

# ARCHIVIST

## (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 armor 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

FASCINATE MAX AUDIENCE Bard Level

=  ÷ 3 (Round up)

NATURALIST Bard Level  
+  = (  + 1 ) ÷ 6

Bonus to AC and attack rolls against an identified creature  
Granted to allies within 30ft who can see and hear you

#### INSPIRE COMPETENCE

Level 3 +

#### SUGGESTION

Level 6 Suggest actions to one already fascinated creature

#### LAMENTABLE BELABOURMENT

Level 6 Daze or confuse one already fascinated creature

#### DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

#### SOOTHING PERFORMANCE

Level 12 Mass Cure Serious Wounds  
Removes the fatigued, sickened and shaken conditions

#### 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

#### PEDANTIC LECTURE

Level 18 Daze, confuse or put to sleep already fascinated creatures

#### 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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3

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4

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5

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6

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### BARDIC KNOWLEDGE

KNOWLEDGE BONUS Bard Level Misc

= (  ÷ 2 ) +  Bards can use all knowledge skills untrained

### LORE MASTER

Take 20 on any Knowledge skill roll

Level 2 TAKE 20 PER DAY Bard Level  
+  = (  + 4 ) ÷ 6 Take 20 Today ☐ ☐ ☐

### MAGIC LORE

Take 10 on Spellcraft checks to identify magic items or decipher scrolls.

Level 2 Disarm magical traps as a Rogue.  
+4 Bonus to saving throws against magical traps, language-dependent effects, symbols, glyphs and magic writings.

### JACK OF ALL TRADES

Level 5 Use any skill as if you were trained

Level 11 All skills are considered class skills

Level 17 Able to take 10 on any skill

### PROBABLE PATH

Take 10 on any d20 roll

Level 10 TAKE 10 PER DAY Bard Level  
+  = (  - 7 ) ÷ 3 Take 20 Today ☐ ☐ ☐