

# 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 armour and a shield without risking spell failure.

## BARDIC KNOWLEDGE

KNOWLEDGE Skald Level Misc  
BONUS

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \phantom{000}$$

## RAGING SONG!

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 fagigue for an hour. Counts as one use of raging song.

### SONG OF STRENGTH

Strength bonus  $\boxed{\phantom{000}} = \phantom{000} \div 2$

### SONG OF THE FALLEN

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

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 4 \right) \times 2$$

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

Level 11 Twice a day Level 17 Thrice a day Spells Today ☐ ☐ ☐

## LORE MASTER

Level 7 **TAKE 10** Unlimited uses per day **TAKE 20 PER DAY**  $\boxed{\phantom{000}}$  Take 20 Today ☐ ☐ ☐

## KNOWN SPELLS

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

## RAGING SONG!

DURATION PER DAY

Skald Level

Misc

Rounds today

$$\boxed{\phantom{000}} \text{ rds} = 1 + \left( \phantom{000} \times 2 \right) + \text{CHA} + \phantom{000}$$

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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

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

### 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

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 3 \right) + \phantom{000}$$

(Round down)

1

2

3

4

5

6

7

8