DRAGON HERALD Bard level	DRAGON PATRON	, , , , , , , , , , , , , , , , , , ,
(BARD)	.i	
SPELLS	Fi-t	
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	s Energy resistance	= Bard Level
O CHAA	KNOWN SPELLS	
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6	1	
Spell Save DC = 10 + CHA + Spell Level		
ARCANE SPELL FAILURE THRESHOLD		
Bards can wear light armor without risking spell failure.		
BARDIC PERFORMANCE	2	
DURATION Bard Misc PER DAY Level		
/		
Rounds	3	
WILL SAVE DC Bard Level		
$= 10 + ( \div 2 ) + CHA$		
Level Begin or switch a bardic performance as a move action,	<u></u>	
7 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	5	
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	6	
DIPLOMATIC		
PROTECTION Grant a single ally:	WELL-VERSED	
Eevel Sard Level 2 Resistance against patron's energy type		
= Bard ÷ 2 Natural armor		
Level Bollus	Use bonus in place of  Use bonus in place of	
Level SUGGESTION  6 Suggest actions to one already fascinated creature	☐ Act Bluff, Disguise ☐ Oratory Diplomacy, Se	•
Level DIRGE OF DOOM	□ Comedy Bluff, Intimidate □ Percussion Handle Anima	,
8 Cause enemies within 30ft to become shaken	□ Dance Acrobatics, Fly □ Sing Bluff, Sense M □ Keyboard □ String Bluff, Diploma	
Level INSPIRE GREATNESS MAX AFFECTED	Instruments	-
9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save	Other:	
REBUKE FOES	<sup>_</sup>	
Level Bonus damage of Level × 2 Bonus damage of patron's energy type		
Target one foe per 4 levels. Reflex save to evade.	_ 0	
Level FRIGHTENING TUNE	MASTER OF PERSUASION	
14 Enemies are frightened and flee your performance	Once per day Diplomacy or Intimidate as a	
Level RETREAT TO LAIR Spend 5 uses of performance as a full-round action to	Level On a Diplomacy or Intimidate check,  full-round action instead of a minute	
teleport yourself or one target to your sacred place.	5 even when rushed or threatened. Level Level Unlimited uses per day 11 Twice per day 17	Thrice per day
Level MASS SUGGESTION 18 Suggest actions to already fascinated creatures	EXTOL GLORY	
Level DEADLY PERFORMANCE	Level When speaking Draconic, any intelligent creature can understand you.	
20 Cause an enemy to die of joy or sorrow	10 This does not allow you to understand them.	