

ARCHAEOLOGIST

(BARD)

Bard
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Basis	Bonus Spreuken
		0		CHA - 4 CHA - 8 CHA - 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"/>

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPREUK MISLUKKING TREDE

%

Bards can wear light armour without risking spell failure.

ARCHAEOLOGIST'S LUCK

Bard Level	Luck Bonus	
1	+1	As a swift action, activate to apply a luck bonus to attack rolls, saving throws, skill checks and damage rolls.
5	+2	
11	+3	
17	+4	
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	Disable intricate traps in half the time
2	Open locks as a standard action

DEVICE BONUS

Bard Level

+ = ÷ 2

Bonus to Perception and Disable Device

TRAP SENSE

Level	TRAP SENSE	Bard Level
3	<div></div>	÷ 2

ROGUE TALENTS

Level	TALENTS KNOWN	Bard Level	Misc
4	<div></div>	(÷ 4) +	

Level 12

From level 12, an Archaeologist can take Advanced Talents

KNOWN SPELLS

0	
1	<div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div>
2	<div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div>
3	<div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div>
4	<div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div>
5	<div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div>
6	<div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div>

ROGUE TALENTS

1	
2	
3	
4	
5	

BARDIC KNOWLEDGE

KNOWLEDGE BONUS	Bard Level	Misc
<div></div>	(÷ 2) +	Apply this bonus to all knowledge skills Bards can use all knowledge skills untrained

LORE MASTER

Level	TAKE 10	TAKE 20 PER DAY	Take 20 Today
5	Unlimited uses per day	<div></div>	<div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div>

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