

ARCHAEOLOGIST

(BARD)

Bard
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"/> <input type="checkbox"/>
		2				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

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		÷ 2

ROGUE TALENTS

Level	TALENTS KNOWN	Bard Level	Misc
4		(÷ 4) +	

Level 12

From level 12, an Archaeologist can take Advanced Talents

KNOWN SPELLS

	0	
	1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	2	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	3	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	4	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	5	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	6	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

ROGUE TALENTS

1	
2	
3	
4	
5	

BARDIC KNOWLEDGE

KNOWLEDGE BONUS

Bard Level

Misc

= (÷ 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		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

JACK OF ALL TRADES

Level	Use any skill as if you were trained
10	
16	All skills are considered class skills
19	Able to take 10 on any skill