

The Quintessential Bard



CHARACTER _____ PLAYER _____
 CLASS _____ LEVEL _____
 CHARACTER CONCEPT _____
 SUBRACE _____ ALIGNMENT _____
 PATRON DEITY / RELIGION _____
 PLACE OF ORIGIN _____ FIGHTING STYLE _____

ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

SUB DMG	
HIT DIE	
DAMAGE REDUCTION	

ARMOUR

◯ = 10 +
 CLASS

ARMOUR

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC

MAX RANKS = LVL +3 (2) CROSS CLASS KEY ABILITY MODIFIERS TOTAL ABILITY RANKS MISC

ALCHEMY	Y / N	INT				
ANIMAL EMPATHY	Y / N	CHA				
APPRAISE ✓	Y / N	INT				
BALANCE ✓	Y / N	DEX *				
BLUFF ✓	Y / N	CHA				
CLIMB ✓	Y / N	STR *				
CONCENTRATION ✓	Y / N	CON				
CRAFT ✓ ()	Y / N	INT				
CRAFT ✓ ()	Y / N	INT				
CRAFT ✓ ()	Y / N	INT				
DECIPHER SCRIPT	Y / N	INT				
DIPLOMACY ✓	Y / N	CHA				
DISABLE DEVICE	Y / N	INT				
DISGUISE ✓	Y / N	CHA				
ESCAPE ARTIST ✓	Y / N	DEX *				
FORGERY ✓	Y / N	INT				
GATHER INFORMATION ✓	Y / N	CHA				
HANDLE ANIMAL	Y / N	CHA				
HEAL ✓	Y / N	WIS				
HIDE ✓	Y / N	DEX *				
INNUENDO	Y / N	WIS				
INTIMIDATE ✓	Y / N	CHA				
INTUIT DIRECTION	Y / N	WIS				
JUMP ✓	Y / N	STR *				
KNOWLEDGE ()	Y / N	INT				
KNOWLEDGE ()	Y / N	INT				
KNOWLEDGE ()	Y / N	INT				
KNOWLEDGE ()	Y / N	INT				
LISTEN ✓	Y / N	WIS				
MOVE SILENTLY	Y / N	DEX *				
OPEN LOCK	Y / N	DEX				
PERFORM ()	Y / N	CHA				
PICK POCKET	Y / N	DEX *				
PROFESSION ()	Y / N	WIS				
READ LIPS	Y / N	INT				
RIDE ✓	Y / N	DEX				
SCRY ✓	Y / N	INT				
SEARCH ✓	Y / N	INT				
SENSE MOTIVE ✓	Y / N	WIS				
SPELLCRAFT	Y / N	INT				
SPOT ✓	Y / N	WIS				
SWIM ✓	Y / N	STR *				
TUMBLE	Y / N	DEX *				
USE MAGIC DEVICE	Y / N	CHA				
USE ROPE ✓	Y / N	DEX				
WILDERNESS LORE ✓	Y / N	WIS				
	Y / N					

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							
REFLEX (DEX)							
WILL (WIS)							

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							
MELEE (STR)							
RANGED (DEX)							

WEAPON AND ARMOUR PROFICIENCIES

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WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
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WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

AC WHEN FLAT FOOTED
 AC VERSUS TOUCH ATTACKS
 MAX DEX BONUS
 ARMOUR CHECK PENALTY
 ARCANE SPELL FAILURE
 SPELL RESISTANCE

✓ CAN BE USED WITH 0 RANKS, * ARMOUR CHECK PENALTY APPLIES, ★ -1 PER 5 LBS OF EQUIPMENT

HEAL RATE PER DAY

BARDIC MUSIC PER DAY =

1/DAY PER LEVEL

SPELLS

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

MAGIC ITEMS

MOUNT

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

HENCHMEN AND MERCENARIES

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

PERSONALITY AND CHARACTER

BARDIC VENUE

ENEMIES, ALLIES, PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

TRAINED ANIMALS														
TYPE	HD	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA	TRAINING SLOTS	TRICKS AND ATTITUDES