DERVISH OF DAWN vel de Bardo				MAGIAS CONHECIDAS					
(BARD) MAGIAS									
Magias Test		agias ₌ Base ₊ Magias Bônus				_ 0			
ConhecidaResistê		or dia Magia + 100 2							
	0	CAR							
	1					- ₁ -			
	2	0000							
	3	444							
	4	444							
	5					_ 2			
6									
Resistência a Magia CD = 10 + CAR + Nível da Magia									
Concentração	= .	CAR + Conjurad Nível	or						
Nível SPINNING SPELLCASTER 5 +4 concentration to cast defensively				3					
FALHA ARCANA LIMIAR									
0/	Dervishes of Da	wn can wear light armour							
/0	without risking	·	, —						
DUBAÇÃO	BATTLE Dervish					4			
DURAÇÃO POR DIA Level Outros									
rds = 2 + (× 2) + CAR +									
Rodadas									
VONTADE RESISTÊNCI Ni ce Dde Bardo				5					
= 10 + (÷ 2) + CAR									
	- 10 · (· 2) · CAR							
Nível Begin or switch a battle dance as a swift action, rather than as a mave action.				6					
PERFORMANCES									
COUNTERSONG Counter magical effects that depend on sound.				DERVISH DANCE					
Allies within 30ft use Performance roll in place of a saving throw DISTRAÇÃO				Use DEX instead of STR for attack and damage rolls when wielding a scimitar in one hand.					
Contra efeitos mágicos que dependem da visão. Aliados com 10m usam rolam Performance no lugar de resistencias				Nível Bonus applies to saving throws against Bardic Performance, sonic					
FASCINAR Dervish MÁXIMA AUDIÊNCIEvel				2 and language-dependent effects.					
WAXIWA AO	1	. 2			Use bônus no lugar de		RMANCE	Use bônus no lugar de	
		(Arredonda para Cima)	☐ Act		Bluff, Disguise	□ Ora	ntory	Diplomacy, Sense Motive	
INSPIRE COU			□ Com	•	Bluff, Intimidate	☐ Per	cussion	Handle Animal, Intimidate	
+	Bonus against ch Bonus to attack a	narm and compulsion effects and damage rolls	□ Dan		Acrobatics, Fly	□ Sin	-	Bluff, Sense Motive	
INSPIR	E COMPETENC	E		board ruments	Diplomacy, Intimidate	□ Str	ıng ıd Instruments	Bluff, Diplomacy Diplomacy, Handle Animal	
Nível +		_	Oth	er:					
Nível SUGGES		ady fascinated creature							
TAICDID	E GREATNESS	auy rasomateu creature							
2 × (d10	+ CON) temporary				3400				
+2 attack	c, +1 fortitude save) %	USOS	Dervish	DITATIVE V		# ·	
Nível PERFORMANCE SUÁVE Mass Cure Serious Wounds Removes the fatiqued, sickened and shaken conditions				POR DIA	Level ÷ 2	Qu (et	hen performing a l licken Spell as a n ffectively casting a	nove action today a spell as a \	
Nível FRIGHT	TENING TUNE	flee your performance	X			K OF ALL TI	RADES	action).	
INCDID	E HEROICS	,	Nível	Use any	skill as if you were trained				
15 + 4 to all	saving throws		10 Nível						
+ 4 dodge bonus to AC Nível MASS SUGGESTION				All skills	are considered class skills				
18 Suggest a	actions to already f	ascinated creatures	Nível 19	Able to ta	ake 10 on any skill				
DLADE	Y PERFORMANG enemy to die of jog								