

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
5	+2
11	+3
17	+4

Apply the archaeologist's luck bonus as a swift action to attack rolls, saving throws, skill checks and damage rolls.

Archaeologist's luck can be maintained as long as you remain conscious, but it cannot be maintained while performing.

LUCKY ROUNDS PER DAY

Rolls Today

rds

= 4 + CHA

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CLEVER EXPLORER

Level 2 Disable intricate traps in half the time  
Open locks as a standard action

DEVICE BONUS

Bard Level

+ = ÷ 2

Bonus to Perception and Disable Device

TRAP SENSE

Level 3 **TRAP SENSE** Bard Level = ÷ 2

ROGUE TALENTS

Level	TALENTS KNOWN	Bard Level	Misc
4			

Level 12 From level 12, an Archaeologist can take Advanced Talents

KNOWN SPELLS

0

1

2

3

4

5

6

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

JACK OF ALL TRADES

Level 10 Use any skill as if you were trained

16 All skills are considered class skills

19 Able to take 10 on any skill