

DUNGEONS & DRAGONS 5E

Player Character Record

CHARACTER NAME _____ # _____

Player: _____

Race _____ Class **Bard**

Campaign: _____ Character Creation Date: _____

Alignment _____ Size _____ Deity _____ Level _____

Current XP: _____ Next Level Goal: _____

Base Speed _____ Adjusted Speed _____ Initiative Modifier _____

Ability Score	Ability Modifier	Saving Throws
STR	_____	<input type="checkbox"/> _____
DEX	_____	<input type="checkbox"/> _____
CON	_____	<input type="checkbox"/> _____
INT	_____	<input type="checkbox"/> _____
WIS	_____	<input type="checkbox"/> _____
CHA	_____	<input type="checkbox"/> _____

ARMOR CLASS



HIT POINT maximum



HIT DICE total

d _____

Current Hit Points _____

Temporary Hit Points _____

Available Hit Dice _____

Add CON modifier to each HD.

Death Saves



Pass
Fail

Exhaustion

Level	Effect
<input type="checkbox"/> 1	DA on ability checks
<input type="checkbox"/> 2	Speed halved
<input type="checkbox"/> 3	DA on attacks and saves
<input type="checkbox"/> 4	HP maximum halved
<input type="checkbox"/> 5	Speed reduced to 0
<input type="checkbox"/> 6	Death

Wis Passive Perception



INITIATIVE INSPIRATION PROFICIENCY

PROFICIENCIES

SKILLS:

- Dex** Acrobatics $\times 2 \frac{1}{2}$
- Wis** Animal Hndlg $\times 2 \frac{1}{2}$
- Int** Arcana $\times 2 \frac{1}{2}$
- Str** Athletics $\times 2 \frac{1}{2}$
- Cha** Deception $\times 2 \frac{1}{2}$
- Int** History $\times 2 \frac{1}{2}$
- Wis** Insight $\times 2 \frac{1}{2}$
- Cha** Intimidation $\times 2 \frac{1}{2}$
- Int** Investigation $\times 2 \frac{1}{2}$
- Wis** Medicine $\times 2 \frac{1}{2}$
- Int** Nature $\times 2 \frac{1}{2}$
- Wis** Perception $\times 2 \frac{1}{2}$
- Cha** Performance $\times 2 \frac{1}{2}$
- Cha** Persuasion $\times 2 \frac{1}{2}$
- Int** Religion $\times 2 \frac{1}{2}$
- Dex** Sleight of Hand $\times 2 \frac{1}{2}$
- Dex** Stealth $\times 2 \frac{1}{2}$
- Wis** Survival $\times 2 \frac{1}{2}$

SAVES:

TOOLS:

WEAPONS:

ARMOR:

OTHER:

WEAPON _____ REACH or RANGE _____ DAMAGE TYPE _____
Description _____
 PROFICIENCY _____ MAGIC _____ MISC. _____ ATTACK BONUS _____
DAMAGE DICE _____ + _____ + _____ + _____ = _____
DAMAGE _____

WEAPON _____ REACH or RANGE _____ DAMAGE TYPE _____
Description _____
 PROFICIENCY _____ MAGIC _____ MISC. _____ ATTACK BONUS _____
DAMAGE DICE _____ + _____ + _____ + _____ = _____
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DAMAGE _____

WEAPON _____ REACH or RANGE _____ DAMAGE TYPE _____
Description _____
 PROFICIENCY _____ MAGIC _____ MISC. _____ ATTACK BONUS _____
DAMAGE DICE _____ + _____ + _____ + _____ = _____
DAMAGE _____

AMMO _____

AMMO

COMBAT

Character Background ^{and} or Notes Overflow

[Empty box for character name]

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CHARACTER NAME

Lined writing area for notes and background information.

BARD

Level: _____

CHARACTER NAME _____ # _____



Bardic Inspiration			Reset Long Rest (Short or Long Rest @ 5th LVL)
Total	Used	Die	
CHA (min 1) ○○○○○			

Song of Rest
Die

Spell Save DC
$8 + \square + \square + \square =$
P.B. CHA MISC.

Spell Attack Modifier
$\square + \square + \square =$
P.B. CHA MISC.

LEGEND: CHA = Charasma Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier, LVL = Bard Level, HP = Hit Points

Cantrips Known

Spells Known

Spell Slots and Castings								
1st	2nd	3rd	4th	5th	6th	7th	8th	9th
○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○



SPELLS



College: _____

Regain spell slots after a long rest. See page 207 in the Player's Handbook for the Bard's Spell List.

Known Cantrips

Cantrip	Page

Cantrip	Page

Known Spells

LVL	Spell	Page

LVL	Spell	Page

Additional Magical Secrets For 6th level Bards of the College of Lore.

LVL	Spell	Page

LVL	Spell	Page

Notes:
