SAVAGE SKALD
(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 armour without risking spell failure.

BARDIC PERFORMANCE

DURATION PER DAY

[ ] rds = 2 + (_____ Bard Level × 2) + CHA + _____ Misc

Rounds Today

WILL SAVE DC

[ ] = 10 + (_____ Bard Level ÷ 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

Level 3 **INSPIRE COMPETENCE** [ ] +

Level 6 **INCITE RAGE**
Enrage one target as long as they can hear you

Level 8 **DIRGE OF DOOM**
Cause enemies within 30ft to become shaken

Level 9 **INSPIRE GREATNESS** MAX AFFECTED [ ]
2 Bonus hit dice
+ 2d10 (including CON)

Level 10 **SONG OF THE FALLEN**
Summon barbarians as a silver Horn Of Valhalla
13 Brass horn **16** Bronze horn **19** Iron horn

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

Level 14 **FRIGHTENING TUNE**
Enemies are frightened and flee your performance

Level 15 **INSPIRE HEROICS** MAX AFFECTED [ ]
+ 4 to all saving throws
+ 4 to AC

Level 18 **BATTLE SONG**
Enrage all allies within 30ft

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

KNOWN SPELLS

0

1

2

3

4

5

6

BARDIC KNOWLEDGE

KNOWLEDGE BONUS

[ ] = (_____ Bard Level ÷ 2) + _____ Misc

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...
☐ **Act**	Bluff, Disguise	☐ **Oratory**	Diplomacy, Sense Motive
☐ **Comedy**	Bluff, Intimidate	☐ **Percussion**	Handle Animal, Intimidate
☐ **Dance**	Acrobatics, Fly	☐ **Sing**	Bluff, Sense Motive
☐ **Keyboard Instruments**	Diplomacy, Intimidate	☐ **String**	Bluff, Diplomacy
		☐ **Wind Instruments**	Diplomancy, Handle Animal

Other:

☐ _____ _____

☐ _____ _____

☐ _____ _____

LORE MASTER

Level 5

TAKE 10
Unlimited uses per day

TAKE 20 PER DAY [ ]

Take 20 Today