DRAGON HERALD Bard Level	DRAGON PATRON	×
(BARD)	· · · · · · · · · · · · · · · · · · ·	
SPELLS	Energy resistance	
Spells Spell Spells = Base + Bonus Spells Spells Per day = Spells + Bonus Spells Spel	Lifetyy resistance	= Bard Level
O CHAAA CHAAA CHAAA	KNOWN SPELLS	
1 PPPP	MINO WIN DI LELLO	
2		
3	0	
4 ,,,,,		
5		
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 + (× 2) + CHA +		
Rounds 000 000 000	3	
Today		
Bard Level = 10 + (÷ 2) + CHA		
-10 · (
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		
INSPIRE COURAGE		
Ronus against charm and compulsion offects	6	
Bonus to attack and damage rolls]	
DIPLOMATIC DROTECTION Creat a single allow		
PROTECTION Grant a single ally: Level Bard × 2 Resistance against	WELL-VERSED	
3 Level pation's energy type	Level 2 Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.	
= Bard + 2 Natural armour bonus	VERSATILE PERFORMANCE	
Level SUGGESTION	Use bonus in place of	Use bonus in place of
6 Suggest actions to one already fascinated creature	☐ Act Bluff, Disguise ☐ Oratory	Diplomacy, Sense Motive
Level DIRGE OF DOOM	☐ Comedy Bluff, Intimidate ☐ Percussion ☐ Dance Acrobatics, Fly ☐ Sing	Handle Animal, Intimidate Bluff, Sense Motive
8 Cause enemies within 30ft to become shaken	_ Keyboard	Bluff, Diplomacy
Level INSPIRE GREATNESS MAX AFFECTED 2 × (d10 + CON) temporary hit points,	Instruments □ Wind Instrument	s Diplomacy, Handle Animal
9 +2 attack, +1 fortitude save	Other:	
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		
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 Level On a Diplomacy or Intimidate check,	
teleport yourself or one target to your sacred place.	5 even when rushed or threatened. Level	Level Thrice per day
Level MASS SUGGESTION	11	17 Thince per day
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 understand you. 10 This does not allow you to understand them.	