

# ARCHAEOLOGIST

(BARD)

Bard  
Level

## 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 attack rolls, saving throws, skill checks and damage rolls.
5	+2	Archaeologist's luck can be maintained as long as you remain conscious, but it cannot be maintained while performing.
11	+3	
17	+4	

**LUCKY ROUNDS PER DAY**  
 rds = 4 + CHA  
Rolls Today

## CLEVER EXPLORER

Level	
2	Disable intricate traps in half the time
	Open locks as a standard action

**DEVICE BONUS**  
+  =  ÷ 2  
Bard Level  
Bonus to Perception and Disable Device

## TRAP SENSE

Level **TRAP SENSE** Bard Level  
3  =  ÷ 2

## ROGUE TALENTS

Level **TALENTS KNOWN** Bard Level Misc  
4  = (  ÷ 4 ) +

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

## KNOWN SPELLS

	0	
	1	
	2	
	3	
	4	
	5	
	6	

## ROGUE TALENTS

1		
2		
3		
4		
5		

## BARDIC KNOWLEDGE

**KNOWLEDGE BONUS**  
 = (  ÷ 2 ) +   
Bard Level Misc  
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

## 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