yer Character R	Record			ARACTER NAME	Class	Bard
Player:  Campaign: Character Creation Date:			Alignment			
Campaign:		Date:	Alignment	Size	Deity Ac	Level
Current XP: Ability	Next Level Goal: Ability Saving	ARMOR	HIT POINT	Base Speed		ljusted Initiative Modifier
Score	Modifier Throws	CLASS	maximum	Current Hit	Points	Temporary Hit Points
STR						
DEX		\ /	HIT DICE total	Available Hi	t Dice	Death Saves
CON			d			Pass
INT		•		Add CON modifer	to each HD.	Exhaustion
wis		.dv:				- Level Effect
СНА	D	isad:	<i>₹</i> > <sub>6</sub>		\$ 0/2	☐1 DA on ability checks ☐2 Speed halved
Wis	Passive Percept	tion				☐3 DA on attacks and sav ☐4 HP maximum halved ☐5 Speed reduced to 0
WEAPON		or <b>RANGE</b> DAMAGE	1 INITIATIVE	INSPIRATION P	ROFICIEN	☐6 Death
Description	KENOTI	TYPE	INTIATIVE	PROFIC		
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	SKILLS			SAVES:
DAMAGE DICE	→ MISC.	DAMAGE	Dex	Acrobatics		
	+ + =		Wis	Animal Hn	-	TOOLS
аммо □□	<u> </u>	<u> </u>	Str 🗆	Arcana 🗵 Athletics 🖪		TOOLS:
WEAPON	REACH (	DAMAGE TYPE		Deception		
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int 🗆	History ×2		WEAPONS:
DAMAGE DICE	+ + =  	DAMAGE	Wis□   Cha□	Insight 🗵		
	++=[		Int	Intimidation		
аммо □□	<u>1000</u> 00000 <u>000</u>	000000	Wis	Medicine		
WEAPON	REACH	TYPE		Nature ×2		ARMOR:
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Wis□_ Cha□	Perception Performan		
+	++=[		Cha □	Persuasio		OTHER:
DAMAGE DICE	□	DAMAGE	Int 🗆	Religion 🗵		
AMMO 🗆			Dex	Sleight of		
WEAPON	REACH	or RANGE DAMAGE	Dex Wis U	Stealth ≥2 Survival ≥2		
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS		Survivar 2	1/4	
	++	AI IAON BONUS	]			
DAMAGE DICE	□↓ ↓ MISC.	DAMAGE	īl ———			
AMMO 🗆 🗆			<b>』</b> 1			
WEAPON			_			
Description		DE RANGE DAMAGE	1			
□PROFICIENCY +	MAGIC MISC.	ATTACK BONUS	1 ———			
DAMAGE DICE [		DAMAGE	1 ———			
	+ +  =					
	<u>1000</u> 00000000000					
	<u>1000</u> 00000 <u>000</u>	<u> </u>	ı			
		<u></u>	] —			
	AMMO					

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RMOR	AKMOR CL DEX	ASS (AC) Calcula	SC. AC		#	
	DEX A	10 + H	SC. AC	CHARACTER NA		7
		++		Age	Gender	
Weight	EDIUM DEX +	ARMOR MAGIC MIS	SC. AC	Height	Weight	
HIELD	12 MAY	ARMOR MAGIC MIS	SC. AC	Eyes	Hair	
<u></u>	EAVY ARMOR	+ +		Skin	Handedness	
Weight □ Osh	SIELD (add to AC)	SHIELD MAGIC MIS	SC. +AC	Physical Description		
rotective I	tems		AC Weight			
		В	Bonus			
						CHARACTER SKETCH
ther Equip	······································			Languages		
ITEM	WT.	ITEM	WT.			
LIFIAL		11 2 191		Race		
	X =		X =	Ability Adj.		
	X =		X =	Traits		
	X =		X =	Proficiencies		
	X =		X =			
	X =		X =	Racial Lang's		
- An	x	79	X =	Background	d	
	2	DE POR	È			
	X	PAT, MARON IN	X =	Proficiencies		
	X =		X =			
	X =	747	X =	Equipment		
W. Carlot	X =		X =			
War and Mark	X =		X =	Bkgnd Lang's	•	
	X =		X =	Personality		
	X =		X =			
	X =		X =	Ideals		
	X =		X =			
	X =	Coin Purse		Bonds		
The second secon				Donus		
	CARRYING ×2	PUSH, DRAG, T or LIFT	OTAL WEIGHT CARRIED			
festyle		Expenses/Day		Flaws		
reasure CP	SP	EPGP	PP			
				Feature		
				_ ~~~~~		
				Magic Item:		Attuned
agic Item:			Attun	ed Magic Item:		Attuned

Employ	kground or Not			#
3 4 4 4		CHARACTE	R NAME	

3	E Lev	rel:			3 CHARAC	CTER NAME		#_	
		Inspiration Used Die	Reset Long Rest	Song	of Res	t Spell Sa	ve DC	Spell Atta	
I			(Short or Long Rest @ 5th LVL)		Die	8++	H=	Modifie	
		narasma Modifier, P.B. =	31 <del>40</del> 31	s, MISC. = Misc		lagical Modifier, LVL = Bard	Level, HP = Hit Poir	VEWSCHISS FARM AS W. HAS BOOKED CO.	
$\odot$	Known	Known	1st	2nd [	3rd [	4th       5th		7th    8th	9th
		SP	ELLS	3		The state of the s		College:	
Know	n Cantrips	g rest. See page	207 in the Pla		book for th	ne Bard's Spell List.			
Can	trip			Page	Ca	ntrip			Page
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	n Spells Spell			Page	LV	/L Spell			Pag
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	al Magical S Spell	ecrets For	6th level Bard	is of the Co Page	(1) The state of t	ore. /L_Spell			Pag
lotes									