

## BARD

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots per Spell Level								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Bardic Inspiration, Spellcasting	2	4	2	—	—	—	—	—	—	—	—
2nd	+2	Jack of All Trades, Song of Rest (d6)	2	5	3	—	—	—	—	—	—	—	—
3rd	+2	Bard College, Expertise	2	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	7	4	3	—	—	—	—	—	—	—
5th	+3	Bardic Inspiration (d8), Font of Inspiration	3	8	4	3	2	—	—	—	—	—	—
6th	+3	Countercharm, Bard College feature	3	9	4	3	3	—	—	—	—	—	—
7th	+3	—	3	10	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	11	4	3	3	2	—	—	—	—	—
9th	+4	Song of Rest (d8)	3	12	4	3	3	3	1	—	—	—	—
10th	+4	Bardic Inspiration (d10), Expertise, Magical Secrets	4	14	4	3	3	3	2	—	—	—	—
11th	+4	—	4	15	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	15	4	3	3	3	2	1	—	—	—
13th	+5	Song of Rest (d10)	4	16	4	3	3	3	2	1	1	—	—
14th	+5	Magical Secrets, Bard College feature	4	18	4	3	3	3	2	1	1	—	—
15th	+5	Bardic Inspiration (d12)	4	19	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	19	4	3	3	3	2	1	1	1	—
17th	+6	Song of Rest (d12)	4	20	4	3	3	3	2	1	1	1	1
18th	+6	Magical Secrets	4	22	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	22	4	3	3	3	3	2	1	1	1
20th	+6	Superior Inspiration	4	22	4	3	3	3	3	2	2	1	1

## BARD

### Hit Points

**Hit Dice:** 1d8

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per Bard level after 1st

### Proficiencies

**Armor:** light armor

**Weapons:** simple weapons, hand crossbows, longswords, rapiers, shortswords

**Tools:** three musical instruments of your choice

**Saving Throws:** Dexterity, Charisma

**Skills:** Choose any 3.

### Starting Equipment

You start with the following items, plus anything provided by your background.

- (a) a rapier, (b) a longsword, or (c) any simple weapon
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) a lute or (b) any other musical instrument
- Leather armor, and a dagger

Alternatively, you may start with 5d4 × 10 gp to buy your own equipment.

### Multiclassing

**Ability Score Minimum:** Charisma 13

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies.

**Armor:** light armor

**Tools:** one musical instrument of your choice

**Skills:** Choose any skill.

## BARDIC INSPIRATION

PHB p51

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

## SPELLCASTING

PHB p51

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. See chapter 10 for the general rules of spellcasting and chapter 11 for the bard spell list.

### CANTRIPS

You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, learning a 3rd cantrip at 4th level and a 4th at 10th level.

### SPELL SLOTS

The Bard table shows how many spell slots you have to cast your bard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell cure wounds and have a 1st-level and a 2nd-level spell slot available, you can cast cure wounds using either slot.

### SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know four 1st-level spells of your choice from the bard spell list.

You learn an additional bard spell of your choice at each level except 12th, 16th, 19th, and 20th. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

### SPELLCASTING ABILITY

Charisma is your spellcasting ability for your bard spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

## RITUAL CASTING

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

### SPELLCASTING FOCUS

You can use a musical instrument as a spellcasting focus for your bard spells.

### SUBCLASS FEATURE

Depending on your choice of subclass, you may gain certain subclass features—or meet prerequisites for acquiring them—at this level.

### JACK OF ALL TRADES

PHB p51

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

### SONG OF REST (D6)

PHB p51

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points by spending Hit Dice at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

### BARD COLLEGE

PHB p51

At 3rd level, you delve into the advanced techniques of a bard college of your choice from the list of available colleges. Your choice grants you features at 3rd level and again at 6th and 14th level.

The College of Glamour is the home of bards who mastered their craft in the vibrant realm of the Feywild or under the tutelage of someone who dwelled there. Tutored by satyrs, eladrin, and other fey, these bards learn to use their magic to delight and captivate others.

The bards of this college are regarded with a mixture of awe and fear. Their performances are the stuff of legend. These bards are so eloquent that a speech or song that one of them performs can cause captors to release the bard unharmed and can lull a furious dragon into complacency. The same magic that allows them to quell beasts can also bend minds. Villainous bards of this college can leech off a community for weeks, misusing their magic to turn their hosts into thralls. Heroic bards of this college instead use this power to gladden the downtrodden and undermine oppressors.

