

BOLD SCHEMER

Skald
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Basis Spreuken	Bonus Spreuken
		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 SPREUK MISLUKKING TREDE

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

BARDIC KNOWLEDGE

KNOWLEDGE
BONUS

Skald
Level

Misc

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

RAGING SONG!

INSPIRED RAGE!

Level	Strength	Constitution	Will	PK
1	+2	+2	+1	-1
4			+2	
8	+4	+4	+3	
12			+4	
16	+6	+6	+5	
20			+6	-0

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

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

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

- | | |
|---|---------------------------|
| <input type="checkbox"/> Act | Bluff, Disguise |
| <input type="checkbox"/> Comedy | Bluff, Intimidate |
| <input type="checkbox"/> Dance | Acrobatics, Fly |
| <input type="checkbox"/> Keyboard Instruments | Diplomacy, Intimidate |
| <input type="checkbox"/> Oratory | Diplomacy, Sense Motive |
| <input type="checkbox"/> Percussion | Handle Animal, Intimidate |
| <input type="checkbox"/> Sing | Bluff, Sense Motive |
| <input type="checkbox"/> String | Bluff, Diplomacy |
| <input type="checkbox"/> 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**
 $\boxed{} = \left(\div 4 \right) \times 2$ Skald Level

Level 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. Uses a spell slot of the spell's level.

Level 5 **Level** Twice a day **Level** Thrice a day **Spells Today**
11 17 ☐ ☐ ☐

LORE MASTER

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

KNOWN SPELLS

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

RAGING SONG!

DURATION
PER DAY

Skald
Level

Misc

Rounds today

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

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

MASTER SKALD

Level 20 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

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

(Naar beneden afgerond)

1

2

3

4

5

6

7

8