

DERVISH DANCER

(BARD)

Nível de Bardo

MAGIAS

Magias Conhecidas	Teste de Resistência CD	Magias por dia	=	Base Magia	+ Magias Bônus
		0			CAR - 4 CHA - 4 CAR - 8 CHA - 8
		1			
		2			
		3			
		4			
		5			
		6			

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.

BARDIC PERFORMANCE & BATTLE DANCE

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.

Nível 10 Begin or switch a battle dance as a swift action, rather than as a move action.

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 rolar Performance no lugar de resistências

FASCINAR

Nível de MÁXIMA AUDIÊNCIA

= ÷ 3 (Arredonda para Cima)

INSPIRE COMPETENCE

Nível 3 +

BATTLE DANCES

Battle dances only affect the dancer, not their allies or enemies

INSPIRE COURAGE

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

RAIN OF BLOWS

When making a full round attack, make one extra attack at your highest attack bonus

Nível 6 BONUS Nível de Bardo

= (÷ 3) - 1

Bonus to attack rolls and dodge bonus to AC

RAZOR'S KISS

Nível 8 Attacks are treated as if with the Improved Critical feat

INSPIRE GREATNESS

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

LEAF ON THE WIND

Nível 14 +6 dodge bonus to AC and reflex saves

INSPIRE HEROICS

Nível 15 +4 to all saving throws and +4 dodge bonus to AC

MAGIAS CONHECIDAS

0

1

2

3

4

5

6

FLEET

Nível SPEED BONUS

1 10 m 2m²

5 15 m 3m²

9 20 m 4m²

13 25 m 5m²

17 30 m 6m²

While performing a battle dance

WELL-VERSED

+4

Nível 2

Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

VERSATILE DANCE

DANCE BONUS

Nível de Bardo

Nível 2

= ÷ 2

You can use your Perform (dance) skill bonus in place of your Acrobatics skill bonus

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

DANCE OF FURY

Nível

12

Combine a full round attack with a move action, and take your attacks at any point during the move, provided you move at least 5ft between each attack

BATTLE FURY

Nível

20

As a full-round action, take a single move action and make a single attack at your highest attack bonus against each enemies you encounter during your movement, up to a maximum of 20 attacks.

This provokes attacks of opportunity as normal.