

# ARCHIVIST

## (BARD)

Bard  
Level

### SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

Concentration  = **CHA** +  Caster Level

### ARCANE SPELL FAILURE THRESHOLD

% Bards can wear light armour without risking spell failure.

### BARDIC PERFORMANCE

**DURATION** Bard Level Misc

**PER DAY**  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

**FASCINATE** Bard Level

**MAX AUDIENCE**

=  ÷ 3 (Round up)

**NATURALIST** Bard Level

+  = (  + 1 ) ÷ 6

Bonus to AC and attack rolls against an identified creature  
Granted to allies within 30ft who can see and hear you

#### INSPIRE COMPETENCE

Level **3** +

#### SUGGESTION

Level **6** Suggest actions to one already fascinated creature

#### LAMENTABLE BELABOURMENT

Level **6** Daze or confuse one already fascinated creature

#### DIRGE OF DOOM

Level **8** Cause enemies within 30ft to become shaken

#### SOOTHING PERFORMANCE

Level **12** Mass Cure Serious Wounds  
Removes the fatigued, sickened and shaken conditions

#### 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

#### PEDANTIC LECTURE

Level **18** Daze, confuse or put to sleep already fascinated creatures

#### DEADLY PERFORMANCE

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

### KNOWN SPELLS

0

1

2

3

4

5

6

### BARDIC KNOWLEDGE

**KNOWLEDGE** Bard Level Misc

**BONUS**  = (  ÷ 2 ) +  Bards can use all knowledge skills untrained

### LORE MASTER

Take 20 on any Knowledge skill roll

Level **2** **TAKE 20 PER DAY** Bard Level

+  = (  + 4 ) ÷ 6 Take 20 Today

### MAGIC LORE

Take 10 on Spellcraft checks to identify magic items or decipher scrolls.

Level **2** Disarm magical traps as a Rogue.

+4 Bonus to saving throws against magical traps, language-dependent effects, symbols, glyphs and magic writings.

### JACK OF ALL TRADES

Level **5** Use any skill as if you were trained

Level **11** All skills are considered class skills

Level **17** Able to take 10 on any skill

### PROBABLE PATH

Take 10 on any d20 roll

Level **10** **TAKE 10 PER DAY** Bard Level

+  = (  - 7 ) ÷ 3 Take 20 Today