



2024 / Character Sheet / Bard / DNDDen.com

CHARACTER NAME / ALIAS		SPECIES		BACKGROUND	
SUBCLASS (CHOOSE AT BARD 3)	BARD LV.	TOTAL LV.	PLAYER	XP / MILESTONE	

STR

SCOREMOD

☐ SAVE

DEX

SCOREMOD

☐ SAVE

CON

SCOREMOD

☐ SAVE

INT

SCOREMOD

☐ SAVE

WIS

SCOREMOD

☐ SAVE

CHA

SCOREMOD

☐ SAVE

Skills & artistry

P	E	TOTAL	SKILL	
☐	☐		Acrobatics	DEX
☐	☐		Animal Handling	WIS
☐	☐		Arcana	INT
☐	☐		Athletics	STR
☐	☐		Deception	CHA
☐	☐		History	INT
☐	☐		Insight	WIS
☐	☐		Intimidation	CHA
☐	☐		Investigation	INT
☐	☐		Medicine	WIS
☐	☐		Nature	INT
☐	☐		Perception	WIS
☐	☐		Performance	CHA
☐	☐		Persuasion	CHA
☐	☐		Religion	INT
☐	☐		Sleight of Hand	DEX
☐	☐		Stealth	DEX
☐	☐		Survival	WIS

P = proficiency | E = Expertise (2 x PB)

☐ PASSIVE PERCEPTION

Armor, vitality & resolve

AC	INITIATIVE	SPEED	PROF. BONUS	
MAX HP	CURRENT HP	TEMP HP	D8 REMAIN	D8 TOTAL

DEATH SAVES

PASS☐☐☐

FAIL☐☐☐

☐ HEROIC INSPIRATION

Immediately after rolling a die, spend to reroll that die.
You must use the new roll.

Weapons & flourishes

NAME	HIT / SAVE	DAMAGE / TYPE	RANGE / MASTERY

☐ Spells begin on page 4. Bardic Inspiration and Expertise: page 2.

Languages & tools

A spark of inspiration

USES LEFT	MAX: CHA MOD (MIN. 1)	BARDIC DIE	JACK BONUS / LV. 2+
SPELL ATTACK	SPELL SAVE DC	CHA casting: attack = CHA mod + PB; save DC = 8 + CHA mod + PB.	

☐ Inspiration: all uses return on a Long Rest; also on a Short Rest from Bard 5.

THE MAGIC OF A STORY

Use Bard level for class features. Short Rest = SR; Long Rest = LR.

Bardic Inspiration / Lv. 1

Bonus Action: give a Bardic Inspiration die to **another creature within 60 ft.** that can see or hear you. A creature can hold only one Bardic Inspiration die.

Within **1 hour**, after failing a D20 Test, the recipient may roll the die and add it to the d20, possibly succeeding. The die is spent when rolled. Uses = **CHA modifier (minimum 1)**; regain all on a LR.

Lv. 5 / Font of Inspiration. Regain all uses on a SR or LR. Spend a spell slot (no action) to regain one spent use. Die sizes appear in the table below.

A talent for everything

Lv. 2 / Expertise. Choose 2 proficient skills; double PB for their checks. At **Lv. 9**, choose 2 more. Record your choices below and mark E on page 1.

Lv. 2 / Jack of All Trades. Add half PB (round down) to checks using a skill you lack proficiency in, if the check does not otherwise use PB.

LV. 2 / EXPERTISE 1

LV. 2 / EXPERTISE 2

LV. 9 / EXPERTISE 3

LV. 9 / EXPERTISE 4

An ever-growing repertoire

Lv. 1 / Spellcasting. CHA is your casting ability; a Musical Instrument can be your focus. Start with 2 Bard cantrips and 4 prepared level 1 Bard spells. Casting records begin on page 4.

Lv. 10 / Magical Secrets. When gaining a Bard level increases your prepared-spell limit, choose new spells from the **Bard, Cleric, Druid or Wizard** lists. Replacements may also come from these lists; they count as Bard spells. Normal spell-level eligibility still applies.

Words that change the world

Lv. 7 / Countercharm. When you or a creature within 30 ft. fails a save against an effect that applies Charmed or Frightened, use your **Reaction** to reroll that save with Advantage.

Lv. 18 / Superior Inspiration. When you roll Initiative with fewer than 2 Inspiration uses, regain spent uses until you have 2.

Lv. 20 / Words of Creation. Always prepare Power Word Heal and Power Word Kill. When casting either, you may target a second creature within 10 ft. of the first.

