

# ARCHIVIST

## (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.

### BARDIC PERFORMANCE

DURATION PER DAY Bard Level Misc

rds = 2 + (  × 2 ) + CHA +

Rounds Today

WILL SAVE DC Bard Level  
 = 10 + (  ÷ 2 ) + CHA

Level 7 Begin or switch a bardic performance as a move action, rather than as a standard action.

### PERFORMANCES

#### COUNTERSONG

Counter magical effects that depend on sound.  
Allies within 30ft use Performance roll in place of a saving throw

#### DISTRACTION

Counter magical effects that depend on sight.  
Allies within 30ft use Performance roll in place of a saving throw

FASCINATE MAX AUDIENCE Bard Level

=  ÷ 3 (Round up)

NATURALIST Bard Level

+  = (  + 1 ) ÷ 6

Bonus to AC and attack rolls against an identified creature  
Granted to allies within 30ft who can see and hear you

Level INSPIRE COMPETENCE

3 +

Level SUGGESTION

6 Suggest actions to one already fascinated creature

Level LAMENTABLE BELABOURMENT

6 Daze or confuse one already fascinated creature

Level DIRGE OF DOOM

8 Cause enemies within 30ft to become shaken

Level SOOTHING PERFORMANCE

12 Mass Cure Serious Wounds  
Removes the fatigued, sickened and shaken conditions

Level FRIGHTENING TUNE

14 Enemies are frightened and flee your performance

Level INSPIRE HEROICS MAX AFFECTED

15  + 4 to all saving throws  
+ 4 to AC

Level PEDANTIC LECTURE

18 Daze, confuse or put to sleep already fascinated creatures

Level DEADLY PERFORMANCE

20 Cause an enemy to die of joy or sorrow

### KNOWN SPELLS

0

1

2

3

4

5

6

### BARDIC KNOWLEDGE

KNOWLEDGE BONUS Bard Level Misc

= (  ÷ 2 ) +  Bards can use all knowledge skills untrained

### LORE MASTER

Take 20 on any Knowledge skill roll

Level 2

TAKE 20  
PER DAY

+  = (  + 4 ) ÷ 6

Take 20 Today

### MAGIC LORE

Take 10 on Spellcraft checks to identify magic items or decipher scrolls.

Level 2

Disarm magical traps as a Rogue.

+4 Bonus to saving throws against magical traps, language-dependent effects, symbols, glyphs and magic writings.

### JACK OF ALL TRADES

Level 5

Use any skill as if you were trained

Level 11

All skills are considered class skills

Level 17

Able to take 10 on any skill

### PROBABLE PATH

Take 10 on any d20 roll

Level 10

TAKE 10  
PER DAY

+  = (  - 7 ) ÷ 3

Take 20 Today