ARC		EOL	OG	Daiu	KNOWN SPELLS
	()	BARD)		Level	
Spells	Cnoll	SP	ELLS	Page Pagus Challe	0
Spells Known	Spell Save DC		Spells per day	= Base + Bonus Spells Spells + & C	
		0		CHA - CHA - CHA -	
		1			1
		2			
		3			
		4			
		5			2
		6			
Spell S	ave DC = 1	0 + CHA + 9	Spell Level		
RCAN		FAILURE			
Bards can wear light armour without risking spell failure.				illiour without risking	3
	ARC	HAEOL	OGIST	'S LUCK	
Bard evel	Luck Bonus			ctivate to apply a luck	
1	+1		attack rol and damag	ls, saving throws, skill e rolls.	
5	+2	Archaeol	logist's luc	k can be maintained	4
11	+3			ain conscious, but it ned while performing.	
17	+4			Rolls	
ER DA	ROUNDS Y			Today	
	rds = Z	4 + CH	[A		
		LEVER	EXPLO	DRER -	
evel _D		cate traps i			
2 0	pen locks a	is a standa	rd action		6
EVICE ONUS		Bard Level			
+	=		÷ 2	Bonus to Perception and Disable Device	ROGUE TALENTS
		ДЪΑΙ			, 1
evel T	RAP SEN		P SENS	E ,	
3		=		÷ 2	2
		ROGUE			
	ALENTS	ROGUL	Bard	Misc	<u> </u>
.cvci	NOWN		Level	`	3
4		= (÷ 4) +	-
evel F	om level 1	2 an Archa	enlonist c	an take Advanced Talents	4
12	om level i	2, 411 711 0110	icologiot o	an take havanoed falento	
					5
					BARDIC KNOWLEDGE
					KNOWLEDGE Bard Misc
					Apply this bonus to all knowledge skills
					Dalus call use all knowledge skills difficulted
					LORE MASTER
					Level TAKE 10 TAKE 20 PER DAY Take 20 Today 5 Unlimited uses per day
					JACK OF ALL TRADES
					10 Use any skill as if you were trained
					16 All skills are considered class skills
					19 Able to take 10 on any skill