

BOLD SCHEMER

Skald
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+ Bonus Spells
		0			CHA - 4 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 SPELL FAILURE THRESHOLD

%

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

BARDIC KNOWLEDGE

KNOWLEDGE
BONUS

Skald
Level

Misc

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

RAGING SONG!

INSPIRED RAGE!

Level	Strength	Constitution	Will	AC
1	+2	+2	+1	-1
4			+2	
8	+4	+4	+3	
12			+4	
16	+6	+6	+5	
20			+6	-0

SONG OF MARCHING

Allow allies to march at full speed without fatigue for an hour. Counts as one use of raging song.

SONG OF STRENGTH

Strength bonus

Skald Level

$$\boxed{} = \div 2$$

SONG OF THE FALLEN

Temporarily revive dead allies. Spend 1 round of raging song per revived ally.

WELL-VERSED

Level

+4

Bonus to saves against Bardic Performance, sonic, and language-dependent effects.

VERSATILE PERFORMANCE

<input type="checkbox"/> Act	Bluff, Disguise
<input type="checkbox"/> Comedy	Bluff, Intimidate
<input type="checkbox"/> Dance	Acrobatics, Fly
<input type="checkbox"/> Keyboard Instruments	Diplomacy, Intimidate
<input type="checkbox"/> Oratory	Diplomacy, Sense Motive
<input type="checkbox"/> Percussion	Handle Animal, Intimidate
<input type="checkbox"/> Sing	Bluff, Sense Motive
<input type="checkbox"/> String	Bluff, Diplomacy
<input type="checkbox"/> Wind Instruments	Diplomacy, Handle Animal

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.

Level
4 INSIGHT
BONUS

Skald
Level

$$\boxed{} = \left(\div 4 \right) \times 2$$

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.

Level Uses a spell slot of the spell's level.

Level	Twice a day	Level	Thrice a day	Spells Today
5		11		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		17		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

LORE MASTER

Level
7 TAKE 10
Unlimited uses
per day

TAKE 20 PER DAY

Take 20
Today
☐ ☐ ☐

KNOWN SPELLS

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

RAGING SONG!

DURATION
PER DAY

Skald
Level

Misc

Rounds today

$$\boxed{} \text{ rds} = 1 + \left(\times 2 \right) + \text{CHA} + $$

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Level

7 Begin or switch raging song as a move action.

Level

13 Begin or switch raging song as a move action.

Level

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.

RAGE!POWERS

RAGE!POWERS
KNOWN

Skald
Level

Misc

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

(Round down)

1

2

3

4

5

6

7

8