

# 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

$$\text{rds} = 2 + (\text{Bard Level} \times 2) + \text{CHA} +$$
Rounds Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

WILL SAVE DC Bard Level

$$\text{Will Save DC} = 10 + (\text{Bard Level} \div 2) + \text{CHA}$$

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

When you confirm a critical hit

$$\text{hp} = \text{CHA} +$$
 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   $2 \times (\text{d}10 + \text{CON})$  temporary hit points, +2 attack, +1 fortitude save

#### 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

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2

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### BARDIC KNOWLEDGE

KNOWLEDGE  
BONUSBard  
Level

Misc

$$\text{Knowledge Bonus} = (\text{Bard Level} \div 2) +$$

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  
5TAKE 10  
Unlimited uses  
per day

TAKE 20 PER DAY

Take 20 Today

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