ARCHIVIST
(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

FASCINATE MAX AUDIENCE

[ ] = Bard Level ÷ 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

Level 3 **INSPIRE COMPETENCE** [+]

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

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

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

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

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 **PEDANTIC LECTURE**
Daze, confuse or put to sleep already fascinated creatures

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

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.
Disarm magical traps as a Rogue.

Level 2 [+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