DRAGON HERALD Bard	DRAGON PATRON	,
(BARD)		
SPELLS	Energy resistance	
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	= Ba	
O CHAAAA CCHAAAA CCHAAAAA CCHAAAAA CCHAAAAAA CCHAAAAAAA CCHAAAAAAAA	KNOWN SPELLS	
1 PPPP	ANOWN DI LILLO	
2 0000		
3 0000		
4 0000		
5 000		
6	1	
Spell Save DC = 10 + CHA + Spell Level		
ARCANE SPELL FAILURE THRESHOLD		
Bards can wear light armour without risking spell failure.		
BARDIC PERFORMANCE	2	
DURATION Bard Misc PER DAY Level		
$rds = 2 + (\times 2) + CHA +$		
	3	
Rounds		
WILL SAVE DC Bard Level		
= 10 + (÷ 2) + CHA		
Level Begin or switch a bardic performance as a move action,	4	
7 rather than as a standard action. PERFORMANCES		
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.		
DISTRACTION	5	
Counter magical effects that depend on sight. Allies within 30ft use Performance roll in place of a saving throw		
INSPIRE COURAGE		
+ Bonus against charm and compulsion effects	6	
Bonus to attack and damage rolls]	
DIPLOMATIC PROTECTION Grant a single ally:	WELL-VERSED	#
Level Bard 2 Resistance against patron's energy type	Level Bonus applies to saving throws against Bardic Performance, sonic	
Bard Natural armour	and language-dependent effects.	
Level - Z bonus	VERSATILE PERFORMANCE	*
Level SUGGESTION 6 Suggest actions to one already fascinated creature	Use bonus in place of Use bonus in place of Act Bluff, Disguise	
Level DIRGE OF DOOM	☐ Comedy Bluff, Intimidate ☐ Percussion Handle Animal, Intimida	
8 Cause enemies within 30ft to become shaken	□ Dance Acrobatics, Fly □ Sing Bluff, Sense Motive	
Level INSPIRE GREATNESS MAX AFFECTED	Keyboard Diplomacy, Intimidate String Bluff, Diplomacy Wind Instruments Diplomacy, Handle Anim	nal
9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save	Other:	
REBUKE FOES		
Level Bard Bonus damage of		
Target one foe per 4 levels. Reflex save to evade.		
Level FRIGHTENING TUNE	DIACOTED OF DEDGINGTON	
14 Enemies are frightened and flee your performance	MASTER OF PERSUASION Once per day, Diplomacy or Intimidate as a	#
Level RETREAT TO LAIR Spend 5 uses of performance as a full-round action to	TAKE 10 Unice per day, Diplomacy of Intimidate as a Unice per day of Intimida	
teleport yourself or one target to your sacred place.	5 even when rushed or threatened. Level Twice per day Level Thrice per	dav
Level MASS SUGGESTION 18 Suggest actions to already faccinated creatures	II I I I	
18 Suggest actions to already fascinated creatures	EXTOL GLORY	#
Level DEADLY PERFORMANCE 20 Cause an enemy to die of joy or sorrow	Level When speaking Draconic, any intelligent creature can understand you. 10 This does not allow you to understand them.	