

ARCHAEOLOGIST

Bard
Level

(BARD)

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		0				CHA - 4 CHA - 8 CHA - 12
		1				CHA - 4 CHA - 8 CHA - 12
		2				CHA - 4 CHA - 8 CHA - 12
		3				CHA - 4 CHA - 8 CHA - 12
		4				CHA - 4 CHA - 8 CHA - 12
		5				CHA - 4 CHA - 8 CHA - 12
		6				CHA - 4 CHA - 8 CHA - 12

Spell Save DC = 10 + CHA + Spell Level

Concentration = CHA + Caster 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 one attack roll, saving throw, skill check or damage roll.

An unused luck bonus can be maintained as long as you remain conscious, but it cannot be maintained while performing.

LUCKY ROLLS PER DAY

= 4 + CHA

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

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2

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4

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6

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☐☐☐

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 ☐☐
☐☐☐

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