DRAGON HERALD Bard	×	DRA	GON PATRON	,
(BARD)				
SPELLS	Energy resistance	<u> </u>		
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	Lifergy resistance			= Bard Level
CHA OCHA OCHA A		KN	OWN SPELLS	
1 0,000		KN	OWN SPELLS	<i>^</i>
2				
3			- 0	
4				
5				
6			1	
Spell Save DC = 10 + CHA + Spell Level				
ARCANE SPELL FAILURE THRESHOLD			- 555	
Bards can wear light armour without risking				
spell failure.  BARDIC PERFORMANCE			2	
DIDATION Pard				
PER DAY Level Misc			- 555	
$_{rds} = 2 + ( \times 2) + CHA +$				
Rounds OOO OOO			3	
loday DDD DDD				
WILL SAVE DC Bard Level			- 555	
= 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			_ UUU	
Attackers that fail a will save do not attack, lose that action, and				
cannot attack you until 1 minute after the performance ends.			5	
<b>DISTRACTION</b> Counter magical effects that depend on sight.				
Allies within 30ft use Performance roll in place of a saving throw			_	
INSPIRE COURAGE			6	
Bonus against charm and compulsion effects     Bonus to attack and damage rolls				
DIPLOMATIC			_ 000	
PROTECTION Grant a single ally:	WELL-VERSED			
Eevel Series Bard 2 Resistance against patron's energy type	Bard Natural armour 2 +4 and language-dependent effects.			
_ Bard Natural armour				
- Level - Z bonus	×		E 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 <b>DIRGE OF DOOM</b> 8 Cause enemies within 30ft to become shaken	□ Dance	Acrobatics, Fly	□ Sing	Bluff, Sense Motive
, INSPIRE GREATNESS MAX AFFECTED	Keyboard Instruments	Diplomacy, Intimidate	<ul><li>☐ String</li><li>☐ Wind Instruments</li></ul>	Bluff, Diplomacy Diplomacy, Handle Animal
2 × (d10 + CON) temporary hit points,	Other:		□ Willu ilistrullients	Dipiolilacy, Hallule Allilliai
TZ attack, T1 fortitude Save				
REBUKE FOES Level Bonus damage of				
12   = Level × 2 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	iplomacy or Intimidate check,	full-round action instead o	of a minute
teleport yourself or one target to your sacred place.		hen rushed or threatened. ted uses per day	Level <b>11</b> Twice per day	Level <b>17</b> 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		speaking Draconic, any intelliger Des not allow you to understand		