

# 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

☐ ☐ ☐  
☐ ☐ ☐