

SANDMAN

(BARD)

Nível de
Bardo

MAGIAS

Magias Conhecidas	Teste de Resistência CD	Magias por dia	=	Base Magia	+ Magias Bônus
		0			CHA - 4 CHA - 8 CHA - 12
		1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level + Sneak Spell

Concentração = **CAR** + Conjurador
Nível

FALHA ARCANA LIMIAR

% Bardos podem vestir armaduras leves sem risco de Falha Arcana.

PERFORMANCE DE BARDO

DURAÇÃO Nível de
POR DIA Bardo Outros

rds = $2 + (\text{ } \times 2) + \text{CAR} + \text{ }$

Rodadas ☐ ☐ ☐ ☐
Hoje ☐ ☐ ☐ ☐

VONTADE **RESISTÊNCIA** Nível de Bardo
 = $10 + (\text{ } \div 2) + \text{CAR}$

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

DISTRAÇÃO

Contra efeitos mágicos que dependem da visão.
Aliados com 10m usam rolagem Performance no lugar de resistências

FASCINAR Nível de
MÁXIMA AUDIÊNCIA Bardo

= $\text{ } \div 3$ (Arredonda para Cima)

STEALSPELL

Steal a spell from one target, and cast it while still performing

INSPIRE COMPETENCE

Nível 3

SLEEP SONG

Nível 6 Put one already fascinated creature to asleep

DIRGE OF DOOM

Nível 8 Cause enemies within 30ft to become shaken

DRAMATIC SUBTEXT

Nível 9 Cast a spell without obvious visible or audible components
Use for two rounds before casting the spell

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

GREATER STEALSPELL

Nível 15 When a target fails its save against Stealspell, you learn their spell resistance and all their prepared spells.
Instead of taking a spell you may steal spell resistance equal to half your bard level.

MASS SLEEP SONG

Nível 18 Put already fascinated creatures to sleep

SPELL CATCHING

Nível 20 Absorb a spell targeting you, and immediately recast it or any spell you know of that level or lower

MAGIAS CONHECIDAS

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

STEAL SPELL

STOLEN SPELL

Nível
You can only hold one stolen spell at once

If the target fails their will save, you may steal:
• Named spell (fails if they don't have the spell)
• Random spell up to the highest level you can cast
You must cast the spell while still performing

MASTER OF DECEPTION

DECEPTION
BONUS

Nível de Bardo Outros
 = $(\text{ } \div 2) + \text{ }$

Apply this bonus to Bluff, Sleight of Hand and Stealth

SNEAKSPELL

Nível 2 **+1** Spell DC against a flat-footed target
10 **+2**
18 **+3**

Nível 6 **+2** To overcome spell resistance
14 **+4**

WELL-VERSED

Nível 2 **+4** Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

SENTIR ARMADILHAS

SENTIR ARMADILHAS Nível de Bardo Outros
BÔNUS = $(\text{ } \div 3) + \text{ }$

Apply this bonus to reflex saves against traps and dodge AC to avoid traps

ATAQUE FURTIVO

SNEAK ATTACK Nível de Bardo Outros
BÔNUS = $(\text{ } \div 5) + \text{ }$

Damage bonus when flanking or opponent is denied his DEX bonus to AC.

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