

BOLD SCHEMER

Skald
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+ Bonus Spells
		0			CHA - 4 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"/>

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

% Skalds can wear light or medium armour and a shield without risking spell failure.

BARDIC KNOWLEDGE

KNOWLEDGE Skald Level Misc
BONUS

$$\boxed{} = \left(\div 2 \right) + $$

RAGING SONG!

Level	Strength	Constitution	Will	AC
1	+2	+2	+1	-1
4			+2	
8	+4	+4	+3	
12			+4	
16	+6	+6	+5	
20			+6	-0

Level 3 **SONG OF MARCHING**
Allow allies to march at full speed without fagigue for an hour. Counts as one use of raging song.

Level 6 **SONG OF STRENGTH** Skald Level
Strength bonus $\boxed{} = \div 2$

Level 14 **SONG OF THE FALLEN**
Temporarily revive dead allies. Spend 1 round of raging song per revived ally.

WELL-VERSED

Level 2 **+4** Bonus to saves against Bardic Performance, sonic and language-dependent effects.

VERSATILE PERFORMANCE

- ☐ Act Bluff, Disguise
- ☐ Comedy Bluff, Intimidate
- ☐ Dance Acrobatics, Fly
- ☐ Keyboard Instruments Diplomacy, Intimidate
- ☐ Oratory Diplomacy, Sense Motive
- ☐ Percussion Handle Animal, Intimidate
- ☐ Sing Bluff, Sense Motive
- ☐ String Bluff, Diplomacy
- ☐ Wind Instruments Diplomacy, Handle Animal

SKALD OF TWISTS AND TURNS

Spend 8 hours observing a location to gain a bonus to Bluff, Disable Device, Disguise, Sleight of Hand, and Stealth.

Level 4 **INSIGHT BONUS** Skald Level
 $\boxed{} = \left(\div 4 \right) \times 2$

Level 10 **BOLD STRATEGY**
Grant half that bonus to allies that can see you.

SPELL KENNING

Once a day, cast any bard, cleric or sorcerer/wizard spell. Uses a spell slot of the spell's level.

Level 5 Level 11 Twice a day Level 17 Thrice a day Spells Today ☐ ☐ ☐

LORE MASTER

Level 7 **TAKE 10** **TAKE 20 PER DAY** Take 20 Today ☐ ☐ ☐ Unlimited uses per day $\boxed{}$

KNOWN SPELLS

0

1

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2

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☐ ☐ ☐

RAGING SONG!

DURATION PER DAY

Skald Level

Misc

Rounds today

$$\boxed{} \text{ rds} = 1 + \left(\times 2 \right) + \text{CHA} + $$

Level 7 Begin or switch raging song as a move action. Level 13 Begin or switch raging song as a move action.

MASTER SKALD

Level 20 Allies with rage class abilities may use features dependent on those abilities without restriction. Allies may make an additional attack as part of a full-round action.

RAGE! POWERS

RAGE! POWERS KNOWN

Skald Level

Misc

$$\boxed{} = \left(\div 3 \right) + \quad (\text{Round down})$$

1

2

3

4

5

6

7

8