

# BOLD SCHEMER

Skald  
Level

## ZAUBER

Bekannte Zauber	RW gegen Zauber	Zauber pro Tag	= Grund- zauber	+ Bonuszauber
		0		CH - 4 CH - 8 CH - 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"/>

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

### ARKANE ZAUBERPATZER WAHRSCHEINLICHKEIT

%

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

## BARDENWISSEN

WISSEN  
BONUS

Skald  
Level

Sonstiges

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

## RAGING SONG!

INSPIRED RAGE!

Stufe	Stärke	Konstitution	Willen	RK
1	+2	+2	+1	-1
4			+2	
8	+4	+4	+3	
12			+4	
16	+6	+6	+5	
20			+6	-0

Stufe 3 **SONG OF MARCHING**  
Allow allies to march at full speed without fagigue for an hour. Counts as one use of raging song.

Stufe 6 **SONG OF STRENGTH**  
Strength bonus  $\boxed{\phantom{000}} = \phantom{000} \div 2$  Skald Level

Stufe 14 **SONG OF THE FALLEN**  
Temporarily revive dead allies. Spend 1 round of raging song per revived ally.

## BEWANDERT

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

## VIELSEITIGER AUFTRIFF

- ☐ Schauspielkunst Bluffen, Verkleiden
- ☐ Komik Bluffen, Einschüchtern
- ☐ Tanzen Akrobatik, Fliegen
- ☐ Tasten-instrumente Diplomatie, Einschüchtern
- ☐ Redekunst Diplomatie, Motiv erkennen
- ☐ Schlaginstrumente Mit Tieren umgehen, Einschüchtern
- ☐ Gesang Bluffen, Motiv erkennen
- ☐ Saiteninstrumente Bluffen, Diplomatie
- ☐ Blasinstrumente Diplomatie, Mit Tieren umgehen

## 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.

Stufe 4 **INSIGHT BONUS**  $\boxed{\phantom{000}} = \left( \phantom{000} \div 4 \right) \times 2$  Skald Level

Stufe 10 **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.

Stufe 5 Uses a spell slot of the spell's level.  
Stufe 11 Twice a day Stufe 17 Thrice a day  
☐ ☐ ☐

## GELEHRTER

Stufe 7 **10 NEHMEN** Beliebig oft einsetzbar **20 NEHMEN PRO TAG** Take 20 Today  
☐ ☐ ☐

## BEKANNTE ZAUBER

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

## RAGING SONG!

DAUER  
PRO TAG

Skald  
Level

Sonstiges

Rounds today

$$\text{Runden} = 1 + \left( \phantom{000} \times 2 \right) + \text{CH} + \phantom{000}$$

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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

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

Stufe 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.

## KAMPFRAUSCH!KRÄFTE

KAMPFRAUSCH!KRÄFTE  
BEKANNT

Skald  
Level

Sonstiges

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

(abrunden)

1

2

3

4

5

6

7

8