DRAGON HERALD Bard	×	DRA	GON PATRON	ř
(BARD)				
SPELLS	Energy resistance			
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	Ellergy resistance			= Bard Level
CHA - CHA - CHA - CHA - R		IZNI	OWN SPELLS	
1 7,7,7		KING	JWN SPELLS	,
2				
3			- 0	
4				
5				
6			- ₁	
Spell Save DC = 10 + CHA + Spell Level				
ARCANE SPELL FAILURE THRESHOLD			- 000	
Bards can wear light armor without risking				
spell failure.	,		2	
BARDIC PERFORMANCE DURATION Bard Mice				
PER DAY Level Misc			- 111	
$_{rds} = 2 + (\times 2) + CHA +$				
Rounds OOO OOO OOO			3	
Today				
WILL SAVE DC Bard Level			- 111	
= 10 + (÷ 2) + CHA				
Level Begin or switch a bardic performance as a move action,			4	
7 rather than as a standard action.	,			
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			_	
PROTECTION Grant a single ally:	well-versed			
Level a Bard 2 Resistance against patron's energy type	Level X 2 patron's energy type 2 +4 Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.			
Bard . Natural armor				
- Level - Z bonus	VERSATILE PERFORMANCE			
Level SUGGESTION 6 Suggest actions to one already fascinated creature	□ Act	Use bonus in place of Bluff, Disguise	☐ Oratory	Use bonus in place of Diplomacy, Sense Motive
	□ Comedy	Bluff, Intimidate	□ Percussion	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 Bard Bonus damage of				
12 = Bard × 2 Bonds damage or patron's energy type				
Target one foe per 4 levels. Reflex save to evade.				
Level FRIGHTENING TUNE 14 Enemies are frightened and flee your performance	MASTER OF PERSUASION			
DEMDE AN MOLLAND	Once per day, Diplomacy or Intimidate as a			
Level RETREAT TO LAIR Spend 5 uses of performance as a full-round action to teleport yourself or one target to your spend place.	Level On a Di	plomacy or Intimidate check,	full-round action instead o	of a minute
teleport yourself or one target to your sacred place.		nen rushed or threatened. ed uses per day	Level 11 Twice per day	Level 17 Thrice per day
Level MASS SUGGESTION 18 Suggest actions to already fascinated creatures		· ,		-1
	EXTOL GLORY Level When speaking Draconic, any intelligent creature can understand you.			
Level DEADLY PERFORMANCE 20 Cause an enemy to die of joy or sorrow		peaking Draconic, any intelligen es not allow you to understand :		