INITV **SPEED** **ARMOR**

CURRENT HP

HIT DICE

TEMPORARY HP

DEATH WIN/LOSS

PROFICIENCY BONUS

PASSIVE WISDOM **INSPR**

Name	Attack	Damage

ATTACKS & SPELLS

S T R
- ☐ **Saving Throws**
- ○○ Athletics

D E X
- ☐ **Saving Throws**
- ○○ Acrobatics
- ○○ Slight of Hand
- ○○ Stealth

C O N
- ☐ **Saving Throws**

MAX HP:

I N T
- ☐ **Saving Throws**
- ○○ Arcana
- ○○ History
- ○○ Investigation
- ○○ Nature
- ○○ Religion

W I S
- ☐ **Saving Throws**
- ○○ Animal Handling
- ○○ Insight
- ○○ Medicine
- ○○ Perception
- ○○ Survival

C H A
- ☐ **Saving Throws**
- ○○ Deception
- ○○ Intimidation
- ○○ Performance
- ○○ Persuasion

FEATURES & TRAITS

BARD COLLEGE

BARDIC INSPR - Lvl 1/5/10/15
Grant inspiration dice to creature within 60ft. that can hear you. Can roll dice for next 10 min and add to atk or ability check. Can wait until after initiative roll, but before success/failure is announced.

Dice Size: Uses (CHA):

○○○○○○○

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
Extra healing for party during short rest. Dice Size:

FONT OF INSPIRATION - Lvl 5
Regain all uses of Bardic Inspiration after short or long rest.

MAGICAL SECRETS - Lvl 10/18
Choose two spells from any class. Must be a level you can cast and cannot exceed spells known.

COUNTERCHARM - Lvl 6
Until end of your next turn grant all friendly creatures withtin 30ft. that can hear you advantage against fear and charm effects. Ability stops if you are incapacitated, silenced, or choose to end the charm.

CLASS FEATURES

POTIONS

HEALING
POTIONS

GREATER
HEALING
POTIONS

SUPERIOR
HEALING
POTIONS

CP   **SP**   **EP**   **GP**   **PP**

ARMOR

Name   lbs.

POCKETS & POUCHES

WEAPONS

Name   Attack   Damage

BACKPACK

Name

BEDROLL SLOT   Name   lbs.

WEAPON SLOTS

SIDE POCKETS

TALL POCKETS

MAIN POCKET

TRINKET

Name

GOOD
LAWFUL
CHAOTIC
EVIL

EYE COLOR

SKIN TONE

HAIR COLOR

LEVEL

AGE

HEIGHT

WEIGHT

EXP:

ALLIES

AFFILIATIONS

ARMOR & WEAPONS:

LANGUAGES:

TOOLS:

BACKSTORY

CAMPAIGNS COMPLETED

PERSONALITY

IDEALS

BONDS

FLAWS

PROFICIENCIES

ABILITY SAVE DC   **AC MODIFIER**

CLASS ABILITIES

ATTACK

You make a melee or ranged weapon attack. Alternatively, you may instead make one of the follow special attacks. If you are able to make multiple attacks with the attack action, the following special attacks may also replace one of them:

Grapple. You make a STR (Athletics) check contested by the target's STR (Athletics) or DEX (Acrobatics) check. If you succeed, the target is subjected to the GRAPPLED condition. The target can use its action to escape and repeat this contest. You can drag or carry a grappled creature with you, but your speed is halved unless the creature is two or more sizes smaller than you.

Shove. You make a STR (Athletics) check contested by the target's STR (Athletics) or DEX (Acrobatics) check. If you succeed, you either knock the target prone or push it 5 feet away from you.

HIDE

You make a DEX (Stealth) check in an attempt to become hidden.

You can't hide from a creature that can see you, and a creature may see you again if you come out of hiding and approach it in combat.

DASH

You spend your Attack Action this turn to double your movement speed for the turn.

DISENGAGE

You spend your Attack Action to disengage from combat. Your movement doesn't provoke Opportunity Attacks for the rest of your turn.

DODGE

Until the start of your next turn, attack rolls against you have disadvantage if you can see the attacker, and you make dexterity saving throws with advantage.

READY AN ACTION

You wait for a particular circumstance before you act, using your reaction before the start of your next turn. You must decide in adance (a) what the trigger is and (b) the action you will take in response.

If you ready a spell, it must have a casting time of 1 action, and you must concentrate on it until you release it.

HELP

You use your turn to help one creature with a task, giving that creature advantage on the next ability check it makes for that task. Altneratively, you can also distract one creature in combat within 5 feet of you, giving an ally advantage on the next attack roll made against that creature.

CAST A SPELL

You cast a cantrip or a spell of 1st level or higher. If you want to cast a spell that has a casting time of 1 bonus action, remember that you can't cast any other spells on the same turn, except for cantrips with a casting time of 1 action.

STABILIZE A CREATURE

You make a DC 10 Wisdom (Medicine) check to administer first aid to an unconcious creature and attempt to stabilize it. A stable creature has 0 hit points, doesn't make death saving throws, and regains 1 hit point after 1d4 hours.

NOTES

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_____

| SPELL ABILITY | SPELL SAVE DC | SPELL ATK BONUS |

ARCANE FOCUS

SPELL COMPONENTS

Material Name	GP Value	GP Needed

SPELL SCROLLS

Spell Name	Scroll Lvl

SPELL SLOTS

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

SPELL LIST

STR DEX CON INT WIS CHA

ARMOR SPEED

MAX HP

CURRENT HP

TEMP HP

Name	Attack	Damage

ATTACKS

NOTES & ABILITIES