

# SKALD

Skald  
Level

## SPELLS

| Spells Known | Spell Save DC | Spells per day | = Base Spells | + Bonus Spells   |
|--------------|---------------|----------------|---------------|--|
|              |               | 0              |               | CHA - 4<br>CHA - 8<br>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

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

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

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...  |
|---|---------------------------|
| <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                | TAKE 20 PER DAY  | Take 20 Today  |
|-------|------------------------|--|--|
| 7     | Unlimited uses per day | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

## KNOWN SPELLS

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## RAGING SONG!

DURATION PER DAY

Skald Level

Misc

Rounds today

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

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

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

(Round down)

1

2

3

4

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7

8