SAVAGE SKALD Bard Level	KNOWN SPELLS
(BARD)	<u> </u>
SPELLS SPELLS	o
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6	2
Spell Save DC = 10 + CHA + Spell Level	
Concentration = CHA + Caster	
Level	_
ARCANE SPELL FAILURE THRESHOLD Bards can wear light armour without risking	3
% spell failure.	
BARDIC PERFORMANCE	
DURATION Bard Misc PER DAY Level	
rds = 2 + (× 2) + CHA +	4
Rounds OOO OOO	
Today	
WILL SAVE DC Bard Level	
= 10 + (÷ 2) + CHA	
Level Begin or switch a bardic performance as a move action, rather than as a standard action.	
PERFORMANCES	
COUNTERSONG	0
Counter magical effects that depend on sound. Allies within 30ft use Performance roll in place of a saving throw	
DISTRACTION	BARDIC KNOWLEDGE
Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw	KNOWLEDGE Bard Misc
INSPIRING BLOW	BONUS Level Apply this bonus to all knowledge skills Parda can use all knowledge skills untrained
TEMPORARY HP When you confirm a critical hit Also grant allies a +1 morale	Datus can use an knowledge skills difficilled
hp = CHA bonus to a single attack roll	WELL-VERSED
INSPIRE COURAGE	Level Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.
Bonus against charm and compulsion effects Bonus to attack and damage rolls	VERSATILE PERFORMANCE
Level INSPIRE COMPETENCE	Use bonus in place of Use bonus in place of
3 +	□ Act Bluff, Disguise □ Oratory Diplomacy, Sense Motive
Level INCITE RAGE	☐ Comedy Bluff, Intimidate ☐ Percussion Handle Animal, Intimidate
6 Enrage one target as long as they can hear you	□ Dance Acrobatics, Fly □ Sing Bluff, Sense Motive
Level DIRGE OF DOOM 8 Cause enemies within 30ft to become shaken	Keyboard Diplomacy, Intimidate String Bluff, Diplomacy Diplomacy, Handle Animal
INCDIDE CDEATNESS MAY AFFECTED	Other:
9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save	
Level SONG OF THE FALLEN Summon barbarians as a silver Horn Of Valhalla	
13 Brass horn 16 Bronze horn 19 Iron horn	
Level BERSERKERGANG Suppress pain, stunning, fear; DR 5/- (DR 10/- nonlethal)	LORE MASTER
12 1 target 15 2 targets 18 3 targets	Level TAKE 10 TAKE 20 PER DAY Take 20 Today 5 Unlimited uses
Level FRIGHTENING TUNE	5 Unlimited uses per day
14 Enemies are frightened and flee your performance	
Level INSPIRE HEROICS MAX AFFECTED + 4 to all saving throws	
+ 4 to AC	
Level BATTLE SONG 18 Enrage all allies within 30ft	

Level **DEADLY PERFORMANCE**20 Cause an enemy to die of joy or sorrow