

SAVAGE SKALD

(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

Concentration = CHA + Caster Level

ARCANE SPELL FAILURE THRESHOLD

% Bards can wear light armor without risking spell failure.

BARDIC PERFORMANCE

DURATION PER DAY Bard Level Misc

 rds = 2 + (× 2) + CHA +Rounds Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐WILL SAVE DC Bard Level
 = 10 + (÷ 2) + CHA

Level 7 Begin or switch a bardic performance as a move action, rather than as a standard action.

PERFORMANCES

COUNTERSONG

Counter magical effects that depend on sound.

Allies within 30ft use Performance roll in place of a saving throw

DISTRACTION

Counter magical effects that depend on sight.

Allies within 30ft use Performance roll in place of a saving throw

INSPIRING BLOW TEMPORARY HP

 hp = CHA When you confirm a critical hit
Also grant allies a +1 morale bonus to a single attack roll

INSPIRE COURAGE

 + Bonus against charm and compulsion effects
Bonus to attack and damage rolls

INSPIRE COMPETENCE

Level 3 +

INCITE RAGE

Level 6 Enrage one target as long as they can hear you

DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

INSPIRE GREATNESS MAX AFFECTED

Level 9 2 Bonus hit dice
+ 2d10 (including CON)

SONG OF THE FALLEN

Level 10 Summon barbarians as a silver Horn Of Valhalla
13 Brass horn 16 Bronze horn 19 Iron horn

BERSERKERGANG

Level 12 Suppress pain, stunning, fear; DR 5/- (DR 10/- nonlethal)
12 1 target 15 2 targets 18 3 targets

FRIGHTENING TUNE

Level 14 Enemies are frightened and flee your performance

INSPIRE HEROICS MAX AFFECTED

Level 15 + 4 to all saving throws
+ 4 to AC

BATTLE SONG

Level 18 Enrage all allies within 30ft

DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

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BARDIC KNOWLEDGE

KNOWLEDGE BONUS Bard Level Misc

 = (÷ 2) +Apply this bonus to all knowledge skills
Bards can use all knowledge skills untrained

WELL-VERSED

Level 2 +4 Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

VERSATILE PERFORMANCE

| | Use bonus in place of... | | Use bonus in place of... |
|---|--------------------------|---|---------------------------|
| <input type="checkbox"/> Act | Bluff, Disguise | <input type="checkbox"/> Oratory | Diplomacy, Sense Motive |
| <input type="checkbox"/> Comedy | Bluff, Intimidate | <input type="checkbox"/> Percussion | Handle Animal, Intimidate |
| <input type="checkbox"/> Dance | Acrobatics, Fly | <input type="checkbox"/> Sing | Bluff, Sense Motive |
| <input type="checkbox"/> Keyboard Instruments | Diplomacy, Intimidate | <input type="checkbox"/> String | Bluff, Diplomacy |
| <input type="checkbox"/> Wind Instruments | | <input type="checkbox"/> Wind Instruments | Diplomacy, Handle Animal |
| Other: | | | |
| <input type="checkbox"/> | | | |
| <input type="checkbox"/> | | | |
| <input type="checkbox"/> | | | |

LORE MASTER

Level 5 TAKE 10 Unlimited uses per day TAKE 20 PER DAY Take 20 Today ☐☐☐
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