CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

Bard

BARD COLLEGE

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

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC | INITIATIVE | SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d8

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS | SPELL SAVE DC

BARDIC INSPIRATION

Used | Total

DIE

CANTRIPS KNOWN | SPELLS KNOWN | SONG OF REST

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE
		C	
		C	
		C	
		C	
		C	

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th

BARDIC INSPIRATION — LEVEL 1

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.

SONG OF REST — LEVEL 2

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.

BARD COLLEGE FEATURE — LEVEL 3

COUNTERCHARM — LEVEL 6

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 — LEVEL 6

BARD COLLEGE FEATURE — LEVEL 14

SUPERIOR INSPIRATION — LEVEL 20

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

CANTRIPS & SPELLS KNOWN

Level | R

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

Bard

BARD COLLEGE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

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

SKILLS

- ___ 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)

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d8

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

BARDIC INSPIRATION

Used | Total

DIE

CANTRIPS KNOWN

SPELLS KNOWN

SONG OF REST

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE
		C	
		C	
		C	
		C	
		C	

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th

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LEVEL 3

COUNTERCHARM

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BARD COLLEGE FEATURE

LEVEL 6

BARD COLLEGE FEATURE

LEVEL 14

SUPERIOR INSPIRATION

LEVEL 20

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

CANTRIPS & SPELLS KNOWN

Level R

CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING FEATURES
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

Name	Attuned
	○
	○
	○
	○
	○

BACKPACK/STORAGE

CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING FEATURES
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

SIDEKICK NAME

Hit Points | AC | Initiative | Speed

STR | DEX | CON | INT | WIS | CHA

Skills

Senses

NAME	ATK BONUS	DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

		Attuned
HEAD		
AMULET		
CLOAK		
ARMOUR		
HANDS/ARMS		
RING		
RING		
BELT		
BOOTS		

CP SP EP GP PP

MAGIC ITEMS

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

BACKPACK/STORAGE

ADDITIONAL FEATURES

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

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RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

MAGIC ITEMS

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
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TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
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TYPE | RARITY | REQUIREMENTS
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RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

SPELL ATTACK BONUS

SPELL SAVE DC

CANTRIPS KNOWN

SPELLS PREPARED

COMPONENT POUCH

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th

SPELLCASTING FOCUS

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

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SPELL EFFECT

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