

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

Level 3 Allow allies to march at full speed without fatigue for an hour. Counts as one use of raging song.

SONG OF STRENGTH

Level 6 Strength bonus $\boxed{} = \div 2$ Skald Level

SONG OF THE FALLEN

Level 14 Temporarily revive dead allies. Spend 1 round of raging song per revived ally.

WELL-VERSED

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

VERSATILE PERFORMANCE

- ☐ Act Bluff, Disguise
- ☐ Comedy Bluff, Intimidate
- ☐ Dance Acrobatics, Fly
- ☐ Keyboard Instruments Diplomacy, Intimidate
- ☐ Oratory Diplomacy, Sense Motive
- ☐ Percussion Handle Animal, Intimidate
- ☐ Sing Bluff, Sense Motive
- ☐ String Bluff, Diplomacy
- ☐ 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

Level 10 Grant half that bonus to allies that can see you.

SPELL KENNING

Once a day, cast any bard, cleric or sorcerer/wizard spell.

Level 5 Uses a spell slot of the spell's level.

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

LORE MASTER

Level	TAKE 10 Unlimited uses per day	TAKE 20 PER DAY	Take 20 Today
7		<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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.

MASTER SKALD

Level 20 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