

DUNGEONS & DRAGONS 5E

Player Character Record

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

CHARACTER NAME

#

Race

Class

Bard

Alignment

Size

Deity

Level

Base Speed

Adjusted Speed

Initiative Modifier

Dex

Ability Score

Ability Modifier

Saving Throws

ARMOR CLASS

HIT POINT maximum

Current Hit Points

Temporary Hit Points

STR

DEX

CON

INT

WIS

CHA



HIT DICE total

d

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		
<input type="checkbox"/> PROFICIENCY	MAGIC	MISC.
DAMAGE DICE		DAMAGE

WEAPON	REACH or RANGE	DAMAGE TYPE
Description		
<input type="checkbox"/> PROFICIENCY	MAGIC	MISC.
DAMAGE DICE		DAMAGE

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WEAPON	REACH or RANGE	DAMAGE TYPE
Description		
<input type="checkbox"/> PROFICIENCY	MAGIC	MISC.
DAMAGE DICE		DAMAGE

AMMO

Character Background ^{and} or Notes Overflow

CHARACTER NAME

#

BARD
Level:

CHARACTER NAME

_____ # _____



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

Song of Rest

Spell Save DC

$8 + \boxed{} + \boxed{} + \boxed{} =$

P.B. CHA MISC.

Spell Attack Modifier

+ + =

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 <input type="checkbox"/>	2nd <input type="checkbox"/>	3rd <input type="checkbox"/>	4th <input type="checkbox"/>	5th <input type="checkbox"/>	6th <input type="checkbox"/>	7th <input type="checkbox"/>	8th <input type="checkbox"/>	9th <input type="checkbox"/>	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

**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

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

LVL	Spell	Page

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