

BAB Low

HP per Lv 6(d8)

Weapon Proficiency 4 groups (+1 group on multiclass)

Armor Proficiency Light, Medium , Shield

Saving Throw Proficiency Fortitude , Will

Initial Equipment Any musical instrument or performing gear

Lv	Class Ability
1st	Performance Focus , Bardic knowledge , spells , inspired rage +1 , raging song
2nd	Bonus skill , well-versed
3rd	Rage power , song of marching
4th	Inspired rage +2 , uncanny dodge
5th	Spell kenning 1/day
6th	Rage power , song of strength
7th	Lore master 1/day
8th	Improved uncanny dodge , inspired rage +3
9th	Rage power , DR 1/2;
10th	Dirge of doom
11th	Spell kenning 2/day
12th	Inspired rage +4 , rage power , bonus skill
13th	Lore master 2/day
14th	DR 2/2; , song of the fallen
15th	Rage power
16th	Inspired rage +5
17th	Spell kenning 3/day
18th	Rage power
19th	DR 3/2; , lore master 3/day
20th	Inspired rage +6 , master skald

Performance Focus Skald gains proficiency in Profession(any performing arts) at 1st level. He gains class bonus to this skill equals to 1/2 her class level (minimum +1)) .

Bardic knowledge Skald は < 知識 > Trait のついた スキルアクション に +2 Class ボーナスを得る。

Spells A skald casts arcane spells. Her casting type is Known 6th casting, and her casting ability is Charisma. A skald uses bard spell list.

Every skald spell has a verbal component (song, recitation, or music). A skald can satisfy verbal

component while he is maintaining raging song.

Raging Song (Su): A skald is trained to use music, oration, and similar performances to inspire his allies to feats of strength and ferocity. At 1st level, a skald can use this ability for a number of rounds per day equal to 3 + his Charisma modifier. For each level beyond 1st, he can use raging song for 2 additional rounds per day.

Starting a raging song is a swift action, but it can be maintained each round as a free action. A raging song cannot be disrupted, but it ends immediately if the skald is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action each round to maintain it. A raging song counts as the bard's bardic performance special ability for any effect that affects bardic performances. A skald may learn bard masterpieces.

A raging song has audible components, but not visual components. Allies must be able to hear the skald for the song to have any effect on them. A deaf skald has a 20% chance to fail when attempting to use a raging song. If he fails this check, the attempt still counts against his daily limit.

When the skald begins a raging song and then on each ally's turn, if the ally can hear the raging song, that ally must decide whether to accept or refuse its effects. This is not an action. Unconscious allies automatically accept the song. If accepted, the raging song's effects on that ally last for that ally's turn or until the song ends, whichever comes first.

Inspired Rage (Su): At 1st level, affected allies gain a +1 class bonus on melee or thrown attack and damage rolls and Will saving throws. Bonus to melee damage rolls are doubled if he wields weapon two-handed. In addition, he takes a -1 penalty to Armor Class. He also gains 1 temporary hit points per Hit Die. These temporary hit points disappear when the rage song ends. At 4th level and every 4 levels thereafter, the song's bonuses on Will saves increase by 1; the penalty to AC doesn't change. At 8th level, bonus to attack and damage increases to +2, and ally gains 2 temporary hit points per Hit Die. At 16th level, bonus to attack and damage increases to +3, and the ally gains 3 temporary hit points per Hit Die. While under the effects of inspired rage, allies other than the skald cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Intimidate, and Ride) or any ability that requires patience or concentration.

If an ally has her own rage class ability (such as barbarian's rage, bloodrager's bloodrage, or skald's inspired rage), he may use their bonus and penalties instead of those from the skald (still suffering no fatigue afterward). Inspired rage does not allow an ally to activate abilities dependent on other rage class abilities, such as rage powers, blood casting, or bloodrager bloodlines; the ally must activate her own rage class ability in order to use these features.

Song of Marching (Su): At 3rd level, a skald can use raging song to inspire his allies to move faster without suffering from fatigue. By expending 1 round of raging song, the skald invigorates allies within 60 feet. Targets gain +20 competence bonus to Endurance check to Hustle and Forced March for 1 hour.

Song of Strength (Su): At 6th level, a skald can use raging song to inspire his allies to superhuman feats of strength. Once each round while the skald uses this performance, allies within 60 feet who can hear the

skald may add 1/2 the skald's level to a Strength-based skill check as class bonus.

