

# 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

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

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  $\boxed{\phantom{000}} = \phantom{000} \div 2$

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...

- ☐ Act Bluff, Disguise
- ☐ Comedy Bluff, Intimidate
- ☐ Dance Acrobatics, Fly
- ☐ Keyboard Instruments Diplomacy, Intimidate
- ☐ Oratory Diplomacy, Sense Motive
- ☐ Percussion Handle Animal, Intimidate
- ☐ Sing Bluff, Sense Motive
- ☐ String Bluff, Diplomacy
- ☐ 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**  $\boxed{\phantom{000}}$  Take 20 Today ☐ ☐ ☐

## KNOWN SPELLS

0

1

☐ ☐ ☐  
☐ ☐ ☐  
☐ ☐ ☐

2

☐ ☐ ☐  
☐ ☐ ☐  
☐ ☐ ☐

3

☐ ☐ ☐  
☐ ☐ ☐  
☐ ☐ ☐

4

☐ ☐ ☐  
☐ ☐ ☐

5

☐ ☐ ☐  
☐ ☐ ☐

6

☐ ☐ ☐  
☐ ☐ ☐

## RAGING SONG!

DURATION  
PER DAY

Skald  
Level

Misc

Rounds today

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

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Level **7** Begin or switch raging song as a move action.

Level **13** Begin or switch raging song as a move action.

## MASTER SKALD

Level **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.

## RAGE! POWERS

RAGE! POWERS  
KNOWN

Skald  
Level

Misc

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

(Round down)

1

2

3

4

5

6

7

8