

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

— SAVING THROW
— ATHLETICS

DEXTERITY

— SAVING THROW
— ACROBATICS
— SLEIGHT OF HAND
— STEALTH

CONSTITUTION

— SAVING THROW

INTELLIGENCE

— SAVING THROW
— ARCANA
— HISTORY
— INVESTIGATION
— NATURE
— RELIGION

WISDOM

— SAVING THROW
— ANIMAL HANDLING
— INSIGHT
— MEDICINE
— PERCEPTION
— SURVIVAL

CHARISMA

— SAVING THROW
— DECEPTION
— INTIMIDATION
— PERFORMANCE
— PERSUASION

PROFICIENCY BONUS

PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES
Armor & Weapons

Languages

Tools

FEATURES & OTHER ABILITIES

BOONS

AC

CONDITIONS

INITIATIVE

MAX. TEMP.

TYPE

SPEED

HIT POINTS

HIT DICE

SUCCESSSES
FAILURES
DEATH

ATTACKS PER ACTION

WEAPON

RANGE

TO HIT

DAMAGE

TYPE

AMMUNITION

COUNT

EQUIPMENT

SPELLCASTING

Spell Attack Modifier

Spell Save DC

Cantrips Known

Spells Known

BARDIC INSPIRATION - LVL 1 / 5 / 10 / 15

Grant inspiration dice to creature within 60ft. that can hear you. Can roll dice for the next 10 min and add to attack or ability check. Can wait until after initial roll, but before success / failure is announced.

Dice Size

Uses (CHA)

Regain after long rest

JACK OF ALL TRADES - LVL 2

Add half proficiency to checks that do not already include proficiency.

SONG OF REST - LVL 3 / 9 / 13 / 17

Dice Size

Extra healing for party during short rest

BARD COLLEGE

LVL 3 Ability

LVL 6 Ability

LVL 14 Ability

FONT OF INSPIRATION - LVL 5

Regain all uses of Bardic Inspiration after short or long rest.

COUNTERCHARM - LVL 6

Action, until end of your next turn grant all friendly creatures within 30ft. that can hear you adv. against fear and charm effects. Ability stops if you are incapacitated, silenced or voluntarily end it.

MAGICAL SECRETS - LVL 10 / 18

Choose two spells from any class. Must be level you can cast. Cannot exceed spells known.

BARD