Dirge of Doom (Su): At 10th level, a skald can create a sense of growing dread in his enemies, causing them to become shaken. This ability affects only enemies that are within 30 feet and able to hear the skald's performance. The effect persists for as long as the enemy is within 30 feet and the skald continues his performance. It cannot cause a creature to become frightened or panicked, even if the creature is already shaken from another effect. This is a sonic mind-affecting fear effect that relies on audible components.

Song of the Fallen (Su): At 14th level, as a full round action, a skald can revive recently dead allies so they can continue fighting. This effect is identical to breath of life spell, but target is an ally within 60ft.. This song costs round of raging song equals to 1/2 HD of the target.

Bonus Skill: At 2nd level, a skald gains proficiency in one skill. At 12th, a skald gains additional skill proficiency.

Well-Versed (Ex): At 2nd level, the skald becomes resistant to the bardic performance of others, and to sonic effects in general. The skald gains a +4 class bonus on saving throws made against bardic performance, sonic, and language-dependent effects.

Rage Powers (Ex): At 3rd level and every 3 levels thereafter, a skald learns a rage power that affects the skald and any allies under the influence of his inspired rage. This cannot be a rage power that requires the creature to spend a standard action or rounds of rage to activate it. For example, the skald cannot choose terrifying howl (which requires a standard action to activate), but can choose knockback (which is made in place of a melee attack).

Unless otherwise noted, a skald cannot select an individual rage power more than once.

When starting an inspired rage, the skald chooses which rage powers (if any) to add to the song, and all affected allies gain the benefit of these rage powers, using the skald's level as their effective barbarian level. The skald uses his skald level as his barbarian level for the purpose of selecting rage powers that require a minimum barbarian level. If the rage power's effects depend on the skald's ability modifier (such as lesser spirit totem), affected allies use the skald's ability modifier instead of their own for the purpose of this effect.

If a rage power requires another rage power (such as disruptive, which requires superstition), the skald cannot grant that rage power to allies unless he can also grant that power's prerequisite. He may add up to 3 rage powers to an inspired rage at the same time by means of this ability (such as granting the superstition and disruptive rage powers simultaneously). The skald himself can access to all the rage power he know, regardless of the rage powers he grants to allies.

If a rage power can be used only a certain number of times per day or per rage (such as renewed vigor), each ally affected by the inspired rage is subject to that limit (with abilities usable once per rage limited to once per inspired rage).

If the skald has rage powers from another source, he (but not his allies) can use those rage powers during an inspired rage. He cannot select a duplicate rage power, unless that rage power can be taken multiple times.

If the skald has the ability to rage from another source, he can use his skald rage powers during that rage as well.

Uncanny Dodge (Ex): At 4th level, a skald gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if he is immobilized. A skald with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a skald already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Spell Kenning (Su): At 5th level, a skald is learned in the magic of other spellcasters, and can use his own magic to duplicate those classes' spells. Once per day, a skald can cast any spell on the bard, cleric, or wizard spell list as if it were one of his skald spells known, expending a skald spell slot of the same spell level to cast the desired spell. A spell cast with spell kenning always has a minimum casting time of 1 full round, regardless of the casting time of the spell.

At 11th level, a skald can use this ability twice per day. At 17th level, he can use this ability three times per day.

Lore Master (Ex): At 7th level, the skald becomes a master of lore and can take 10 on any skill action with <Knowledge> trait, with which the skald proficient. A skald can choose not to take 10 and can instead roll normally. In addition, once per day, the skald can take 20 on these checks. He can use this ability one additional time per day for every six levels he possesses beyond 7th, to a maximum of three times per day at 19th level.

Improved Uncanny Dodge (Ex): At 8th level, a skald can no longer be flanked. This defense denies enemies the ability to sneak attack the skald by flanking him, unless the attacker has at least 4 more levels in a class that grants sneak attack than the target has skald levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the character.

Damage Reduction (Ex): At 9th level, a skald gains damage reduction. Subtract 1 from the damage the skald takes each time he is dealt damage from a weapon or a natural attack. At 14th level and again at 19th level, this damage reduction increases by 1. Damage reduction can reduce damage to 0, but not below 0. Additionally, the skald grants this damage reduction to all allies affected by his inspired rage.

Master Skald (Su): At 20th level, a skald's inspired rage no longer gives allies a penalty to AC, nor limits what skills or abilities they can use. Allies with rage class abilities may use features dependent on those abilities without restriction, such as a barbarian's rage powers or a bloodrager's blood casting and bloodline abilities. Finally, when making a full attack, affected allies may make an additional attack each round (as if using a haste effect).