

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

rd = $2 + (\text{CHA} \times 2) + \text{CHA} +$

Rounds Today ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILL SAVE DC Bard Level
= $10 + (\text{CHA} \div 2) + \text{CHA}$

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 Grant a single ally:
Resistance against patron's energy type
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 $2 \times (d10 + \text{CON})$ temporary hit points, +2 attack, +1 fortitude save

REBUKE FOES

Level 12 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

2

3

4

5

6

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"/> 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.