

# DRAGON HERALD

(BARD)

Bard  
Level

## SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		CHA - 4 CHA - 8 CHA - 12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

## ARCANE SPELL FAILURE THRESHOLD

%

Bards can wear light armor without risking spell failure.

## BARDIC PERFORMANCE

**DURATION PER DAY** Bard Level Misc

rds = 2 + (  × 2 ) + CHA +

Rounds Today ☐☐ ☐☐ ☐☐ ☐☐

**WILL SAVE DC** Bard Level

= 10 + (  ÷ 2 ) + CHA

Level 7 Begin or switch a bardic performance as a move action, 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

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  
Bonus to attack and damage rolls

### DIPLOMATIC PROTECTION

Level 3  = Bard Level × 2 Grant a single ally:  
Resistance against patron's energy type  
 = Bard Level ÷ 2 Natural armor bonus

### SUGGESTION

Level 6 Suggest actions to one already fascinated creature

### DIRGE OF DOOM

Level 8 Cause enemies within 30ft to become shaken

### INSPIRE GREATNESS MAX AFFECTED

Level 9  2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save

### REBUKE FOES

Level 12  = Bard Level × 2 Bonus damage of patron's energy type  
Target one foe per 4 levels. Reflex save to evade.

### FRIGHTENING TUNE

Level 14 Enemies are frightened and flee your performance

### RETREAT TO LAIR

Level 15 Spend 5 uses of performance as a full-round action to teleport yourself or one target to your sacred place.

### MASS SUGGESTION

Level 18 Suggest actions to already fascinated creatures

### DEADLY PERFORMANCE

Level 20 Cause an enemy to die of joy or sorrow

## DRAGON PATRON

Energy resistance

= Bard  
Level

## KNOWN SPELLS

0

1

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## WELL-VERSED

Level 2  +4 Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.

## VERSATILE PERFORMANCE

	Use bonus in place of...		Use bonus in place of...
<input type="checkbox"/> Act	Bluff, Disguise	<input type="checkbox"/> Oratory	Diplomacy, Sense Motive
<input type="checkbox"/> Comedy	Bluff, Intimidate	<input type="checkbox"/> Percussion	Handle Animal, Intimidate
<input type="checkbox"/> Dance	Acrobatics, Fly	<input type="checkbox"/> Sing	Bluff, Sense Motive
<input type="checkbox"/> Keyboard Instruments	Diplomacy, Intimidate	<input type="checkbox"/> String	Bluff, Diplomacy
Other: <input type="checkbox"/>		<input type="checkbox"/> Wind Instruments	Diplomacy, Handle Animal
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			

## MASTER OF PERSUASION

Level 5 **TAKE 10** On a Diplomacy or Intimidate check, even when rushed or threatened. Unlimited uses per day

Once per day, Diplomacy or Intimidate as a full-round action instead of a minute ☐☐☐

Level 11 Twice per day Level 17 Thrice per day

## EXTOL GLORY

Level 10 When speaking Draconic, any intelligent creature can understand you. This does not allow you to understand them.