DRAGON HERALD Bard			DRA	AGON PA	TRON	,
(BARD)						
SPELLS	Energy	y resistance				
Spells Spell Spells = Basis Bonusspreu Known Save DC per day Spreuken + Spreuken	ken s	, resistance				= Bard Level
0 CH A A A A A A A A A A A A A A A A A A			KN	NOWN SP	FIIC	
1 0000			KI	NOWIN SE	Еппэ	<i>*</i>
2						
3				<b>—</b> 0		
4						
5						
6				_ <sub>1</sub>		
Spell Save DC = 10 + CHA + Spell Level						
ARCANE SPREUK MISLUKKING TREDE				— <u> </u>		
Bards can wear light armour without risking spell failure.						
BARDIC PERFORMANCE	<b>—</b>			_ 2		
DURATION Bard Mis						
PER DAY Level				— <u> </u>		
$_{rds} = 2 + ( \times 2) + CHA +$						
Rounds 000 000				3		
loddy DDD DDD						
/ 54.4 25151						
= 10 + ( ÷ 2 ) + CHA						
Level Begin of verander een bard optreden als een bewegingsa in plaats van als een standaard actie.	ctie,			4		
7 in plaats van als een standaard actie. PERFORMANCES	<u> </u>					
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.						
,				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						
PROTECTION Grant a single ally:  Level Bard Resistance against	*		W	ELL-VEI	RSED	*
3 = Baid × 2 nesistance against patron's energy type	Level Bonus applies to saving throws against Bardic Performance, sonic and language-dependent effects.					
= Bard ÷ 2 Natural armour bonus		VERSATILE PERFORMANCE				
	_		Use bonus in place of	ILE PERI	FORMANCE	Use bonus in place of
<b>6</b> Suggest actions to one already fascinated creature	☐ Act	t	Bluff, Disguise		Oratory	Diplomacy, Sense Motive
Level DIRGE OF DOOM	☐ Co	medy	Bluff, Intimidate	_ F	Percussion	Handle Animal, Intimidate
8 Cause enemies within 30ft to become shaken	□ Dai		Acrobatics, Fly		-	Bluff, Sense Motive
Level INSPIRE GREATNESS MAX AFFECTED		yboard struments	Diplomacy, Intimidate		String Vind Instruments	Bluff, Diplomacy Diplomacy, Handle Animal
9 2 × (d10 + CON) temporary hit points, +2 attack, +1 fortitude save	Oth	her:				
REBUKE FOES						
Level Bonus damage of						
Target one foe per 4 levels. Reflex save to evade.						
Level FRIGHTENING TUNE  14 Enemies are frightened and flee your performance			MASTE	R OF PE	RSUASION	*
RETREAT TO LAIR		TAKE 10 Once per day, Diplomacy or Intimidate as a full-round action instead of a minute				
Spend 5 uses of performance as a full-round action to teleport yourself or one target to your sacred place.		Level On a Diplomacy or Intimidate check, even when rushed or threatened.			ana action moteau (	
	· ·		d uses per day	Level <b>11</b>	Twice per day	Level 17 Thrice per day
Level MASS SUGGESTION 18 Suggest actions to already fascinated creatures	X		_E:	XTOL GL	ORY	
Level DEADLY PERFORMANCE	Level	When er	eaking Draconic, any intellig			
20 Cause an enemy to die of joy or sorrow	10	wineii op	es not allow you to understan		an anacistalla you.	