

Bard Revised

Description

Humming as she traces her fingers...

over an ancient monument in a long-forgotten ruin, a half-elf in rugged leathers finds knowledge springing into her mind, conjured forth by the magic of her song—knowledge of the people who constructed the monument and the mythic saga it depicts.

A curious halfling covered in dyes and paints a mountainous valley as it burns up into a spell; aiding his allies amidst the horrors of battle.

Singing poetry into the night; a half orc woman soothes her allies in the evening sun as they sit around a small campfire.

Whether scholar, skald, or scoundrel, a bard weaves magic through words, music, and other arts to inspire allies, demoralize foes, manipulate minds, create illusions, and even heal wounds.

From Scoundrels to Minstrels

Bards can come from all walks of life; though very few are good at just one thing. As its not uncommon for bards to dabble in a little bit of everything while they travel. Learning the trades and hobbies of craftsman and nobles alike.

The greatest strength of bards is their sheer versatility. Many bards prefer to stick to the sidelines in combat, using their magic to inspire their allies and hinder their foes from a distance. But bards are capable of defending themselves in melee if necessary, using their magic to bolster their swords and armor. Their spells lean toward charms and illusions rather than blatantly destructive spells. They have a wide-ranging knowledge of many subjects and a natural aptitude that lets them do almost anything well. Bards become masters of the talents they set their minds to perfecting, from musical performance to esoteric knowledge.

Learning from Experience

True bards are not common in the world. Not every minstrel singing in a tavern or jester cavorting in a royal court is a bard. Discovering the magic hidden in music requires hard study and some measure of natural talent that most troubadours and jongleurs lack. It can be hard to spot the difference between these performers and true bards, though. A bard's life is spent wandering across the land gathering lore, telling stories, and living on the gratitude of audiences, much like any other entertainer. But a depth of knowledge, a level of musical skill, and a touch of magic set bards apart from their fellows.

Only rarely do bards settle in one place for long, and their natural desire to travel—to find new tales to tell, new skills to learn, and new discoveries beyond the horizon—makes an adventuring career a natural calling. Every adventure is an opportunity to learn, practice a variety of skills, enter long-forgotten tombs, discover lost works of magic, decipher old tomes, travel to strange places, or encounter exotic creatures. Bards love to accompany heroes to witness their deeds firsthand. A bard who can tell an awe-inspiring story from personal experience earns renown among other bards. Indeed, after telling so many stories about heroes accomplishing mighty deeds, many bards take these themes to heart and assume heroic roles themselves.



Creating A Bard

Creating a Bard

Bards thrive on stories, whether those stories are true or not. Your character's background and motivations are not as important as the stories that he or she tells about them. Perhaps you had a secure and mundane childhood. There's no good story to be told about that, so you might paint yourself as an orphan raised by a hag in a dismal swamp. Or your childhood might be worthy of a story. Some bards acquire their magic through extraordinary means, including the inspiration of fey or other supernatural creatures; some gain them through sheer craftsmanship or skill in their chosen art.

Did you serve an apprenticeship, studying under a master, following the more experienced bard until you were ready to strike out on your own? Or did you attend a college where you studied bardic lore and practiced your art? Perhaps you were a young runaway or orphan, befriended by a wandering bard who became your mentor. Or you might have been a spoiled noble child tutored by a master. Perhaps you stumbled into the clutches of a hag, making a bargain for a musical gift in addition to your life and freedom, but at what cost?

The following is written from Xanathar's Guide to Everything, Page 12 (and thus assumes you are making a bard specifically good at music; it is recommended that you still follow these if that is not your bard's chosen art of choice, but not that you roll on the table. A painter would have a defining work but perhaps not a special instrument; so its recommended you pick and choose which you use, these are not necessary, just roleplay details.)

Defining Work

Every successful bard is renowned for at least one piece of performance art, typically a song or a poem that is popular with everyone who hears it. These performances are spoken about for years by those who view them, and some spectators have had their lives forever changed because of the experience.

If your character is just starting out, your ultimate defining work is likely in the future. But in order to make any sort of living at your profession, chances are you already have a piece or two in your repertoire that have

proven to be audience pleasers.

| d6 | Defining Work |
|----|--|
| 1 | "The Three Flambinis," a ribald song concerning mistaken identities and unfettered desire |
| 2 | "Waltz of the Myconids," an upbeat tune that children in particular enjoy |
| 3 | "Asmodeus's Golden Arse," a dramatic poem you claim was inspired by your personal visit to Avernus |
| 4 | "The Pirates of Luskan," your firsthand account of being kidnapped by sea reavers as a child |
| 5 | "A Hoop, Two Pigeons, and a Hell Hound," a subtle parody of an incompetent noble |
| 6 | "A Fool in the Abyss," a comedic poem about a jester's travels among demons |

Instrument

In a bard's quest for the ultimate performance and the highest acclaim, one's instrument is at least as important as one's vocal ability. The instrument's quality of manufacture is a critical factor, of course; the best ones make the best music, and some bards are continually on the lookout for an improvement. Perhaps just as important, though, is the instrument's own entertainment value; those that are bizarrely constructed or made of exotic materials are likely to leave a lasting impression on an audience.

