

SKALD

Skald
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells + Bonus Spells
		0	CHA - 4 CHA - 8 CHA - 12
		1	
		2	
		3	
		4	
		5	
		6	

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

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

BARDIC KNOWLEDGE

KNOWLEDGE
BONUS

Skald
Level

Misc

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

Applies to all knowledge skills. Use all knowledge skills untrained.

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

SONG OF MARCHING

Level 3 Allow allies to march at full speed without fatigue for an hour. Counts as one use of raging song.

SONG OF STRENGTH

Level 6 Strength bonus $\boxed{} = \div 2$ Skald Level

DIRGE OF DOOM

Level 10 Enemies within 30ft become shaken.

SONG OF THE FALLEN

Level 14 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

	Use bonus in place of...
<input type="checkbox"/> Act	Bluff, Disguise
<input type="checkbox"/> Comedy	Bluff, Intimidate
<input type="checkbox"/> Dance	Acrobatics, Fly
<input type="checkbox"/> Keyboard Instruments	Diplomacy, Intimidate
<input type="checkbox"/> Oratory	Diplomacy, Sense Motive
<input type="checkbox"/> Percussion	Handle Animal, Intimidate
<input type="checkbox"/> Sing	Bluff, Sense Motive
<input type="checkbox"/> String	Bluff, Diplomacy
<input type="checkbox"/> Wind Instruments	Diplomacy, Handle Animal

SPELL KENNING

Once a day, cast any bard, cleric or sorcerer/wizard spell. Uses a spell slot of the spell's level. Minimum casting time 1 round.

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

LORE MASTER

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

KNOWN SPELLS

0

1

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2

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6

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RAGING SONG!

DURATION
PER DAY

Skald
Level

Misc

Rounds today

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

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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

$$\boxed{} = \left(\div 3 \right) + $$

(Round down)

1

2

3

4

5

6

7

8