

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 armour 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

☐ ☐ ☐ ☐ ☐

2

☐ ☐ ☐ ☐ ☐

3

☐ ☐ ☐ ☐ ☐

4

☐ ☐ ☐ ☐ ☐

5

☐ ☐ ☐ ☐ ☐

6

☐ ☐ ☐ ☐ ☐

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

☐ Act

☐ Comedy

☐ Dance

☐ Keyboard Instruments

Other:

☐

☐

☐

Use bonus in place of...

Bluff, Disguise

Bluff, Intimidate

Acrobatics, Fly

Diplomacy, Intimidate

☐ Oratory

☐ Percussion

☐ Sing

☐ String

☐ Wind Instruments

Use bonus in place of...

Diplomacy, Sense Motive

Handle Animal, Intimidate

Bluff, Sense Motive

Bluff, Diplomacy

Diplomacy, Handle Animal

LORE MASTER

Level
5

TAKE 10
Unlimited uses
per day

TAKE 20 PER DAY

Take 20 Today

☐ ☐ ☐