

CHARACTER NAME

PLAYER

Bard
CLASS

RACE

ALIGNMENT

DEITY

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

DUNGEONS & DRAGONS

CHARACTER RECORD SHEETS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS	TOTAL	WOUNDS/CURRENT HP		SUBDUAL DAMAGE	
AC ARMOR CLASS	TOTAL	ARMOR BONUS		SHIELD BONUS	
INITIATIVE MODIFIER	TOTAL	DEX MODIFIER		MISC MODIFIER	
BASE ATTACK BONUS					

DAMAGE REDUCTION	HIT DIE TYPE	SPEED	
	d6		
MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES					

AMMUNITION

CROSS-CLASS	SKILLS					MAX RANKS
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	ALCHEMY	INT				
<input type="checkbox"/>	APPRAISE ■	INT				
<input type="checkbox"/>	BALANCE ■	DEX*				
<input type="checkbox"/>	BLUFF ■	CHA				
<input type="checkbox"/>	CLIMB ■	STR*				
<input type="checkbox"/>	CONCENTRATION ■	CON				
<input type="checkbox"/>	CRAFT ■ ()	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input type="checkbox"/>	DIPLOMACY ■	CHA				
<input checked="" type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE ■	CHA				
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input checked="" type="checkbox"/>	FORGERY ■	INT				
<input type="checkbox"/>	GATHER INFORMATION ■	CHA				
<input checked="" type="checkbox"/>	HANDLE ANIMAL	CHA				
<input checked="" type="checkbox"/>	HEAL ■	WIS				
<input type="checkbox"/>	HIDE ■	DEX*				
<input checked="" type="checkbox"/>	INNUENDO	WIS				
<input checked="" type="checkbox"/>	INTIMIDATE ■	CHA				
<input type="checkbox"/>	INTUIT DIRECTION	WIS				
<input type="checkbox"/>	JUMP ■	STR*				
<input type="checkbox"/>	KNOWLEDGE (ARCANA)	INT				
<input type="checkbox"/>	KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT				
<input type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT				
<input type="checkbox"/>	KNOWLEDGE (HISTORY)	INT				
<input type="checkbox"/>	KNOWLEDGE (LOCAL)	INT				
<input type="checkbox"/>	KNOWLEDGE (NATURE)	INT				
<input type="checkbox"/>	KNOWLEDGE (NOBILITY & ROYALTY)	INT				
<input type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT				
<input type="checkbox"/>	KNOWLEDGE (RELIGION)	INT				
<input type="checkbox"/>	LISTEN ■	WIS				
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*				
<input checked="" type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM ■ ()	CHA				
<input type="checkbox"/>	PICK POCKET	DEX*				
<input type="checkbox"/>	PROFESSION ()	WIS				
<input checked="" type="checkbox"/>	RIDE ■ ()	DEX				
<input type="checkbox"/>	SCRY ■	INT				
<input checked="" type="checkbox"/>	SEARCH ■	INT				
<input checked="" type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input checked="" type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SWIM ■	STR*				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input checked="" type="checkbox"/>	USE ROPE ■	DEX				
<input type="checkbox"/>	WILDERNESS LORE ■	WIS				
<input type="checkbox"/>						
<input type="checkbox"/>						

GEAR

[illegible]

CP —

SP —

GP —

PP —

BARDIC MUSIC ☐ USED ☐

BARDIC KNOWLEDGE CHECK
1d20 + bard level + Int modifier

USED

NUMBER OF BARD SPELLS KNOWN

0 _____ 1ST _____ 2ND _____
3RD _____ 4TH _____ 5TH _____
6TH _____

NUMBER OF BARD SPELLS CAST

0 _____ 1ST _____ 2ND _____
3RD _____ 4TH _____ 5TH _____
6TH _____

0: _____

1ST: _____

2ND: _____

3RD: _____

4TH: _____

STH: _____

6TH: _____

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CHA
MODIFIER

Initial Languages = Common + racial languages + Int bonus
Each additional language (Speak Language) = 1 skill point

		1ST	
		2ND	
		3RD	
		4TH	
		5TH	
		6TH	

BARD SPELLS

SPELL SAVE

 INT
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>

Number of Bard Spells Known

0 ____ 1st ____ 2nd ____ 3rd ____
4th ____ 5th ____ 6th ____

0 LEVEL

- ☐ Dancing Lights
- ☐ Daze
- ☐ Detect Magic
- ☐ Flare
- ☐ Ghost Sound
- ☐ Light
- ☐ Mage Hand
- ☐ Mending
- ☐ Open/Close
- ☐ Prestidigitation
- ☐ Read Magic
- ☐ Resistance

