

SAVAGE SKALD

(BARD)

Bard
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"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

$$= 10 + (\text{CHA} \div 2) + \text{CHA}$$

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

INSPIRING BLOW TEMPORARY HP

When you confirm a critical hit

$$\text{hp} = \text{CHA}$$

Also grant allies a +1 morale bonus to a single attack roll

INSPIRE COURAGE

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

INSPIRE COMPETENCE

Level 3 +

INCITE RAGE

Level 6 Enrage one target as long as they can hear you

DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

INSPIRE GREATNESS MAX AFFECTED

Level 9 $2 \times (\text{d}10 + \text{CON})$ temporary hit points, +2 attack, +1 fortitude save

SONG OF THE FALLEN

Summon barbarians as a silver Horn Of Valhalla

Level 10 13 Brass horn 16 Bronze horn 19 Iron horn

BERSERKERGANG

Level 12 Suppress pain, stunning, fear; DR 5/- (DR 10/- nonlethal)

12 1 target 15 2 targets 18 3 targets

FRIGHTENING TUNE

Level 14 Enemies are frightened and flee your performance

INSPIRE HEROICS MAX AFFECTED

Level 15 + 4 to all saving throws
+ 4 to AC

BATTLE SONG

Level 18 Enrage all allies within 30ft

DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

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2

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BARDIC KNOWLEDGE

KNOWLEDGE
BONUS

Bard
Level

Misc

$$= (\text{CHA} \div 2) +$$

Apply this bonus to all knowledge skills

Bards can use all knowledge skills untrained

WELL-VERSED

Level
2

+4

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

VERSATILE PERFORMANCE

Use bonus in place of...

☐ Act

Bluff, Disguise

☐ Comedy

Bluff, Intimidate

☐ Dance

Acrobatics, Fly

☐ Keyboard Instruments

Diplomacy, Intimidate

Other:

☐

☐

☐

☐ Oratory

Use bonus in place of...

Diplomacy, Sense Motive

☐ Percussion

Handle Animal, Intimidate

☐ Sing

Bluff, Sense Motive

☐ String

Bluff, Diplomacy

☐ Wind Instruments

Diplomacy, Handle Animal

LORE MASTER

Level
5

TAKE 10
Unlimited uses
per day

TAKE 20 PER DAY

☐☐☐
☐☐☐

Take 20 Today

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