

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

When you confirm a critical hit

hp = 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

3 +

INCITE RAGE

Enrage one target as long as they can hear you

DIRGE OF DOOM

Cause enemies within 30ft to become shaken

INSPIRE GREATNESS MAX AFFECTED

9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save

SONG OF THE FALLEN

Summon barbarians as a silver Horn Of Valhalla
13 Brass horn 16 Bronze horn 19 Iron horn

BERSERKERGANG

Suppress pain, stunning, fear; DR 5/- (DR 10/- nonlethal)
12 1 target 15 2 targets 18 3 targets

FRIGHTENING TUNE

Enemies are frightened and flee your performance

INSPIRE HEROICS MAX AFFECTED

15 + 4 to all saving throws
+ 4 to AC

BATTLE SONG

Enrage all allies within 30ft

DEADLY PERFORMANCE

Cause an enemy to die of joy or sorrow

KNOWN SPELLS

0

1

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2

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3

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5

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6

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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

	Use bonus in place of...		Use bonus in place of...
<input type="checkbox"/> Act	Bluff, Disguise	<input type="checkbox"/> Oratory	Diplomacy, Sense Motive
<input type="checkbox"/> Comedy	Bluff, Intimidate	<input type="checkbox"/> Percussion	Handle Animal, Intimidate
<input type="checkbox"/> Dance	Acrobatics, Fly	<input type="checkbox"/> Sing	Bluff, Sense Motive
<input type="checkbox"/> Keyboard Instruments	Diplomacy, Intimidate	<input type="checkbox"/> String	Bluff, Diplomacy
		<input type="checkbox"/> Wind Instruments	Diplomacy, Handle Animal

Other:

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☐ _____

LORE MASTER

Level 5 TAKE 10 Unlimited uses per day TAKE 20 PER DAY Take 20 Today ☐ ☐ ☐