

# SKALD

Skald  
Level

## INCANTESIMI CONOSCIUTI

### INCANTESIMI

IncantesimiCD salvezza IncantesimiIncantesimiIncantesimi Bonus  
conosciuti incantesimi al giorno Base

		0			CAR	CAR - 4	CAR - 8	CAR - 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"/>

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

### FALLIMENTO INCANTESIMI ARCANI SOGLIA

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

### CONOSCENZE BARDICHE

CONOSCENZA Skald Varie  
BONUS Level

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \phantom{000}$$

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

### RAGING SONG!

Livello	Forza	Costituzione	Will	CA
1	+2	+2	+1	-1
4			+2	
8	+4	+4	+3	
12			+4	
16	+6	+6	+5	
20			+6	-0

### SONG OF MARCHING

3 Allow allies to march at full speed without fagique for an hour. Counts as one use of raging song.

### SONG OF STRENGTH

6 Strength bonus  $\boxed{\phantom{000}} = \phantom{000} \div 2$  Skald Level

### ISPIRARE TERRORE

10 Enemies within 30ft become shaken.

### SONG OF THE FALLEN

14 Temporarily revive dead allies. Spend 1 round of raging song per revived ally.

### AVVEZZO

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

### ESECUZIONE VERSATILE

Usare il bonus al posto di...

- ☐ Recitare Raggiare, Camuffare
- ☐ Commedia Raggiare, Intimidire
- ☐ Danza Acrobazia, Volare
- ☐ Strumenti a tastiera Diplomazia, Intimidire
- ☐ Oratoria Diplomazia, Intuizione
- ☐ Percussioni Addestrare Animali, Intimidire
- ☐ Cantare Raggiare, Intuizione
- ☐ Corde Raggiare, Diplomazia
- ☐ Strumenti a fiato Diplomazia, Addestrare Animali

### SPELL KENNING

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

Livello Minimum casting time 1 round.

Livello	Livello	Livello	Spells Today
5	11	17	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Twice a day	Thrice a day	

### MAESTRO DEL SAPERE

Livello 7 **PRENDI 10** **PRENDI 20 PER DAY** Take 20 Today  
Usi illimitati al giorno  $\boxed{\phantom{000}}$  ☐☐☐☐

0

1

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☐☐☐

2

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☐☐☐  
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3

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☐☐☐  
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4

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6

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☐☐☐

### RAGING SONG!

#### DURATA

Skald  
Level

Varie

Rounds today

PER DAY  
 $\boxed{\phantom{000}} r$

$$= 1 + \left( \phantom{000} \times 2 \right) + \text{CAR} + \phantom{000}$$

☐☐☐  
☐☐☐  
☐☐☐

Livello

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

#### MASTER SKALD

Livello 20 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.

### IRA! POWERS

IRA! POWERS  
CONOSCIUTI

Skald  
Level

Varie

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 3 \right) + \phantom{000}$$

(Arrotondato per difetto)

1

2

3

4

5

6

7

8