

SKALD

Skald
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		CHA - 4 CHA - 8 CHA - 12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

% Skalds can wear light or medium armour and a shield without risking spell failure.

BARDIC KNOWLEDGE

KNOWLEDGE
BONUS

Skald
Level

Misc

$$\boxed{} = \left(\div 2 \right) + $$

Applies to all knowledge skills. Use all knowledge skills untrained.

RAGING SONG!

Level	Strength	Constitution	Will	AC
1	+2	+2	+1	-1
4			+2	
8	+4	+4	+3	
12			+4	
16	+6	+6	+5	
20			+6	-0

Level **3** **SONG OF MARCHING**
Allow allies to march at full speed without fagigue for an hour. Counts as one use of raging song.

Level **6** **SONG OF STRENGTH** Skald Level
Strength bonus $\boxed{} = \div 2$

Level **10** **DIRGE OF DOOM**
Enemies within 30ft become shaken.

Level **14** **SONG OF THE FALLEN**
Temporarily revive dead allies. Spend 1 round of raging song per revived ally.

WELL-VERSED

Level **2** **+4** Bonus to saves against Bardic Performance, sonic and language-dependent effects.

VERSATILE PERFORMANCE

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

SPELL KENNING

Once a day, cast any bard, cleric or sorcerer/wizard spell. Uses a spell slot of the spell's level. Minimum casting time 1 round.

Level **5** Level **11** Twice a day Level **17** Thrice a day Spells Today ☐ ☐ ☐

LORE MASTER

Level **7** **TAKE 10** Unlimited uses per day **TAKE 20 PER DAY** $\boxed{}$ Take 20 Today ☐ ☐ ☐

KNOWN SPELLS

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

RAGING SONG!

DURATION
PER DAY

Skald
Level

Misc

Rounds today

$$\boxed{} \text{ rds} = 1 + \left(\times 2 \right) + \text{CHA} + $$

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Level **7** Begin or switch a raging song as a move action, rather than as a standard action.

Level **20** **MASTER SKALD**
Allies with rage class abilities may use features dependent on those abilities without restriction. Allies may make an additional attack as part of a full-round action.

RAGE! POWERS

RAGE! POWERS
KNOWN

Skald
Level

Misc

$$\boxed{} = \left(\div 3 \right) + $$

(Round down)

1

2

3

4

5

6

7

8