

# ARCHIVIST

## (BARD)

Bard  
Level

### SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

### ARCANE SPELL FAILURE THRESHOLD

%

Bards can wear light armor without risking spell failure.

### BARDIC PERFORMANCE

DURATION  
PER DAY

Bard  
Level

Misc

$$\text{rds} = 2 + (\text{CHA} \times 2) + \text{CHA} +$$

Rounds Today

WILL SAVE DC

Bard Level

$$= 10 + (\text{CHA} \div 2) + \text{CHA}$$

Level 7 Begin or switch a bardic performance as a move action, rather than as a standard action.

### PERFORMANCES

#### COUNTERSONG

Counter magical effects that depend on sound.  
Allies within 30ft use Performance roll in place of a saving throw

#### DISTRACTION

Counter magical effects that depend on sight.  
Allies within 30ft use Performance roll in place of a saving throw

FASCINATE  
MAX AUDIENCE

Bard  
Level

$$= \text{CHA} \div 3 \quad (\text{Round up})$$

#### NATURALIST

Bard Level

$$+ \text{CHA} = (\text{CHA} + 1) \div 6$$

Bonus to AC and attack rolls against an identified creature.  
Granted to allies within 30ft. who can see and hear you.

#### INSPIRE COMPETENCE

Level 3

+

#### LAMENTABLE BELABOURMENT

Level 6

Daze or confuse one already fascinated creature

#### DIRGE OF DOOM

Level 8

Cause enemies within 30ft to become shaken

#### SOOTHING PERFORMANCE

Level 12

Mass Cure Serious Wounds  
Removes the fatigued, sickened, and shaken conditions

#### FRIGHTENING TUNE

Level 14

Enemies are frightened and flee your performance

#### INSPIRE HEROICS MAX AFFECTED

Level 15

+ 4 to all saving throws  
+ 4 to AC

#### PEDANTIC LECTURE

Level 18

Daze, confuse, or put to sleep already fascinated creatures

#### DEADLY PERFORMANCE

Level 20

Cause an enemy to die of joy or sorrow

### KNOWN SPELLS

0

1

3x3 grid

2

3x3 grid

3

3x3 grid

4

3x3 grid

5

3x3 grid

6

3x3 grid

### BARDIC KNOWLEDGE

KNOWLEDGE  
BONUS

Bard  
Level

Misc

$$= (\text{CHA} \div 2) + \text{CHA}$$

Bards can use all knowledge skills untrained

### LORE MASTER

Take 20 on any Knowledge skill roll

Level 2

TAKE 20  
PER DAY

Bard  
Level

$$+ \text{CHA} = (\text{CHA} + 4) \div 6$$

Take 20 Today

3x3 grid

### MAGIC LORE

Take 10 on Spellcraft checks to identify magic items or decipher scrolls.

Level 2

Disarm magical traps as a Rogue.

+4

Bonus to saving throws against magical traps, language-dependent effects, symbols, glyphs, and magic writings.

### JACK OF ALL TRADES

Level 5

Use any skill as if you were trained

Level 11

All skills are considered class skills

Level 17

Able to take 10 on any skill

### PROBABLE PATH

Take 10 on any d20 roll

Level 10

TAKE 10  
PER DAY

Bard  
Level

$$+ \text{CHA} = (\text{CHA} - 7) \div 3$$

Take 20 Today

3x3 grid