DRAGON HERALD Bard Level		DRAGON PATRON			
(BARD)					
SPELLS		Energy resistance	2		
Spells Spell Spells Known Save DC per day	= Base + Bonus Spells Spells + $_{+ \infty} \stackrel{\sim}{\sim}$, "			
0	CHA CHA - CHA -	R	KN	OWN SPELLS	7
1	777		2000	O WIN DI EEED	
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.	iniour without risking			- ₂	
BARDIC PERFORM	MANCE			-	
DURATION Bard PER DAY Level	Misc			_	
)				
rds = 2 + (× 2) + CHA +					
Rounds				3	
Today					
/					
= 10 + (72 / T 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 attac	k, 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					
INSPIRE COURAGE					
Bonus against charm and compulsion effects		6			
Bonus to attack and damage rolls					
DIPLOMATIC	0 1 1 11				
PROTECTION Grant a single ally: Level Bard Resistance against		WELL-VERSED			
3 = Bard × 2	patron's energy type	Level Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.			formance, sonic
= Bard + 2	Natural armour bonus				
		X	Use bonus in place of	LE PERFORMANCE	Use bonus in place of
Level SUGGESTION 6 Suggest actions to one already faso	cinated creature	□ Act	Bluff, Disguise	□ Oratory	Diplomacy, Sense Motive
	omatou orouturo	□ Comedy	Bluff, Intimidate	□ Percussion	Handle Animal, Intimidate
Level DIRGE OF DOOM 8 Cause enemies within 30ft to become	me 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
9 +2 attack, +1 fort	titude save				
REBUKE FOES		<u> </u>			
Level Bard 2 Bonus damage of patron's energy type					
Target one foe per 4 levels. Reflex s					
Level FRIGHTENING TUNE			354 CETT		
14 Enemies are frightened and flee your performance		×	MASTE	R OF PERSUASION	#
Level RETREAT TO LAIR Spend 5 uses of performance as a full-round action to teleport yourself or one target to your sacred place.		TAKE		Once per day, Diplomacy of full-round action instead	
			evel On a Diplomacy or Intimidate check,		Level
		-	ted uses per day	Level Twice per day	17 Thrice per day
Level MASS SUGGESTION 18 Suggest actions to already fascinated creatures		×	EX	KTOL GLORY	
Level DEADLY PERFORMANCE		Level When speaking Draconic, any intelligent creature can understand you.			
2.0 Cause an enemy to die of joy or sorrow		TTITCH	pes not allow you to understand		