

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!

INSPIRED RAGE!

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

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

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

LORE MASTER

Level	TAKE 10 Unlimited uses per day	TAKE 20 PER DAY $\boxed{}$	Take 20 Today <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
7			

KNOWN SPELLS

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

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4

☐ ☐ ☐

5

☐ ☐ ☐

6

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RAGING SONG!

DURATION
PER DAY

Skald
Level

Misc

Rounds today

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

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

Level 13 Begin or switch raging song as a move 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