В	OLD SCH	IEMER	Skald Level		×	1	KNOWN SP	ELLS		1
		SPELLS	Level]	نـــــنــ						
Spells			Base ₊ Bor	nus Spells			0			
Knowr		per day S	Spells	8 - 12 -						
	0		CHA	CHA			1			
	1									
	2									
	3						2			_
	4									_
	5									_
6										
Spell Save DC = 10 + CHA + Spell Level							3			
ARCANE SPELL FAILURE THRESHOLD										
Skalds can wear light or medium armour and a shield without risking spell failure.										_
BARDIC KNOWLEDGE							4			
KNOV	VLEDGE Skal		Misc							
BONU										_
	= (÷ 2) +					5			
*	RAG	ING SONG!		1						
	Level Strength	Constitution	Will	AC						
GE!	1 +2	+2	+1	-1			6			
INSPIRED RAGE	4	. 4	+2							
E	8 +4 12	+4	+3							
(SP)	16 +6	+6	+5		×		RAGING SO	NG!		7
	20	. 0	+6	-0	DURATION	Skald Level		Misc	Rounds today	
Level	SONG OF MARCI	h at full speed witl		e for an	rds = 1 + (× 2)	+ CHA +			
	hour. Counts as one		ig. Skald L	evel	Level			vel .		—
Level	SONG OF STREN Strength bonus	IGTH]=	÷ 2	7 Begin or switch ra	ging song as a mov	o action	Begin or sw	ritch raging song as a move action	1.
Level	SONG OF THE FA	ALLEN	J		Level MASTER SKA	LD				_
14 Temporarily revive dead allies. Spend 1 round of raging song per revived ally.					Allies with rage c	ass abilities may us ın additional attack	se features deper	dent on those al	pilities without restriction.	
WELL-VERSED					Times may make		RAGE! POW			
Level	Panus	s to saves against		formance,	RAGE! POWERS	Skald	Misc			
2		and language-de			KNOWN	Level	IVIISC			
VERSATILE PERFORMANCE				= (÷ 3)	+		(Round dow	un)	
☐ Act		Bluff, Disguise							(houlid dow	/II)
☐ Coi ☐ Dai	•	Bluff, Intimidate Acrobatics, Fly			1					
	board _r	Diplomacy, Intimid	late							
Ins	truments	Diplomacy, Sense I			2					
	cussion F	landle Animal, Int	imidate							
☐ Sin	3	Bluff, Sense Motive	е							
☐ Str ☐ Wir	-	Bluff, Diplomacy Diplomacy, Handle	Animal		3					
×	SKALD OF T	WISTS AND	TURN	S =						
	Spend 8 hours obser	ving a location to	gain a bon	us to						—
l evel	Bluff, Disable Device INSIGHT	, Disguise, Sleight Skald	t of Hand, a	ınd Stealth.	4					
4	BONUS	Level								
	=	: (÷	- 4) ×	2	5					
Level BOLD STRATEGY										
10 Grant half that bonus to allies that can see you.										—
SPELL KENNING					6					
	Once a day, cast any		rcerer/wiza	rd spell.						
Level 5	Uses a spell slot of t	Level	اد و و	Spells Today	7					_
	11 Twice a day	17 Thric	e a day							
*	LOR	E MASTER		*						
Level	TAKE 10	TAKE 20 PER	DAY	Take 20 Today	8					
7	Unlimited uses per day									