

BOLD SCHEMER

Skald
Level

ZAUBER

Bekannte Zauber	RW gegen Zauber	Zauber pro Tag	= Grund- zauber	+ Bonuszauber
		0		CH - 4 CH - 8 CH - 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"/>

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

ARKANE ZAUBERPATZER WAHRSCHEINLICHKEIT

%

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

BARDENWISSEN

WISSEN
BONUS

Skald
Level

Sonstiges

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

RAGING SONG!

INSPIRED RAGE!

Stufe	Stärke	Konstitution	Willen	RK
1	+2	+2	+1	-1
4			+2	
8	+4	+4	+3	
12			+4	
16	+6	+6	+5	
20			+6	-0

Stufe 3 **SONG OF MARCHING**
Allow allies to march at full speed without fagigue for an hour. Counts as one use of raging song.

Stufe 6 **SONG OF STRENGTH**
Strength bonus $\boxed{} = \div 2$ Skald Level

Stufe 14 **SONG OF THE FALLEN**
Temporarily revive dead allies. Spend 1 round of raging song per revived ally.

BEWANDERT

Stufe 2 **+4** Bonus to saves against Bardic Performance, sonic and language-dependent effects.

VIELSEITIGER AUFTRIFF

- ☐ Schauspielkunst Bluffen, Verkleiden
- ☐ Komik Bluffen, Einschüchtern
- ☐ Tanzen Akrobatik, Fliegen
- ☐ Tasteninstrumente Diplomatie, Einschüchtern
- ☐ Redekunst Diplomatie, Motiv erkennen
- ☐ Schlaginstrumente Mit Tieren umgehen, Einschüchtern
- ☐ Gesang Bluffen, Motiv erkennen
- ☐ Saiteninstrumente Bluffen, Diplomatie
- ☐ Blasinstrumente Diplomatie, Mit Tieren umgehen

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.

Stufe 4 **INSIGHT BONUS** $\boxed{} = \left(\div 4 \right) \times 2$ Skald Level

Stufe 10 **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.

Stufe 5 Uses a spell slot of the spell's level.
Stufe 11 Twice a day Stufe 17 Thrice a day Spells Today ☐ ☐ ☐

GELEHRTER

Stufe 7 **10 NEHMEN** Beliebige oft einsetzbar **20 NEHMEN PRO TAG** Take 20 Today ☐ ☐ ☐

BEKANNTE ZAUBER

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

RAGING SONG!

DAUER
PRO TAG

Skald
Level

Sonstiges

Rounds today

$$\text{Runden} = 1 + \left(\times 2 \right) + \text{CH} + $$

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Stufe 7 Begin or switch raging song as a move action.

Stufe 13 Begin or switch raging song as a move action.

Stufe 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.

KAMPFRAUSCH!KRÄFTE

KAMPFRAUSCH!KRÄFTE
BEKANNT

Skald
Level

Sonstiges

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

(abrunden)

1

2

3

4

5

6

7

8