

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"/>	<input type="text"/>

ROGUE TALENTS

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

Level 12 From level 12, an Archaeologist can take Advanced Talents

KNOWN SPELLS

0

1

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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