

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

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

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

$$= \text{CHA} \div 3 \quad (\text{Round up})$$

NATURALIST

Bard Level

$$+ \text{CHA} = (\text{CHA} + 1) \div 6$$

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

INSPIRE COMPETENCE

Level

$$3 + \text{CHA}$$

SUGGESTION

Level 6 Suggest actions to one already fascinated creature

LAMENTABLE BELABOURMENT

Level 6 Daze or confuse one already fascinated creature

DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

SOOTHING PERFORMANCE

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

FRIGHTENING TUNE

Level 14 Enemies are frightened and flee your performance

INSPIRE HEROICS MAX AFFECTED

Level

$$15 + \text{CHA} + 4 \text{ to all saving throws} + 4 \text{ to AC}$$

PEDANTIC LECTURE

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

DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

2

3

4

5

6

BARDIC KNOWLEDGE

KNOWLEDGE
BONUS

Bard
Level

Misc

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

LORE MASTER

Take 20 on any Knowledge skill roll

Level
2

TAKE 20
PER DAY

Bard
Level

$$+ \text{CHA} = (\text{CHA} + 4) \div 6$$

Take 20 Today

CHA
CHA

MAGIC LORE

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

Level
2

Disarm magical traps as a Rogue.

$$+ 4$$

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

$$+ \text{CHA} = (\text{CHA} - 7) \div 3$$

Take 20 Today

CHA
CHA