ARCHAEOLOGIST (BARD)

Bard Level

SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

Concentration = CHA + Caster Level

ARCANE SPELL FAILURE THRESHOLD

% Bards can wear light armor 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

Rolls Today

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 4 **TALENTS KNOWN** = (Bard Level ÷ 4) + Misc

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 ÷ 2) + Misc

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