

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

— SAVING THROWS

— ATHLETICS

DEXTERITY

— SAVING THROWS

— ACROBATICS

— SLEIGHT OF HAND

— STEALTH

CONSTITUTION

— SAVING THROWS

INTELLIGENCE

— SAVING THROWS

— ARCANA

— HISTORY

— INVESTIGATION

— NATURE

— RELIGION

WISDOM

— SAVING THROWS

— ANIMAL HANDLING

— INSIGHT

— MEDICINE

— PERCEPTION

— SURVIVAL

CHARISMA

— SAVING THROWS

— DECEPTION

— INTIMIDATION

— PERFORMANCE

— PERSUASION

AC

INITIATIVE

SPEED

Hit Point

Maximum

Temporary

Hit Points

HIT DICE

Used

Total

d8

DEATH SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

BARDIC INSPIRATION

Used

Total

Die

CANTRIPS KNOWN

SPELLS KNOWN

SONG OF REST

Die

FAVOURITE SPELLS

NAME

RANGE

CASTING TIME

SAVE

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

LEVEL

CANTRIPS & SPELLS KNOWN

BARD

COLLEGE

LEVEL 1

BARDIC INSPIRATION

You can inspire others through stirring words or music. As a bonus action on your turn choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die. 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. You regain any expended uses of Bardic Inspiration when you finish a long rest.

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

LEVEL 2

SONG OF REST

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 at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

The hit points regained increases to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

LEVEL 3

BARD COLLEGE FEATURE

LEVEL 6

COUNTERCHARM

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).

LEVEL 6

BARD COLLEGE FEATURE

LEVEL 14

BARD COLLEGE FEATURE

LEVEL 20

SUPERIOR INSPIRATION

When you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Name

Name

Name

Name

BACKPACK/STORAGE