DRAGON HERALD Bard Level	DRAGON PATRO	DN ,
(BARD)		
SPELLS	Energy resistance	
Spells Known Spell Save DC Spells per day = Base + Bonus Spells Spells Spells + Bonus Spells Spells Spells + Bonus S	Lifetyy resistance	= Bard Level
CHA - CHA - CHA - L	KNOWN SPELI	
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Spell Save DC = 10 + CHA + Spell Level		
ARCANE SPELL FAILURE THRESHOLD		
Bards can wear light armor without risking spell failure.		
BARDIC PERFORMANCE		
DURATION Bard Misc		
PER DAY Level		
rds = 2 + (× 2) + CHA +		
Rounds		
Today		
WILL SAVE DC Bard Level		
= 10 + (÷ 2) + CHA		
Level Begin or switch a bardic performance as a move action, rather than as a standard action.	4	
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	000	
INSPIRE COURAGE		
+ Bonus against charm and compulsion effects	6	
Bonus to attack and damage rolls		
DIPLOMATIC PROTECTION Grant a single ally:	WELL-VERSEI) ,
Level Bard × 2 Resistance against		
3 Level patron's energy type	Level Bonus applies to saving throws agair and language-dependent effects.	st Bardic Performance, sonic
= Bard + 2 Natural armor bonus	VERSATILE PERFOR	MANCE
Level SUGGESTION	Use bonus in place of	Use bonus in place of
6 Suggest actions to one already fascinated creature	□ Act Bluff, Disguise □ Orator	• •
Level DIRGE OF DOOM	□ Comedy Bluff, Intimidate □ Percus □ Dance Acrobatics, Fly □ Sing	sion Handle Animal, Intimidate Bluff, Sense Motive
8 Cause enemies within 30ft to become shaken	Keyboard Diplomacy Intimidate String	Bluff, Diplomacy
Level INSPIRE GREATNESS MAX AFFECTED 2 × (d10 + CON) temporary hit points,		nstruments Diplomacy, Handle Animal
9 +2 attack, +1 fortitude save		
REBUKE FOES		
Level Bonus damage of Level × 2 Bonus damage of patron's energy type		
Target one foe per 4 levels. Reflex save to evade.		
Level FRIGHTENING TUNE	MASTER OF PERSU	ASION
14 Enemies are frightened and flee your performance	Once per des	/ Diplomacy or Intimidate as a
Level RETREAT TO LAIR Spend 5 uses of performance as a full-round action to	Level On a Diplomacy or Intimidate check,	tion instead of a minute
teleport yourself or one target to your sacred place.	5 even when rushed or threatened. Level	Level Thrice per day
Level MASS SUGGESTION	11	1/
18 Suggest actions to already fascinated creatures	EXTOL GLORY	
Level DEADLY PERFORMANCE 2.0 Cause an enemy to die of joy or sorrow	Level When speaking Draconic, any intelligent creature can un This does not allow you to understand them.	derstand you.