



Character name	Level	XP		
Player name	Race	Alignment		
SAVING THROW ATHLETICS				
STRENGTH	<input type="radio"/>	<input type="radio"/>		
DEXTERITY	<input type="radio"/>	<input type="radio"/>		
CONSTITUTION	<input type="radio"/>			
INTELLIGENCE	<input type="radio"/>	<input type="radio"/>		
WISDOM	<input type="radio"/>	<input type="radio"/>		
CHARISMA	<input type="radio"/>	<input type="radio"/>		
Proficiency Bonus	Passive Perception			
Armor, Weapon & Tool Proficiencies				
Known Languages				
Features & Other				
Currency	Amount			
Currently Equipped				
SPELLCASTING @ Level 1 Regain all expended spell slots after a long rest.				
Spell attack	Spell DC			
Cantrips known				
Prepared spells				
BARDIC INSPIRATION @ Level 1, 5, 10 and 15 You grant an inspiration die to a creature within 60 ft. of you that can hear you. The creature can roll the die for the next 10 min. and add the roll to any attack, ability check or saving throw. The creature can roll this die after the initial roll, but before outcome is announced. You can use this feature a number of times equal to your CHA modifier, minimum of 1. Regain after long rest.				
Bardic inspiration die size	<input type="radio"/> d6	<input type="radio"/> d8	<input type="radio"/> d10	<input type="radio"/> d12
Max. uses	Number of times used			
JACK OF ALL TRADES @ Level 2 Add half your prof. to checks that do not already include your prof.				
SONG OF REST @ Level 2, 9, 13 and 17 After a short rest, friendly creatures that regain HP during the short rest and that could hear you during the short rest heal additional HP equal to die roll at the end of the short rest.				
Song of rest die size	<input type="radio"/> d6	<input type="radio"/> d8	<input type="radio"/> d10	<input type="radio"/> d12
COMBAT INSPIRATION - LVL 3 When a creature with attacks, can add Bardic Inspiration to damage. When creature is attacked, can add Bardic Inspiration to AC after seeing attack roll, but before result is announced.				
FONT OF INSPIRATION @ Level 5 Regain all uses of Bardic Inspiration after short or long rest.				
COUNTERCHARM @ Level 6 As an action, until end of your next turn, you grant all friendly creatures within 30 ft. of you that can hear you adv. against fear and charm effects. The effect stops if you are incapacitated, silenced or voluntarily end it.				
MAGICAL SECRETS @ Level 10, 14 and 18 You learn two spells from any class. The spells must be of a level you can cast. These spells cannot exceed the number of spells you know.				
BATTLE MAGIC - LVL 14 When using action to cast a Bard spell, can make one weapon attack as a bonus action.				
SUPERIOR INSPIRATION @ Level 20 Gain one use of Bardic Inspiration if you are out when rolling initiative.				
Notes				
BARD - COLLEGE OF VALOR				