

# BOLD SCHEMER

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

Spell Save DC = 10 + CHA + Spell Level

### ARCANE SPELL FAILURE THRESHOLD

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

## BARDIC KNOWLEDGE

KNOWLEDGE  
BONUS

Skald  
Level

Misc

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \phantom{000}$$

## RAGING SONG!

INSPIRED RAGE!

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

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

### SONG OF STRENGTH

Strength bonus

Skald Level

$$\boxed{\phantom{000}} = \phantom{000} \div 2$$

### SONG OF THE FALLEN

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

<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

## SKALD OF TWISTS AND TURNS

Spend 8 hours observing a location to gain a bonus to Bluff, Disable Device, Disguise, Sleight of Hand, and Stealth.

Level  
4

INSIGHT  
BONUS

Skald  
Level

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 4 \right) \times 2$$

### BOLD STRATEGY

Grant half that bonus to allies that can see you.

## SPELL KENNING

Once a day, cast any bard, cleric or sorcerer/wizard spell.

Level 5 Uses a spell slot of the spell's level.

Level	Twice a day	Level	Thrice a day	Spells Today
11		17		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## LORE MASTER

Level 7 TAKE 10 Unlimited uses per day

TAKE 20 PER DAY

Take 20 Today  
☐ ☐ ☐

## KNOWN SPELLS

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

## RAGING SONG!

DURATION  
PER DAY

Skald  
Level

Misc

Rounds today

$$\boxed{\phantom{000}} \text{ rds} = 1 + \left( \phantom{000} \times 2 \right) + \text{CHA} + \phantom{000}$$

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Level 7

Begin or switch raging song as a move action.

Level 13

Begin or switch raging song as a move action.

Level 20

### MASTER SKALD

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

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 3 \right) + \phantom{000}$$

(Round down)

1

2

3

4

5

6

7

8