

# SKALD

Skald  
Level

## SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		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"/> <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

= (  ÷ 2 ) +

Applies to all knowledge skills. Use all knowledge skills untrained.

## 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

INSPIRED RAGE!

- Level 3 **SONG OF MARCHING**  
Allow allies to march at full speed without fatigue for an hour. Counts as one use of raging song.
- Level 6 **SONG OF STRENGTH** Skald Level  
Strength bonus  =  ÷ 2
- Level 10 **DIRGE OF DOOM**  
Enemies within 30ft become shaken.
- Level 14 **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

- Use bonus in place of...
- ☐ 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

## SPELL KENNING

Once a day, cast any bard, cleric or sorcerer/wizard spell. Uses a spell slot of the spell's level. Minimum casting time 1 round.

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

## LORE MASTER

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

rds = 1 + (  × 2 ) + CHA +

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

- Level 7 Begin or switch raging song as a move action. Level 13 Begin or switch raging song as a swift action.

- Level 20 **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

= (  ÷ 3 ) +

(Round down)

1

2

3

4

5

6

7

8