ARCHAEOLOGIST Bard	KNOWN SPELLS
(BARD) Level	
SPELLS	0
$ \begin{array}{llllllllllllllllllllllllllllllllllll$	
CHA - CHA - CHA - CHA - A	
1 7,77	1
2	
3	
4 0000	
5 000	2
6	
Spell Save DC = 10 + CHA + Spell Level	
CANE SPELL FAILURE THRESHOLD	
Bards can wear light armor without risking spell failure.	3
ARCHAEOLOGIST'S LUCK	
ord Luck vel Bonus Apply the archaeologist's luck bonus as a	
swift action to attack rolls, saving throws, skill checks and damage rolls.	
+2 Archaeologist's luck can be maintained	4
as long as you remain conscious, but it cannot be maintained while performing.	
7 +4	-
CKY ROUNDS Rolls R DAY Today	
rds = 4 + CHA	5
clever explorer	
vel Disable intricate traps in half the time	<u> </u>
Open locks as a standard action	6
EVICE Bard NNUS Level	
Bonus to Perception	ROGUE TALENTS
und bisable bevice	1
TRAP SENSE vel TRAP SENSE Bard Level	
3 = ÷2	2
ROGUE TALENTS TALENTS Bard Miss	h
vel KNOWN Level	3
4 = (÷4)+	
vel	4
From level 12, an Archaeologist can take Advanced Talents.	·
	5
	BARDIC KNOWLEDGE
	KNOWLEDGE Bard Misc
	BONUS Level Apply this hopus to all knowledge skills
	= (÷ 2) + Bards can use all knowledge skills untrained
	LORE MASTER
	Level TAKE 10 TAKE 20 PER DAY Take 20 Today
	5 Unlimited uses per day
	JACK OF ALL TRADES
	Level
	10
	16 All skills are considered class skills
	19 Able to take 10 on any skill