ARCHAEOLOGIST
(BARD)

Bard Level [ ]

SPELLS

Spells Known	Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells			
							CHA	CHA - 4	CHA - 8	CHA - 12
		0								
		1					☐	☐	☐	☐
		2					☐	☐	☐	☐
		3					☐	☐	☐	☐
		4					☐	☐	☐	☐
		5					☐	☐	☐	
		6					☐	☐	☐	

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

[___ %] Bards can wear light armour without risking spell failure.

ARCHAEOLOGIST'S LUCK

Bard Level	Luck Bonus
1	+1
5	+2
11	+3
17	+4

As a swift action, activate to apply a luck bonus to attack rolls, saving throws, skill checks and damage rolls.

Archaeologist's luck can be maintained as long as you remain conscious, but it cannot be maintained while performing.

LUCKY ROUNDS PER DAY

[___ rds] = 4 + CHA

Rolls Today: ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐

CLEVER EXPLORER

Level 2
Disable intricate traps in half the time
Open locks as a standard action

DEVICE BONUS

[+ ___] = ___ ÷ 2 (Bard Level)

Bonus to Perception and Disable Device

TRAP SENSE

Level 3 TRAP SENSE [___] = ___ ÷ 2 (Bard Level)

ROGUE TALENTS

Level 4 TALENTS KNOWN [___] = (___ ÷ 4) + ___ (Bard Level) (Misc)

Level 12 From level 12, an Archaeologist can take Advanced Talents

KNOWN SPELLS

0
_____
_____

1
_____
_____
☐☐☐
☐☐☐

2
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☐☐☐

3
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4
_____
☐☐☐

5
_____
☐☐☐
☐☐☐

6
_____
☐☐☐

ROGUE TALENTS

1 _____
2 _____
3 _____
4 _____
5 _____

BARDIC KNOWLEDGE

KNOWLEDGE BONUS

[___] = (___ ÷ 2) + ___ (Bard Level) (Misc)

Apply this bonus to all knowledge skills
Bards can use all knowledge skills untrained

LORE MASTER

Level 5
TAKE 10 — Unlimited uses per day
TAKE 20 PER DAY [___]
Take 20 Today ☐☐☐

JACK OF ALL TRADES

Level 10 Use any skill as if you were trained

16 All skills are considered class skills

19 Able to take 10 on any skill