

# SKALD

Skald  
Level

## ZAUBER

Bekannte Zauber	RW gegen Zauber	Zauber pro Tag	= Grund- zauber	+ Bonuszauber
		0		CH - 4 CH - 8 CH - 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"/>

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

## ARKANE ZAUBERPATZER THRESHOLD

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

## BARDENWISSEN

WISSEN  
BONUS

Skald  
Level

Sonst.

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

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

## RAGING SONG!

Stufe	Stärke	Konstitution	Will	RK
1	+2	+2	+1	-1
4			+2	
8	+4	+4	+3	
12			+4	
16	+6	+6	+5	
20			+6	-0

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

Stufe **6** **SONG OF STRENGTH** Skald Level  
Strength bonus  $\boxed{\phantom{000}} = \phantom{000} \div 2$

Stufe **10** **KLAGE LIED**  
Enemies within 30ft become shaken.

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

## BEWANDERT

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

## VIELSEITIGER AUFTRITT

	Nutze Bonus anstelle von...
<input type="checkbox"/> Schauspielkunst	Bluffen, Verkleiden
<input type="checkbox"/> Komik	Bluffen, Einschüchtern
<input type="checkbox"/> Tanzen	Akrobatik, Fliegen
<input type="checkbox"/> Tasten- instrumente	Diplomatie, Einschüchtern
<input type="checkbox"/> Redekunst	Diplomatie, Motiv erkennen
<input type="checkbox"/> Schlaginstrumente	Mit Tieren umgehen, Einschüchtern
<input type="checkbox"/> Gesang	Bluffen, Motiv erkennen
<input type="checkbox"/> Saiteninstrumente	Bluffen, Diplomatie
<input type="checkbox"/> Blasinstrumente	Diplomatie, Mit Tieren umgehen

## SPELL KENNING

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

Stufe **5** Minimum casting time 1 round.  
Stufe **11** Twice a day Stufe **17** Thrice a day Spells Today ☐ ☐ ☐

## GELEHRTER

Stufe **10 NEHMEN** **20 NEHMEN PRO TAG** Take 20 Today  
Stufe **7** Beliebige oft einsetzbar  $\boxed{\phantom{000}}$  ☐ ☐ ☐

## BEKANNTE ZAUBER

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

☐ ☐ ☐

6

☐ ☐ ☐

## RAGING SONG!

DAUER  
PER DAY

Skald  
Level

Sonst.

Rounds today

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

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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

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

Stufe **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.

## KAMPFRAUSCH! KRÄFTE

KAMPFRAUSCH!  
KNOWN

Skald  
Level

Sonst.

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

(abrunden)

1

2

3

4

5

6

7

8