

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ ___ Strength
- ☐ ___ Dexterity
- ☐ ___ Constitution
- ☐ ___ Intelligence
- ☐ ___ Wisdom
- ☐ ___ Charisma

SAVING THROWS

- ☐ ___ Acrobatics (Dex)
- ☐ ___ Animal Handling (Wis)
- ☐ ___ Arcana (Int)
- ☐ ___ Athletics (Str)
- ☐ ___ Deception (Cha)
- ☐ ___ History (Int)
- ☐ ___ Insight (Wis)
- ☐ ___ Intimidation (Cha)
- ☐ ___ Investigation (Int)
- ☐ ___ Medicine (Wis)
- ☐ ___ Nature (Int)
- ☐ ___ Perception (Wis)
- ☐ ___ Performance (Cha)
- ☐ ___ Persuasion (Cha)
- ☐ ___ Religion (Int)
- ☐ ___ Sleight of Hand (Dex)
- ☐ ___ Stealth (Dex)
- ☐ ___ Survival (Wis)

SKILLS

ARMOR
CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2











5

9

SPELLS KNOWN

<div data-bbox="115 48 261 81"> <h3>Mage Hand</h3> </div> <div data-bbox="115 86 496 113"> <p>Bard Cantrip Conjuration DC 17 Spell Mod +9</p> </div> <div data-bbox="115 121 461 155"> <p>1 Act. 30 ft V,S 1 min</p> </div> <div data-bbox="115 258 547 562"> <p>A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.</p> </div>	<div data-bbox="594 48 779 81"> <h3>Minor Illusion</h3> </div> <div data-bbox="594 86 937 113"> <p>Bard Cantrip Illusion DC 17 Spell Mod +9</p> </div> <div data-bbox="594 121 938 155"> <p>1 Act. 30 ft S,M 1 min</p> </div> <div data-bbox="594 157 701 182"> <p>A bit of fleece</p> </div> <div data-bbox="594 258 1026 701"> <p>You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is</p> </div>	<div data-bbox="1073 48 1282 81"> <h3>Vicious Mockery</h3> </div> <div data-bbox="1073 86 1463 113"> <p>Bard Cantrip Enchantment DC 17 Spell Mod +9</p> </div> <div data-bbox="1073 121 1398 155"> <p>1 Act. 60 ft V Inst</p> </div> <div data-bbox="1073 258 1495 399"> <p>Choose a creature you can see. If it can hear you, it must pass a Wisdom save or take 1d4 psychic damage and have disadvantage on its next attack roll before the end of its next turn. The damage increases by 1d4 when you reach 5th, 11th, and 17th level.</p> </div>
<div data-bbox="115 720 298 751"> <h3>Charm Person</h3> </div> <div data-bbox="115 756 496 783"> <p>Bard Level 1 Enchantment DC 17 Spell Mod +9</p> </div> <div data-bbox="115 791 444 825"> <p>1 Act. 30 ft V,S 1 hr</p> </div> <div data-bbox="115 926 547 1276"> <p>You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.</p> </div>	<div data-bbox="594 720 820 751"> <h3>Hideous Laughter</h3> </div> <div data-bbox="594 756 976 783"> <p>Bard Level 1 Enchantment DC 17 Spell Mod +9</p> </div> <div data-bbox="594 791 1002 825"> <p>1 Act. 30 ft V,S,M Conc, 1 min</p> </div> <div data-bbox="594 827 972 850"> <p>Tiny tarts and a feather that is waved in the air</p> </div> <div data-bbox="594 926 1026 1230"> <p>A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.</p> </div>	<div data-bbox="1073 720 1278 751"> <h3>Detect Thoughts</h3> </div> <div data-bbox="1073 756 1433 783"> <p>Bard Level 2 Divination DC 17 Spell Mod +9</p> </div> <div data-bbox="1073 791 1481 825"> <p>1 Act. Self V,S,M Conc, 1 min</p> </div> <div data-bbox="1073 827 1185 850"> <p>A copper piece</p> </div> <div data-bbox="1073 926 1503 1369"> <p>For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell</p> </div>
<div data-bbox="115 1392 256 1423"> <h3>Suggestion</h3> </div> <div data-bbox="115 1428 500 1453"> <p>Bard Level 2 Enchantment DC 17 Spell Mod +9</p> </div> <div data-bbox="115 1461 521 1495"> <p>1 Act. 30 ft V,M Conc, 8 hrs</p> </div> <div data-bbox="115 1497 529 1541"> <p>A snake's tongue and either a bit of honeycomb or a drop of sweet oil</p> </div> <div data-bbox="115 1596 547 2039"> <p>You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell. The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special</p> </div>	<div data-bbox="594 1392 651 1423"> <h3>Fear</h3> </div> <div data-bbox="594 1428 928 1453"> <p>Bard Level 3 Illusion DC 17 Spell Mod +9</p> </div> <div data-bbox="594 1461 1002 1495"> <p>1 Act. Self V,S,M Conc, 1 min</p> </div> <div data-bbox="594 1497 883 1520"> <p>A white feather or the heart of a hen</p> </div> <div data-bbox="594 1596 1026 1898"> <p>You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration. While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.</p> </div>	<div data-bbox="1073 1392 1291 1423"> <h3>Hypnotic Pattern</h3> </div> <div data-bbox="1073 1428 1406 1453"> <p>Bard Level 3 Illusion DC 17 Spell Mod +9</p> </div> <div data-bbox="1073 1461 1481 1495"> <p>1 Act. 120 ft S,M Conc, 1 min</p> </div> <div data-bbox="1073 1497 1492 1541"> <p>A glowing stick of incense or a crystal vial filled with phosphorescent material</p> </div> <div data-bbox="1073 1596 1482 1875"> <p>You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.</p> </div>

