



AC	CONDITIONS
INITIATIVE	<div style="display: flex; justify-content: space-around; margin-bottom: 10px;"> <div style="border: 1px solid black; padding: 5px; width: 45%;">Maximum</div> <div style="border: 1px solid black; padding: 5px; width: 45%;">Temporary</div> </div> <div style="height: 60px;"></div>
SPEED	HIT POINTS

HIT DICE

You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.

Die size

Max. dice

Dice left

DEATH SAVING THROWS

If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.

Successes

Failures

Weapon	Range	
To hit	Damage	
<hr/>		
<hr/>		
Weapon	Range	
To hit	Damage	
<hr/>		
<hr/>		
Weapon	Range	
To hit	Damage	
<hr/>		
<hr/>		
Ammunition	Count	
Ammunition	Count	
Number of attacks per attack action		○ ○ ○ ○ ○

[illegible][illegible]

Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount

BARDIC INSPIRATION @ Level 1, 5, 10 and 15

You grant an inspiration die to a creature within 60 ft. of you that can hear you. The creature can roll the die for the next 10 min. and add the roll to any attack, ability check or saving throw. The creature can roll this die after the initial roll, but before outcome is announced. You can use this feature a number of times equal to your CHA modifier, minimum of 1. Regain after long rest.

Bardic inspiration die size	<input checked="" type="radio"/> d6	<input type="radio"/> d8	<input type="radio"/> d10	<input type="radio"/> d12					
Max. uses	Number of times used		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

JACK OF ALL TRADES @ Level 2
Add half your prof. to checks that do not already include your prof.

SONG OF REST @ Level 2, 9, 13 and 17
After a short rest, friendly creatures that regain HP during the short rest and that could hear you during the short rest heal additional HP equal to die roll at the end of the short rest.

Song of rest die size	<input type="radio"/> d6	<input type="radio"/> d8	<input type="radio"/> d10	<input type="radio"/> d12
-----------------------	--------------------------	--------------------------	---------------------------	---------------------------

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

COUNTERCHARM @ Level 6
As an action, until end of your next turn, you grant all friendly creatures within 30 ft. of you that can hear you adv. against fear and charm effects. The effect stops if you are incapacitated, silenced or voluntarily end it.

MAGICAL SECRETS @ Level 10, 14 and 18
You learn two spells from any class. The spells must be of a level you can cast. These spells cannot exceed the number of spells you know.

SUPERIOR INSPIRATION @ Level 20
Gain one use of Bardic Inspiration if you are out when rolling initiative.

Notes

