

# SKALD

Skald  
Level

## CONJUROS CONOCIDOS

### CONJUROS

Conjuros Conocidos de Conjuros = CD Salv de Conjuros + Conjuros al Día = Conjuros Base + Conjuros Adicionales

Conjuros Conocidos de Conjuros	CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Adicionales
		0		CAR - 4
		1		CAR - 4
		2		CAR - 4
		3		CAR - 4
		4		CAR - 4
		5		CAR - 4
		6		CAR - 4

CD Salv de Conjur = 10 + CAR + Nivel de Conjur

### UMBRAL DE FALLO DE CONJURO ARCANO

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

### CONOCIMIENTO DE BARDO

BON SABER 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!

Nivel	Fuerza	Constitución	Vol	CA
1	+2	+2	+1	-1
4			+2	
8	+4	+4	+3	
12			+4	
16	+6	+6	+5	
20			+6	-0

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

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

Nivel **10** **ENDECHA DE PERDICIÓN**  
Enemies within 30ft become shaken.

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

### BIEN VERSADO

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

### INTERPRETACIÓN VERSÁTIL

Usar bonificador en lugar de...

- ☐ Actuación Disfrazarse, Engañar
- ☐ Comedia Engañar, Intimidar
- ☐ Baile Acrobacias, Volar
- ☐ Instrumentos de Teclado Diplomacia, Intimidar
- ☐ Oratoria Averiguar Intenciones, Diplomacia
- ☐ Percusión Intimidar, Trato con Animales
- ☐ Canto Averiguar Intenciones, Engañar
- ☐ Cuerda Diplomacia, Engañar
- ☐ Instrumentos de Viento Diplomacia, Trato con Animales

### 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.

Nivel **5** **11** Twice a day **17** Thrice a day **Spells Today**  $\boxed{\phantom{000}}$

### MAESTRO DEL SABER

Nivel **7** **TOMA 10** **ELEGIR 20 AL DÍA** Take 20 Today  $\boxed{\phantom{000}}$

0

1

$\boxed{\phantom{000}} \boxed{\phantom{000}} \boxed{\phantom{000}}$

2

$\boxed{\phantom{000}} \boxed{\phantom{000}} \boxed{\phantom{000}}$

3

$\boxed{\phantom{000}} \boxed{\phantom{000}} \boxed{\phantom{000}}$

4

$\boxed{\phantom{000}} \boxed{\phantom{000}} \boxed{\phantom{000}}$

5

$\boxed{\phantom{000}} \boxed{\phantom{000}} \boxed{\phantom{000}}$

6

$\boxed{\phantom{000}} \boxed{\phantom{000}} \boxed{\phantom{000}}$

### RAGING SONG!

DURACIÓN AL DÍA

Skald Level

Misc

Rounds today

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

$\boxed{\phantom{000}} \boxed{\phantom{000}} \boxed{\phantom{000}} \boxed{\phantom{000}} \boxed{\phantom{000}} \boxed{\phantom{000}} \boxed{\phantom{000}} \boxed{\phantom{000}} \boxed{\phantom{000}} \boxed{\phantom{000}}$

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

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

### MASTER SKALD

Nivel **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.

### PODERES CONOCIDOS FURIA!

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Skald Level

Misc

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

(Redondear abajo)

1

2

3

4

5

6

7

8