

# 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	Apply the archaeologist's luck bonus as a swift action to one attack roll, saving throw, skill check or damage roll.
5	+2	An unused luck bonus can be maintained as long as you remain conscious, but it cannot be maintained while performing.
11	+3	
17	+4	

## LUCKY ROLLS PER DAY

= 4 + CHA

## CLEVER EXPLORER

Level	
2	Disable intricate traps in half the time
2	Open locks as a standard action

DEVICE BONUS =  ÷ 2 Bonus to Perception and Disable Device

## TRAP SENSE

Level	TRAP SENSE	Bard Level
3	<input type="text"/>	÷ 2

## ROGUE TALENTS

Level	TALENTS KNOWN	Bard Level	Misc
4	<input type="text"/>	( ÷ 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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5

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6

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## ROGUE TALENTS

1

2

3

4

5

## BARDIC KNOWLEDGE

KNOWLEDGE BONUS =  ÷ 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	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## 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