You might have an "off the rack" instrument, perhaps because it's all you can afford right now. Or, if your first instrument was gifted to you, it might be of a more elaborate sort. Are you satisfied with the instrument you have, or do you aspire to replace it with something truly distinctive?

| d6 | Instrument |
|----|--|
| 1 | A masterfully crafted halfling fiddle |
| 2 | A mithral horn made by elves |
| 3 | A zither made with drow spider silk |
| 4 | An orcish drum |
| 5 | A wooden bullywug croak box |
| 6 | A tinker's harp of gnomish design |

Embarrassment

Almost every bard has suffered at least one bad experience in front of an audience, and chances are you're no exception. No one becomes famous right away, after all; perhaps you had a few small difficulties early in your career, or maybe it took you a while to restore your reputation after one agonizing night when the fates conspired to bring about your theatrical ruin.

The ways that a performance can go wrong are as varied as the fish in the sea. No matter what sort of disaster might occur, however, a bard has the courage and the confidence to rebound from it—either pressing

on with the show (if possible) or promising to come back tomorrow with a new performance that's guaranteed to please.

| d6 | Embarrassment |
|----|---|
| 1 | The time when your comedic song, "Big Tom's Hijinks"—which, by the way, you thought was brilliant—did not go over well with Big Tom |
| 2 | The matinee performance when a circus's owlbear got loose and terrorized the crowd |
| 3 | When your opening song was your enthusiastic but universally hated rendition of "Song of the Froghemoth" |
| 4 | The first and last public performance of "Mirt, Man about Town" |
| 5 | The time on stage when your wig caught fire and you threw it down—which set fire to the stage |
| 6 | When you sat on your lute by mistake during the final stanza of "Starlight Serenade" |

A Bard's Muse

Naturally, every bard has a repertoire of songs and stories. Some bards are generalists who can draw from a wide range of topics for each performance, and who take pride in their versatility. Others adopt a more personal approach to their art, driven by their attachment to a muse—a particular concept that inspires much of what those bards do in front of an audience.

A bard who follows a muse generally does so to gain a deeper understanding of what that muse represents and how to best convey that understanding to others through performance.

If your bard character has a muse, it could be one of the three described here, or one of your own devising.

Nature.

You feel a kinship with the natural world, and its beauty and mystery inspire you. For you, a tree is deeply symbolic, its roots delving into the dark unknown to draw forth the power of the earth, while its branches reach toward the sun to nourish their flowers and fruit. Nature is the ancient witness who has seen every kingdom rise and fall, even those whose names have been forgotten and wait to be rediscovered. The gods of nature share their secrets with druids and sages, opening their hearts and minds to new ways of seeing, and as with those individuals, you find that your creativity blossoms while you wander in an open field of waving grass or walk in silent reverence through a grove of ancient oaks.

Love.

You are on a quest to identify the essence of true love. Though you do not disdain the superficial love of flesh and form, the deeper form of love that can inspire thousands or bring joy to one's every moment is what you are interested in. Love of this sort takes on many forms, and you can see its presence everywhere—from the sparkling of a beautiful gem to the song of a simple fisher thanking the sea for its bounty. You are on the trail of love, that most precious and mysterious of emotions, and your search fills your stories and your songs with vitality and passion.

Conflict.

Drama embodies conflict, and the best stories have conflict as a key element. From the morning-after tale of a tavern brawl to the saga of an epic battle, from a lover's spat to a rift between powerful dynasties, conflict is what inspires tale-tellers like you to create your best work. Conflict can bring out the best in some people, causing their heroic nature to shine forth and transform the world, but it can cause others to gravitate toward darkness and fall under the sway of evil. You strive to experience or witness all forms of conflict, great and small, so as to study this eternal aspect of life and immortalize it in your words and music.

Quick Build

You can make a bard quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity. Second, choose the [entertainer](#) background. Third, choose the [dancing lights](#) and [vicious mockery](#) cantrips, along with the following 1st-level spells: [charm person](#), [detect magic](#), [healing word](#), and [thunderwave](#).



