DRAGON HERALD Bard Lavel	×	DRA	GON PATRON	,
(BARD)				
SPELLS	Energy resistanc	Α		
Spells Spell Spells = Basis Bonusspreuken Known Save DC per day Spreuken → ∞ ≃	Lifergy resistance			= Bard Level
CHA		KNO	OWN SPELLS	
1 7,77		KIN	OWN SPELLS	<i>^</i>
2				
3			- 0	
4				
5				
6			1	
Spell Save DC = 10 + CHA + Spell Level				
ARCANE SPREUK MISLUKKING TREDE			- 555	
Bards can wear light armour without risking				
% spell failure.			2	
BARDIC PERFORMANCE DURATION Bard Wise				
PER DAY Level Misc			- 555	
$_{rds} = 2 + (\times 2) + CHA +$				
Rounds OOO OOO OOO			3	
Today				
WILL SAVE DC Bard Level			- 555	
= 10 + (÷ 2) + CHA				
Level Begin of verander een bard optreden als een bewegingsactie	1,		4	
7 in plaats van als een standaard actie.				
PERFORMANCES			_ 000	
DIPLOMATIC IMMUNITY Attackers that fail a will save do not attack, lose that action, and				
cannot attack you until 1 minute after the performance ends.			5	
DISTRACTION Counter magical effects that depend on sight.				
Allies within 30ft use Performance roll in place of a saving throw			_ 000	
INSPIRE COURAGE			-	
Bonus against charm and compulsion effects Bonus to attack and damage rolls			- 0	
DIPLOMATIC			_ 000	
PROTECTION Grant a single ally:	×	WE	ELL-VERSED	×.
Eevel Resistance against patron's energy type	Level Bonus applies to saving throws against Bardic Performance, sonic			
Bard Natural armour	2	and language-depe		
= Level ÷ Z bonus	VERSATILE PERFORMANCE			
Level SUGGESTION	□ Act	Use bonus in place of	□ Ovetevi	Use bonus in place of
6 Suggest actions to one already fascinated creature	☐ Act☐ Comedy	Bluff, Disguise Bluff, Intimidate	□ Oratory□ Percussion	Diplomacy, Sense Motive Handle Animal, Intimidate
Level DIRGE OF DOOM 8 Cause enemies within 30ft to become shaken	□ Dance	Acrobatics, Fly	□ Sing	Bluff, Sense Motive
, INSPIRE GREATNESS MAX AFFECTED	☐ Keyboard Instruments	Diplomacy, Intimidate	□ String	Bluff, Diplomacy
2 × (d10 + CON) temporary hit points,	Other:		☐ Wind Instruments	Diplomacy, Handle Animal
+2 attack, +1 fortitude save				
REBUKE FOES Level Rand Ropus damage of				
12 = Bard × 2 Bornas damage or patron's energy type				
Target one foe per 4 levels. Reflex save to evade.				
Level FRIGHTENING TUNE	``	MASTER	R OF PERSUASION	× .
14 Enemies are frightened and flee your performance	TAKI		Once per day, Diplomacy o	or Intimidate as a
Level RETREAT TO LAIR Spend 5 uses of performance as a full-round action to	Level On a D	Diplomacy or Intimidate check,	full-round action instead of	
teleport yourself or one target to your sacred place.		vhen rushed or threatened. ited uses per day	Level Twice per day	Level Thrice per day
Level MASS SUGGESTION			11	17 Time per day
18 Suggest actions to already fascinated creatures	EXTOL GLORY			
Level DEADLY PERFORMANCE 20 Cause an enemy to die of joy or sorrow		speaking Draconic, any intelligen oes not allow you to understand		