

# ARCHIVIST

## (BARD)

Bard  
Level

### SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

### ARCANE SPELL FAILURE THRESHOLD

% Bards can wear light armour without risking spell failure.

### BARDIC PERFORMANCE

**DURATION PER DAY** Bard Level Misc

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

Rounds Today

**WILL SAVE DC** Bard Level  
 $\text{Will Save DC} = 10 + (\text{CHA} \div 2) + \text{CHA}$

Level 7 Begin or switch a bardic performance as a move action, rather than as a standard action.

### PERFORMANCES

#### COUNTERSONG

Counter magical effects that depend on sound.  
Allies within 30ft use Performance roll in place of a saving throw

#### DISTRACTION

Counter magical effects that depend on sight.  
Allies within 30ft use Performance roll in place of a saving throw

**FASCINATE MAX AUDIENCE** Bard Level  
 $\text{Fascinate Max Audience} = \text{CHA} \div 3$  (Round up)

**NATURALIST** Bard Level  
 $\text{Naturalist} = (\text{CHA} + 1) \div 6$

Bonus to AC and attack rolls against an identified creature  
Granted to allies within 30ft who can see and hear you

Level 3 **INSPIRE COMPETENCE**  
 $\text{Inspire Competence} = \text{CHA} +$

Level 6 **LAMENTABLE BELABOURMENT**  
 Daze or confuse one already fascinated creature

Level 8 **DIRGE OF DOOM**  
 Cause enemies within 30ft to become shaken

Level 12 **SOOTHING PERFORMANCE**  
 Mass Cure Serious Wounds  
Removes the fatigued, sickened and shaken conditions

Level 14 **FRIGHTENING TUNE**  
 Enemies are frightened and flee your performance

Level 15 **INSPIRE HEROICS MAX AFFECTED**  
 $\text{Inspire Heroics} = \text{CHA} + 4$  to all saving throws  
 $\text{Inspire Heroics} = \text{CHA} + 4$  to AC

Level 18 **PEDANTIC LECTURE**  
 Daze, confuse or put to sleep already fascinated creatures

Level 20 **DEADLY PERFORMANCE**  
 Cause an enemy to die of joy or sorrow

### KNOWN SPELLS

0

1

2

2

3

3

4

4

5

5

6

6

7

### BARDIC KNOWLEDGE

**KNOWLEDGE BONUS** Bard Level Misc

$\text{Knowledge Bonus} = (\text{CHA} \div 2) +$  Bards can use all knowledge skills untrained

### LORE MASTER

Take 20 on any Knowledge skill roll

Level 2 **TAKE 20 PER DAY** Bard Level  
 $\text{Take 20 Today} = (\text{CHA} + 4) \div 6$

### MAGIC LORE

Take 10 on Spellcraft checks to identify magic items or decipher scrolls.

Level 2 Disarm magical traps as a Rogue.  
 $\text{Magic Lore} = \text{CHA} + 4$  Bonus to saving throws against magical traps, language-dependent effects, symbols, glyphs and magic writings.

### JACK OF ALL TRADES

Level 5 Use any skill as if you were trained

Level 11 All skills are considered class skills

Level 17 Able to take 10 on any skill

### PROBABLE PATH

Take 10 on any d20 roll

Level 10 **TAKE 10 PER DAY** Bard Level  
 $\text{Probable Path} = (\text{CHA} - 7) \div 3$