Details

Hit Points

Hit Dice: 1d8

Hit Points at 1st Level: 8 + Constitution modifier

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

Variant Hitpoints: (1d8 + Constitution modifier) x your current Bard level

Proficiencies

Armor: [light armor](#)

Weapons: [simple weapons](#), [hand crossbows](#), [longswords](#), [rapiers](#), [shortswords](#)

Tools: Choose 3 between: [Brewer's Supplies](#), [Calligrapher's Supplies](#), [Carpenter's Tools](#), [Cartographer's Tools](#), [Cook's Utensils](#), [Glassblower's Tools](#), [Jeweler's Tools](#), [Leatherworker's Tools](#), [Mason's Tools](#), any [musical instrument](#), [Painter's Supplies](#), [Potter's Tools](#), [Smith's Tools](#), [Weaver's Tools](#), and [Woodcarver's Tools](#)

Saving Throws: Dexterity, Charisma

Skills: Choose any 3.

Starting Equipment

- (a) a [rapier](#), (b) two [shortswords](#), or (c) any [simple weapon](#)
- (a) a [diplomat's pack](#) or (b) an [entertainer's pack](#)
- (a) a [lute](#) or (b) any one item listed from the tool proficiencies above.

- [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 item listed in the tool proficiencies above of your choice

Skills: Choose any one skill.



Levels and Features

| Level | Proficiency Bonus | Features | Cantrips Known | Spells Known |
|-------|-------------------|--|----------------|--------------|
| 1st | +2 | Bardic Inspiration , Bardic Spellcasting | 2 | 4 |
| 2nd | +2 | Jack of All Trades , Song of Rest(d6), Magical Inspiration | 2 | 5 |
| 3rd | +2 | Bard College, Expertise | 2 | 6 |
| 4th | +2 | Ability Score Improvement, Bardic Versatility | 3 | 7 |
| 5th | +3 | Bardic Inspiration (d8), <i>Resilient Inspiration</i> | 3 | 8 |
| 6th | +3 | Countercharm , Bard College feature | 3 | 9 |
| 7th | +3 | <i>Improved Jack of All Trades</i> | 3 | 10 |
| 8th | +3 | Ability Score Improvement | 3 | 11 |
| 9th | +4 | Song of Rest (d8) | 3 | 12 |
| 10th | +4 | Bardic Inspiration (d10), Expertise, Magical Secrets | 4 | 14 |
| 11th | +4 | - | 4 | 15 |
| 12th | +4 | Ability Score Improvement | 4 | 15 |
| 13th | +5 | Song of Rest(d10) | 4 | 16 |
| 14th | +5 | Magical Inspiration, Bard College Feature | 4 | 18 |
| 15th | +5 | Bardic Inspiration(d12) | 4 | 19 |
| 16th | +5 | Ability Score Improvement | 4 | 19 |
| 17th | +6 | Song of Rest(d12) | 4 | 20 |

| Level | Proficiency Bonus | Features | Cantrips Known | Spells Known |
|-------|-------------------|---------------------------|----------------|--------------|
| 18th | +6 | Magical Secrets | 5 | 22 |
| 19th | +6 | Ability Score Improvement | 5 | 22 |
| 20th | +6 | Superior Inspiration | 5 | 24 |

Bardic Inspiration

You can inspire others through stirring words or music; as a reaction, when an ally that can hear you within 60 feet makes an ability check, attack roll, or saving throw; you can choose to give them a 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 as a free action. 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 short or 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.

Bardic Spellcasting

You have learned how to reshape reality through your chosen art. 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, a 4th at 10th level, and a 5th at 18th level.

Spell Slots

The Spell Slots table below 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.

| Level | Cantrips Known | Spells Known | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
|-------|----------------|--------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1st | 2 | 4 | 2 | - | - | - | - | - | - | - | - |
| 2nd | 2 | 5 | 3 | - | - | - | - | - | - | - | - |
| 3rd | 2 | 6 | 4 | 2 | - | - | - | - | - | - | - |
| 4th | 3 | 7 | 4 | 3 | - | - | - | - | - | - | - |
| 5th | 3 | 8 | 4 | 3 | 2 | - | - | - | - | - | - |
| 6th | 3 | 9 | 4 | 3 | 3 | - | - | - | - | - | - |
| 7th | 3 | 10 | 4 | 3 | 3 | 1 | - | - | - | - | - |
| 8th | 3 | 11 | 4 | 3 | 3 | 2 | - | - | - | - | - |
| 9th | 3 | 12 | 4 | 3 | 3 | 3 | 1 | - | - | - | - |
| 10th | 4 | 14 | 4 | 3 | 3 | 3 | 2 | - | - | - | - |
| 11th | 4 | 15 | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - |
| 12th | 4 | 15 | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - |
| 13th | 4 | 16 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - |
| 14th | 4 | 18 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - |
| 15th | 4 | 19 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - |
| 16th | 4 | 19 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - |
| 17th | 4 | 20 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | 4 | 22 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 19th | 4 | 22 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | 4 | 24 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

