shaken  At 2nd, 6th, 10th, 14th and 18th level, learn an extra necromancy spell from any arcane spell list
2 × (d10 + CON) temporary hit points,  Use Perform (keyboard) or Perform (percussion) in place of Intimidate to demoralise and opponent
+2 attack, +1 fortitude save Nivel PERFORMANCE SAVING THROW
10 Create zombies or skeletons as Animate Dead 5 Nível de Bardo Nível de Bardo
Nível PERFORMANCE SUÁVE  Mass Cure Serious Wounds
Removes the fatigued, sickened and shaken conditions
Nível FRIGHTENING TUNE
14 Enemies are frightened and flee your performance
14 Enemies are frightened and flee your performance  Nível INSPIRE HEROICS MAX AFFECTED

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