

Adran Fierlame

Bard level 6

Entertainer

Human

Force

11

0

Dextérité

16

+3

Constitution

13

+1

Intelligence

8

-1

Sagesse

15

+2

Charisme

18

+4

+3

BONUS DE MAÎTRISE

15

CA

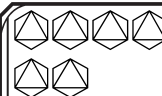
+3

Initiative

9m

Vitesse

POINTS DE VIE ACTUELS (39)



DÉS DE VIE

SUCCÈS ○○○○

ÉCHECS ○○○○

JdS CONTRE LA MORT

- ☐ 0 Force
- ☒ +6 Dextérité
- ☐ +1 Constitution
- ☐ -1 Intelligence
- ☐ +2 Sagesse
- ☒ +7 Charisme

JETS DE SAUVEGARDE

- ☒ +6 Acrobaties
- ☐ -1 Arcanes
- ☐ 0 Athlétisme
- ☐ +3 Discrétion
- ☐ +2 Dressage
- ☐ +3 Escamotage
- ☐ -1 Histoire
- ☐ +4 Intimidation
- ☒ +5 Intuition
- ☐ -1 Investigation
- ☐ +2 Médecine
- ☐ -1 Nature
- ☐ +2 Perception
- ☒ +7 Persuasion
- ☐ -1 Religion
- ☒ +10 Représentation
- ☐ +2 Survie
- ☒ +10 Tromperie

COMPÉTENCES

NOM

BONUS

DÉGÂTS / TYPE

Rapier

+6

1d8+3 (Piercing)

Dagger

+6

1d4+3 (Piercing)

ATTAQUES

Bardic Inspiration



COMPTEURS

Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a **bonus action** on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one 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. 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 **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.

Spellcasting

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. 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 and a 4th at 10th level.

Spell Slots

The Bard table 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.

Spells Known of 1st Level and Higher:

You know four 1st-level spells of your choice from the bard spell list.

You learn an additional bard spell of your choice at each level except 12th, 16th, 19th, and 20th. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability:

Charisma is your spellcasting ability for your bard spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. 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.

Ritual Casting:

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus:

You can use a musical instrument as a spellcasting focus for your bard spells.

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.

Song of Rest (d6)

Beginning at 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

2nd-level bard optional class features

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.

College of Valor: Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the **Attack action** on your turn.

Defensive Duelist

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your **reaction** to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

Languages

You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

By Popular Demand

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Starting Bard

As a 1st-level Bard, you begin play with 8+your Constitution modifier hit points.

You are proficient with the following items, in addition to any proficiencies provided by your race or background.

- Armor: light
- Weapons: simple, hand crossbows, longswords, rapiers, shortswords
- Tools: three musical instrument of your choice
- Skills: Choose 3 from Athletics, Acrobatics, Sleight Of Hand, Stealth, Arcana, History, Investigation, Nature, Religion, Animal Handling, Insight, Medicine, Perception, Survival, Deception, Intimidation, Performance, Persuasion

You begin play with the following equipment, in addition to any equipment provided by your background.

- (a) a rapier, (b) a longsword, or (c) any simple weapon
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) a lute or (b) any other musical instrument
- Leather armor, and a dagger

Alternatively, you may start with 5d4 x 10 gp and choose your own equipment.

Bard College: College of Valor

Bards of the College of Valor are daring skalds whose tales keep alive the memory of the great heroes of the past, and thereby inspire a new generation of heroes. These bards gather in mead halls or around great bonfires to sing the deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that the memory of those events doesn't pass from the world. With their songs, they inspire others to reach the same heights of accomplishment as the heroes of old.

College of Valor: Bonus Proficiencies

When you join the College of Valor at 3rd level, you gain proficiency with medium armor, shields, and martial weapons.

College of Valor: Combat Inspiration

Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its **reaction** to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

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.

Bardic Versatility

4th-level bard optional class features 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 one of the skills you chose for the Expertise feature with one 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.

Font of Inspiration

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

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 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).



Charisme

+7

Bonus d'attaque
des sorts

15

Degré de difficulté
des sorts

0

- Minor Illusion
- Thunderclap
- Vicious Mockery

1

- Command
- Disguise Self
- Dissonant Whispers
- Distort Value
- Silent Image

2

- Gift of Gab
- Mirror Image
- Phantasmal Force
- Suggestion

3

- Enemies Abound
- Fear