

CHARACTER NAME

CLASS & LEVEL

RACE

BACKGROUND

SPEED

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROWS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

DEXTERITY

STRENGTH

Athletics

DEXTERITY

Acrobatics

Sleight of Hand

Stealth

CONSTITUTION

INTELLIGENCE

Arcana

History

Investigation

Nature

Religion

INTELLIGENCE

WISDOM

Animal Handling

Insight

Medicine

Perception

Survival

WISDOM

CHARISMA

Deception

Intimidation

Performance

Persuasion

CHARISMA

PASSIVE PERCEPTION

INSPIRATION

INITIATIVE

ARMOR

NAME

AC

WEIGHT

SHIELD

ADDITIONAL ITEMS

PP

GP

SP

CP

ARMOR CLASS

HIT POINTS

HIT DICE

PROFICIENCY BONUS

DEATH SAVES

SUCCESSES

FAILURES

TEMPORARY HIT POINTS

NAME

RANGE

ATK BONUS

DAMAGE

TYPE / WEIGHT

AMMUNITION

EQUIPMENT

OTHER PROFICIENCIES

BASE

BARDIC INSPIRATION (d6)

JACK OF ALL TRADES

SONG OF REST (d6)

BARD COLLEGE

ESPERTISE

ABILITY SCORE IMPROVEMENT

BARDIC INSPIRATION (d8)

FONT OF INSPIRATION

COUNTERCHARM

ABILITY SCORE IMPROVEMENT

SONG OF REST (d8)

BARDIC INSPIRATION (d10)

ESPERTISE

MAGICAL SECRETS

ABILITY SCORE IMPROVEMENT

SONG OF REST (d10)

MAGICAL SECRETS

BARDIC INSPIRATION (d12)

ABILITY SCORE IMPROVEMENT

SONG OF REST (d12)

MAGICAL SECRETS

ABILITY SCORE IMPROVEMENT

SUPERIOR INSPIRATION

LEVEL

1

2

2

3

3

4

5

5

6

8

9

10

10

10

10

12

13

14

15

16

17

18

19

20

COLLEGE OF LORE

BONUS PROFICIENCIES

CUTTING WORDS

ADDITIONAL MAGICAL SECRETS

PEERLESS SKILL

3

3

6

14

CLASS RESOURCE

CURRENT / MAXIMUM

FEATURES & TRAITS

LANGUAGES

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

SPEED

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROWS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

DEXTERITY

STRENGTH

Athletics

DEXTERITY

Acrobatics

Sleight of Hand

Stealth

CONSTITUTION

INTELLIGENCE

Arcana

History

Investigation

Nature

Religion

INTELLIGENCE

WISDOM

Animal Handling

Insight

Medicine

Perception

Survival

WISDOM

CHARISMA

Deception

Intimidation

Performance

Persuasion

CHARISMA

PASSIVE PERCEPTION

INSPIRATION

INITIATIVE

ARMOR

NAME

AC

WEIGHT

SHIELD

ADDITIONAL ITEMS

PP

GP

SP

CP

ARMOR CLASS

HIT POINTS

HIT DICE

PROFICIENCY BONUS

DEATH SAVES

TEMPORARY HIT POINTS

NAME

RANGE

ATK BONUS

DAMAGE

TYPE / WEIGHT

AMMUNITION

EQUIPMENT

OTHER PROFICIENCIES

BASE	LEVEL
BARDIC INSPIRATION (d6)	1
JACK OF ALL TRADES	2
SONG OF REST (d6)	2
BARD COLLEGE	3
EXPERTISE	3
ABILITY SCORE IMPROVEMENT	4
BARDIC INSPIRATION (d8)	5
FONT OF INSPIRATION	5
COUNTERCHARM	6
ABILITY SCORE IMPROVEMENT	8
SONG OF REST (d8)	9
BARDIC INSPIRATION (d10)	10
ESPERTISE	10
MAGICAL SECRETS	10
ABILITY SCORE IMPROVEMENT	12
SONG OF REST (d10)	13
MAGICAL SECRETS	14
BARDIC INSPIRATION (d12)	15
ABILITY SCORE IMPROVEMENT	16
SONG OF REST (d12)	17
MAGICAL SECRETS	18
ABILITY SCORE IMPROVEMENT	19
SUPERIOR INSPIRATION	20
<b>COLLEGE OF VALOR</b>	
BONUS PROFICIENCIES	3
COMBAT INSPIRATIONS	3
EXTRA ATTACK	6
BATTLE MAGIC	14

CLASS RESOURCE

CURRENT / MAXIMUM

FEATURES & TRAITS

LANGUAGES

# BARD REFERENCE

## ABILITY SCORE IMPROVEMENT

When you reach **4th level**, and again at **8th**, **12th**, **16th**, and **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.

## 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.

## BASE FEATURES

### SPELLCASTING

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and musico 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, as shown in the Cantrips Known column of the Bard table.

#### SPELL SLOTS

The Bard table shows how many spell slots you have to cast your 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.

The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. 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.

*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

You can use a musical instrument (found in chapter 5) as a spellcasting focus for your bard spells.

## 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**.

## 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

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 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**.

## BASE FEATURES (cont.)

### BARD COLLEGE

At **3rd level**, you delve into the advanced techniques of a bard college of your choice: the College of Lore or the College of Valor, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

### 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).

### MAGICAL SECRETS

By **10th level**, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two 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.

You learn two additional spells from any class at **14th level** and again at **18th level**.

### SUPERIOR INSPIRATION

At **20th level**, when you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

## THE BARD

LEVEL	PROF. BONUS	CANTRIPS	SPELLS
1	+2	2	4
2	+2	2	5
3	+2	2	6
4	+2	3	7
5	+3	3	8
6	+3	3	9
7	+3	3	10
8	+3	3	11
9	+4	3	12
10	+4	4	14
11	+4	4	15
12	+4	4	15
13	+5	4	16
14	+5	4	18
15	+5	4	19
16	+5	4	19
17	+6	4	20
18	+6	4	22
19	+6	4	22
20	+6	4	22

## COLLEGE OF LORE

### BONUS PROFICIENCIES

When you join the College of Lore at **3rd level**, you gain proficiency with three skills of your choice.

### CUTTING WORDS

Also at **3rd level**, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

### ADDITIONAL MAGICAL SECRETS

At **6th level**, you learn two spells of your choice from any class. 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 but don't count against the number of bard spells you know.

### PEERLESS SKILL

Starting at **14th level**, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

## 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.

### COMBAT INSPIRATIONS

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.

### EXTRA ATTACK

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

### BATTLE MAGIC

At **14th level**, you have mastered the art of weaving spellcasting and weapon use into a single harmonious act. When you use your action to cast a bard spell, you can make one weapon attack as a bonus action.