	<p>Minor Illusion <i>(reverse)</i> an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.</p>	
<p>Detect Thoughts <i>(reverse)</i> ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.</p>		
		<p>Suggestion <i>(reverse)</i> activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed. If you or any of your companions damage the target, the spell ends.</p>

<p>Confusion </p> <p><i>Bard Level 4 Enchantment DC 17 Spell Mod +9</i></p> <p>1 Act. 90 ft V,S,M Conc, 1 min</p> <p><i>Three nut shells</i></p> <p>This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn. d10 Behavior 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. 2–6 The creature doesn't move or take actions this turn. 7–8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does</p> <p></p>	<p>Greater Invisibility </p> <p><i>Bard Level 4 Illusion DC 17 Spell Mod +9</i></p> <p>1 Act. Touch V,S Conc, 1 min</p> <p>You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.</p>	<p>Hallucinatory Terrain </p> <p><i>Bard Level 4 Illusion DC 17 Spell Mod +9</i></p> <p>10 mins 300 ft V,S,M 24 hrs</p> <p><i>A stone, a twig, and a bit of green plant</i></p> <p>You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague</p> <p></p>
<p>Dominate Person </p> <p><i>Bard Level 5 Enchantment DC 17 Spell Mod +9</i></p> <p>1 Act. 60 ft V,S Conc, 1 min</p> <p>You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until</p> <p></p>	<p>Mislead </p> <p><i>Bard Level 5 Illusion DC 17 Spell Mod +9</i></p> <p>1 Act. Self S Conc, 1 hr</p> <p>You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell. You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose. You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.</p>	<p>Modify Memory </p> <p><i>Bard Level 5 Enchantment DC 17 Spell Mod +9</i></p> <p>1 Act. 30 ft V,S Conc, 1 min</p> <p>You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends, and none of the target's memories are modified. While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other</p> <p></p>

<p>Hallucinatory Terrain <i>(reverse)</i> image superimposed on the terrain.</p>		<p>Confusion <i>(reverse)</i> nothing this turn. 9–10 The creature can act and move normally. At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target. At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.</p>
<p>Modify Memory <i>(reverse)</i> event. You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends. A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature in a significant manner. A remove curse or greater restoration spell cast on the target restores the creature's true memory. At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or</p>		<p>Dominate Person <i>(reverse)</i> the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends. At Higher Levels. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.</p>