Spellcasting Ability

Charisma is your spellcasting ability for your bard spells. For some bards, magic comes directly from the heart and their passion for their art; For other bards, their performance is so awe inspiring it becomes magic and manipulates the Weave itself. 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

Your chosen art fuels your magic; you can use any tool or item listed in the Bardic Tool Proficiencies as a spellcasting focus.

Jack of All Trades

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; this bonus applies to all Tools and [Artisan's Tools](#) as well.

Song of Rest(d6)

Beginning 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.

Magical Inspiration

If a creature has a Bardic Inspiration die from you and casts a spell that restores hit points or deals damage, the creature can roll that die and choose a target affected by the spell. Add the number rolled as a bonus to the hit points regained or the damage dealt. The Bardic Inspiration die is then lost.

Bard College

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.

Expertise

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

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 Versatility

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing a change in focus as you use your skills and magic:

- Replace the skills you chose for the Expertise feature with some of your other skill proficiencies that isn't benefiting from Expertise.
- Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the [bard spell list](#).

Bardic Inspiration (d8)

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

Resilient Inspiration

Beginning when you reach 5th level, Any time a creature has Bardic Inspiration and receives healing from any source; they may roll the Bardic Inspiration die they gained and add half of the roll as temporary hitpoints; the Bardic Inspiration die is then lost.

Countercharm

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 15 feet of you cannot be frightened or charmed; A creature must be able to see or hear you to gain this benefit. The performance ends early if you are [incapacitated](#), silenced, stunned, paralyzed, or if you voluntarily end it (no action required).

Bard College Feature

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

Improved Jack of All Trades

Starting at 7th level, your studies apply to not only most skills, but most weapons; You can add half proficiency to all simple and martial weapons in which you are not already proficient.

Ability Score Improvement

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)

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

Bardic Inspiration(d10)

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

Expertise

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

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.

Ability Score Improvement

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)

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

Magical Secrets

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

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

Bardic Inspiration (d12)

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

Ability Score Improvement

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)

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

Magical Secrets

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

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

Starting at 20th level, when you roll for initiative and have no uses of Bardic Inspiration left; you regain two uses Bardic Inspiration. Additionally, as a reaction to someone rolling a Bardic Inspiration die but before you know the result; you can force a reroll and you must use the new result. You can do this a number of times equal to your Charisma modifier and regain all expended uses on a long rest.



Subclasses

College of Health

The College of Health bards are known throughout the realms for being some of the best non-divine physicians across the realms; though some even surpass their divine counterparts. Their art is that of the suture and the scalpel, the bandage and crutch.

Physician

At 3rd level; you gain proficiency with and can use a Healer's Kit as a spellcasting focus; additionally you gain proficiency in Medicine, if you already have proficiency in Medicine, you may double it.

Anatomy Lessons

Starting at 3rd level; your knowledge of anatomy enhances your healing. When you cast a spell which restores hitpoints, you can expend a use of your Bardic Inspiration as a reaction and roll an inspiration die, the target of the healing spell gains a number of hitpoints equal to the number rolled in addition to the normal healing the spell provides.

Intuitive Healing

Starting at 6th level, when you cast a spell that restores hitpoints for multiple targets, you can use Anatomy Lessons; when you use Intuitive Healing, expend a use of your Bardic Inspiration as normal; and choose a number of allies that recovered hitpoints equal to your proficiency bonus to gain the benefits of Anatomy Lessons.

Proper Application (Optional)

Beginning at 6th level, you learn how to properly administer medicine to those whom need it most. When someone regains hitpoints with a potion you have administered you can forgo rolling for healing to take the max possible healing, you can do this a number of times equal to half your proficiency bonus (rounded down) and regain all expended uses when you finish a long rest.

Back From The Brink

Beginning at 14th Level, your medical expertise can excel those of even divine favor at times. As an action you may cast Revivify on a creature without expending material components; additionally that creature is restored with half their hitpoints when you cast Revivify this way; you can do this a number of times equal to half your proficiency bonus (rounded down) and regain all expended uses when you finish a long rest.