From first verse to living legend

SPELL SLOTS BY LEVEL

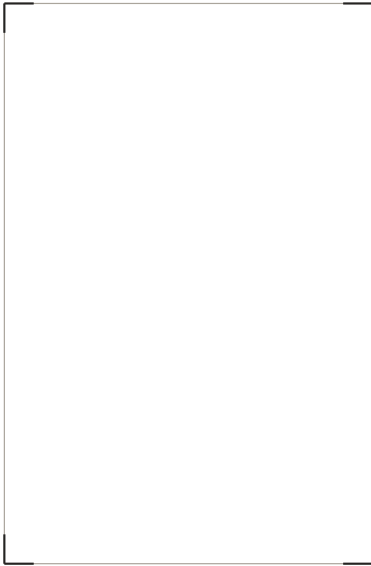
LV.	PB	DIE	CAN.	PREP.	FEATURE / CHOICE	1	2	3	4	5	6	7	8	9
1	+2	d6	2	4	Inspiration; Spellcasting	2	-	-	-	-	-	-	-	-
2	+2	d6	2	5	Expertise; Jack of All Trades	3	-	-	-	-	-	-	-	-
3	+2	d6	2	6	Subclass	4	2	-	-	-	-	-	-	-
4	+2	d6	3	7	ASI / eligible feat	4	3	-	-	-	-	-	-	-
5	+3	d8	3	9	Font of Inspiration	4	3	2	-	-	-	-	-	-
6	+3	d8	3	10	Subclass feature	4	3	3	-	-	-	-	-	-
7	+3	d8	3	11	Countercharm	4	3	3	1	-	-	-	-	-
8	+3	d8	3	12	ASI / eligible feat	4	3	3	2	-	-	-	-	-
9	+4	d8	3	14	Expertise	4	3	3	3	1	-	-	-	-
10	+4	d10	4	15	Magical Secrets	4	3	3	3	2	-	-	-	-
11	+4	d10	4	16	-	4	3	3	3	2	1	-	-	-
12	+4	d10	4	16	ASI / eligible feat	4	3	3	3	2	1	-	-	-
13	+5	d10	4	17	-	4	3	3	3	2	1	1	-	-
14	+5	d10	4	17	Subclass feature	4	3	3	3	2	1	1	-	-
15	+5	d12	4	18	-	4	3	3	3	2	1	1	1	-
16	+5	d12	4	18	ASI / eligible feat	4	3	3	3	2	1	1	1	-
17	+6	d12	4	19	-	4	3	3	3	2	1	1	1	1
18	+6	d12	4	20	Superior Inspiration	4	3	3	3	3	1	1	1	1
19	+6	d12	4	21	Epic Boon / eligible feat	4	3	3	3	3	2	1	1	1
20	+6	d12	4	22	Words of Creation	4	3	3	3	3	2	2	1	1

DIE = Bardic Inspiration die; CAN. = Bard cantrips; PREP. excludes spells always prepared by other Bard features. Slots are for a single-class Bard. PB uses total character level.

THE WANDERING MUSE

Your art, your allies, your story. Fill the fields that apply to your character.

Portrait



CHARACTER PORTRAIT

The artist behind the legend

APPEARANCE / DISTINGUISHING MARKS

PERSONALITY / AMBITION / IDEAL

BOND / FLAW / SECRET

Troupes, patrons & unfinished tales

Subclass & chosen talents

Subclass features arrive at Bard 3, 6 and 14.

LEVEL 3 / FEATURE / USES

LEVEL 6 / FEATURE / USES

LEVEL 14 / FEATURE / USES

SIGNATURE PERFORMANCE / REPUTATION

Feats, origins & resources

Instruments & performance

INSTRUMENT PROFICIENCY 1

INSTRUMENT PROFICIENCY 2

INSTRUMENT PROFICIENCY 3

A Musical Instrument can be your Bard spellcasting focus.

Gear, coin & spoils

CP

SP

EP

GP

PP

ATTUNED MAGIC ITEMS (DEFAULT LIMIT: 3)

Conditions & ongoing effects

SONGS & SPELLS

Record spell sources and casting restrictions. Continue your repertoire on page 5.

Spell slots / remaining and maximum

1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 /

Regain all expended slots after a Long Rest. Use multiclass slot totals when applicable.

Shape your repertoire

Preparation: choose eligible Bard spells of levels you can cast. Add spells when the page 2 limit increases. On gaining a **Bard level**, replace **one** prepared spell and/or **one** Bard cantrip. Always-prepared spells from other Bard features are extra to the limit.

One slot per turn: expend only one spell slot to cast a spell on a turn. A prepared Ritual can be cast with +10 minutes and no slot. An instrument focus replaces only Material components with no listed cost that are not consumed.

PREPARED / LIMIT

CONCENTRATION / SPELL / TIME LEFT

CON SAVE / BONUS

Cantrips / no spell slots required

CANTRIP / SOURCE	TIME	RANGE	DURATION / C	SAVE / EFFECT / V, S, M

///

☐ Bard cantrips: 2 at level 1, 3 at level 4, 4 at level 10. Add rows for other sources as needed.

Prepared & always-prepared spells / level 1+

▣ *P* = prepared; *A* = always prepared. Add *R* in Time for Ritual; *C* in Duration for Concentration.

THE CONTINUING REPERTOIRE

Spell record continued. Print extra copies of this page for additional spells.

Prepared & always-prepared spells / continued

P = prepared | *A* = always prepared | *R* = Ritual in Time | *C* = Concentration in Duration

Rare materials & charges

Keep the magic alive

Concentration: ends when you **begin casting another Concentration spell** or activate another Concentration effect; also if Incapacitated or dead. End it freely (no action). Damage: CON save, DC 10 or half damage (round down), whichever is higher; maximum DC 30. Rituals and other spells taking 1 minute or longer require Concentration during casting.

Begin your story

First class: Bard. CHA is your primary ability. D8 Hit Point Die; DEX and CHA saving throw proficiency. Simple weapons and Light armor. Choose **any 3 skills** and **3 Musical Instruments**. Subclass features arrive at Bard levels 3, 6 and 14.

Starting equipment. Choose 90 GP, or Leather Armor, 2 Daggers, a Musical Instrument, Entertainer's Pack and 19 GP. Background gear is separate. Character level 1 HP: 8 + CON mod; later Bard levels: 1d8 (or 5) + CON mod, minimum 1.

Multiclass entry: CHA 13+, plus your other classes' prerequisites. Gain the Bard Hit Point Die, proficiency in one skill and one Musical Instrument, Light armor training, and level 1 features. No automatic save or weapon proficiencies or starting equipment. Count all Bard levels when combining Spellcasting classes for spell slots; prepare spells for each class separately.

All fields are manual. Enter your chosen college features and any spells granted by other sources. Rules adapted from SRD 5.2.1, Bard pp. 31-33; spellcasting pp. 104-106; Concentration p. 179.