

ARCHAEOLOGIST

(BARD)

Bard
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		0				CHA - 4 CHA - 8 CHA - 12
		1				CHA - 4 CHA - 8 CHA - 12
		2				CHA - 4 CHA - 8 CHA - 12
		3				CHA - 4 CHA - 8 CHA - 12
		4				CHA - 4 CHA - 8 CHA - 12
		5				CHA - 4 CHA - 8 CHA - 12
		6				CHA - 4 CHA - 8 CHA - 12

Spell Save DC = 10 + CHA + Spell Level

Concentration = CHA + Caster Level

ARCANE SPELL FAILURE THRESHOLD
% Bards can wear light armour without risking spell failure.

ARCHAEOLOGIST'S LUCK

Bard Level	Luck Bonus	
1	+1	Apply the archaeologist's luck bonus as a swift action to attack rolls, saving throws, skill checks and damage rolls.
5	+2	Archaeologist's luck can be maintained as long as you remain conscious, but it cannot be maintained while performing.
11	+3	
17	+4	

LUCKY ROUNDS PER DAY
 rds = 4 + CHA Rolls Today

CLEVER EXPLORER

Level	
2	Disable intricate traps in half the time
2	Open locks as a standard action

DEVICE BONUS
+ = ÷ 2 Bard Level Bonus to Perception and Disable Device

TRAP SENSE

Level **TRAP SENSE** Bard Level
3 = ÷ 2

ROGUE TALENTS

Level **TALENTS KNOWN** Bard Level Misc
4 = (÷ 4) +

Level **12** From level 12, an Archaeologist can take Advanced Talents

KNOWN SPELLS

	0	
	1	
	2	
	3	
	4	
	5	
	6	

ROGUE TALENTS

1		
2		
3		
4		
5		

BARDIC KNOWLEDGE

KNOWLEDGE BONUS Bard Level Misc
 = (÷ 2) + Apply this bonus to all knowledge skills
Bards can use all knowledge skills untrained

LORE MASTER

Level **TAKE 10** **TAKE 20 PER DAY** Take 20 Today
5 Unlimited uses per day

JACK OF ALL TRADES

Level **10** Use any skill as if you were trained

16 All skills are considered class skills

19 Able to take 10 on any skill