

CHARACTER NAME

PLAYER



Bard
CLASS

RACE

ALIGNMENT

DEITY

CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score table with columns for Ability Name (STR, DEX, CON, INT, WIS, CHA), Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier.

HP, AC, Initiative, and Base Attack Bonus calculation boxes.

DAMAGE REDUCTION, HIT DIE TYPE (d6), and SPEED fields.

SAVING THROWS: FORTITUDE, REFLEX, WILL. Includes calculation boxes for Total, Base Save, Ability Modifier, Magic Modifier, Misc. Modifier, and Temporary Modifier.

MELEE and RANGED ATTACK BONUS calculation boxes.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

WEAPON table (duplicate).

WEAPON table (duplicate).

ARMOR/PROTECTIVE ITEM table with columns: TYPE, ARMOR BONUS, MAX DEX BONUS, CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES.

SHIELD/PROTECTIVE ITEM table with columns: ARMOR BONUS, WEIGHT, CHECK PENALTY, SPELL FAILURE, SPECIAL PROPERTIES.

AMMUNITION

Ammunition table with columns for quantity and type.

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Lists skills like Alchemy, Appraise, Bluff, etc.

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
- Enthral
- 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
- Misdread
- 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