### MANTLE OF INSPIRATION XGE p14

When you join the College of Glamour at 3rd level, you gain the ability to weave a song of fey magic that imbues your allies with vigor and speed.

As a bonus action, you can expend one use of your Bardic Inspiration to grant yourself a wondrous appearance. When you do so, choose a number of creatures you can see and that can see you within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one). Each of them gains 5 temporary hit points. When a creature gains these temporary hit points, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks.

The number of temporary hit points increases when you reach certain levels in this class, increasing to 8 at 5th level, 11 at 10th level, and 14 at 15th level.

### ENTHRALLING PERFORMANCE XGE p14

Starting at 3rd level, you can charge your performance with seductive, fey magic.

If you perform for at least 1 minute, you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you. While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who talks to it, and it hinders anyone who opposes you, although it avoids violence unless it was already inclined to fight

on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.

If a target succeeds on its saving throw, the target has no hint that you tried to charm it.

Once you use this feature, you can't use it again until you finish a short or long rest.

### EXPERTISE PHB p51

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

### ABILITY SCORE IMPROVEMENT PHB p51

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

### BARDIC INSPIRATION (D8) PHB p51

At 5th level, your Bardic Inspiration die changes to a d8.

### FONT OF INSPIRATION PHB p51

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

### COUNTERCHARM PHB p51

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

### BARD COLLEGE FEATURE PHB p51

At 6th level, you gain a feature from your Bard College.

## MANTLE OF MAJESTY

XGE p14

At 6th level, you gain the ability to cloak yourself in a fey magic that makes others want to serve you. As a bonus action, you cast *command*, without expending a spell slot, and you take on an appearance of unearthly beauty for 1 minute or until your concentration ends (as if you were concentrating on a spell). During this time, you can cast *command* as a bonus action on each of your turns, without expending a spell slot.

Any creature charmed by you automatically fails its saving throw against the *command* you cast with this feature.

Once you use this feature, you can't use it again until you finish a long rest.

## ABILITY SCORE IMPROVEMENT

PHB p51

When you reach 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

## SONG OF REST (D8)

PHB p51

At 9th level, the extra hit points gained from *Song of Rest* increases to 1d8.

## BARDIC INSPIRATION (D10)

PHB p51

At 10th level, your *Bardic Inspiration* die changes to a d10.

## EXPERTISE

PHB p51

At 10th level, you can choose another two skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

## MAGICAL SECRETS

PHB p51

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any classes, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip.

The chosen spells count as bard spells for you and are included in the number in the *Spells Known* column of the Bard table.

You learn two additional spells from any classes at 14th level and again at 18th level.

## SUBCLASS FEATURE

Depending on your choice of subclass, you may gain certain subclass features—or meet prerequisites for acquiring them—at this level.

## ABILITY SCORE IMPROVEMENT

PHB p51

When you reach 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

## SONG OF REST (D10)

PHB p51

At 13th level, the extra hit points gained from *Song of Rest* increases to 1d10.

## MAGICAL SECRETS

PHB p51

At 14th level, choose two additional spells from any classes, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip.

The chosen spells count as bard spells for you and are included in the number in the *Spells Known* column of the Bard table.

## BARD COLLEGE FEATURE

PHB p51

At 14th level, you gain a feature from your Bard College.

## UNBREAKABLE MAJESTY

XGE p14

At 14th level, your appearance permanently gains an otherworldly aspect that makes you look more lovely and fierce.

In addition, as a bonus action, you can assume a magically majestic presence for 1 minute or until you are incapacitated. For the duration, whenever any creature tries to attack you for the first time on a turn, the attacker must make a Charisma saving throw against your spell save DC. On a failed save, it can't attack you on this turn, and it must choose a new target for its attack or the attack is wasted. On a successful save, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your spells on your next turn.

Once you assume this majestic presence, you can't do so again until you finish a short or long rest.

## BARDIC INSPIRATION (D12)

PHB p51

At 15th level, your *Bardic Inspiration* die changes to a d12.

## ABILITY SCORE IMPROVEMENT

PHB p51

When you reach 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

## SONG OF REST (D12)

PHB p51

At 17th level, the extra hit points gained from Song of Rest increases to 1d12.

## MAGICAL SECRETS

PHB p51

At 18th level, choose two additional spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip.

The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table.

## ABILITY SCORE IMPROVEMENT

PHB p51

When you reach 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

## SUPERIOR INSPIRATION

PHB p51

At 20th level, when you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

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