1ST LEVEL

- ☐ Alarm
- ☐ Cause Fear
- ☐ Charm Person
- ☐ Cure Light Wounds
- ☐ Detect Secret Passages
- ☐ Erase
- ☐ Expeditious Retreat
- ☐ Feather Fall

- ☐ Grease
- ☐ Hypnotism
- ☐ Identify
- ☐ Mage Armor
- ☐ Magic Weapon
- ☐ Message
- ☐ Protection from Chaos
- ☐ Protection from Evil
- ☐ Protection from Good
- ☐ Protection from Law
- ☐ Silent Image
- ☐ Sleep
- ☐ Summon Monster I
- ☐ Unseen Servant
- ☐ Ventriloquism

2ND LEVEL

- ☐ Animal Trance
- ☐ Blindness/Deafness
- ☐ Blur
- ☐ Bull's Strength
- ☐ Cat's Grace
- ☐ Cure Moderate Wounds
- ☐ Darkness
- ☐ Daylight
- ☐ Delay Poison
- ☐ Detect Thoughts
- ☐ Entrhall
- ☐ Glitterdust
- ☐ Hold Person
- ☐ Hypnotic Pattern
- ☐ Invisibility
- ☐ Levitate
- ☐ Locate Object
- ☐ Magic Mouth
- ☐ Minor Image
- ☐ Mirror Image
- ☐ Misdirection
- ☐ Obscure Object
- ☐ Pyrotechnics
- ☐ Scare
- ☐ See Invisibility
- ☐ Shatter
- ☐ Silence
- ☐ Sound Burst
- ☐ Suggestion

- ☐ Summon Monster II
- ☐ Summon Swarm
- ☐ Tasha's Hideous Laughter
- ☐ Tongues
- ☐ Undetectable Alignment
- ☐ Whispering Wind

3RD LEVEL

- ☐ Bestow Curse
- ☐ Blink
- ☐ Charm Monster
- ☐ Clairaudience/Clairvoyance
- ☐ Confusion
- ☐ Cure Serious Wounds
- ☐ Dispel Magic
- ☐ Displacement
- ☐ Emotion
- ☐ Fear
- ☐ Gaseous Form
- ☐ Greater Magic Weapon
- ☐ Gust of Wind
- ☐ Haste
- ☐ Illusory Script
- ☐ Invisibility Sphere
- ☐ Keen Edge
- ☐ Leomund's Tiny Hut
- ☐ Lesser Geas
- ☐ Magic Circle against Chaos
- ☐ Magic Circle against Evil
- ☐ Magic Circle against Good
- ☐ Magic Circle against Law
- ☐ Major Image
- ☐ Phantom Steed
- ☐ Remove Curse
- ☐ Remove Disease
- ☐ Scrying
- ☐ Sculpt Sound
- ☐ Sepia Snake Sigil
- ☐ Slow
- ☐ Summon Monster III
- ☐ Wind Wall

4TH LEVEL

- ☐ Break Enchantment
- ☐ Cure Critical Wounds

- ☐ Detect Scrying
- ☐ Dimension Door
- ☐ Dismissal
- ☐ Domination
- ☐ Hallucinatory Terrain
- ☐ Hold Monster
- ☐ Improved Invisibility
- ☐ Legend Lore
- ☐ Leomund's Secure Shelter
- ☐ Locate Creature
- ☐ Modify Memory
- ☐ Neutralize Poison
- ☐ Rainbow Pattern
- ☐ Shout
- ☐ Summon Monster IV

5TH LEVEL

- ☐ Contact Other Plane
- ☐ Control Water
- ☐ Dream
- ☐ False Vision
- ☐ Greater Dispelling
- ☐ Healing Circle
- ☐ Mind Fog
- ☐ Mirage Arcana
- ☐ Mislead
- ☐ Nightmare
- ☐ Persistent Image
- ☐ Summon Monster V

6TH LEVEL

- ☐ Control Weather
- ☐ Eyebite
- ☐ Geas/Quest
- ☐ Greater Scrying
- ☐ Mass Haste
- ☐ Mass Suggestion
- ☐ Permanent Image
- ☐ Programmed Image
- ☐ Project Image
- ☐ Repulsion
- ☐ Summon Monster VI
- ☐ Veil