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> > ₆		\$ 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 RANGE 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 🗆 🗆			』 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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		ARMOR MAGIC MIS	SC. AC	Age	Gender		
Weight -	DEX A	ARMOR MAGIC MIS	SC. AC	Height	Weight		
HIELD	12 MAY	ARMOR MAGIC MIS	SC. AC	Eyes	Hair		
OHE	AVY ARMOR	++		Skin	Handedness		
Weight ☐ SHIELD (add to AC) +2 +			SC. +AC	Physical Description			
rotective I	tems		AC Weight			150	
		<u> </u>	Johns			a de la companya della companya della companya de la companya della companya dell	
						CHARACTER SKETCH	
ther Equip	ment			Languages			
ITEM	WT.	ITEM	WT.	Race			
				Ability Adj.	"		
	X =		X =	Traits	7		
	X =		X =				
	X =		X =	Proficiencies			
	X =		X =	Racial Lang's			
-62	X =		X =	Background	<u> </u>		
	X =	TENS -	X =	3			
# 188	X	FAT MAGE THE	X =				
	X =	200	X =	Proficiencies			
	Χ =		X =	Equipment			
MOOK	X =		X =				
March March	X = ///		Χ =	Bkgnd Lang's			
110000	X =		X =	Personality	7		
	X =		X =				
	X =		X =	Ideals			
	X =		X =	,			
	X =	Coin Purse		P			
The state of the s	1			Bonds			
	CARRYING ×2	PUSH, DRAG, T	OTAL WEIGHT				
festyle		Expenses/Day		Flaws			
reasure CP	SP	EPGP	PP				
				Feature			
				Magic Item:		Attuned	
agic Item:			Attun	ed Magic Item:		Attuned	

Employ	kground or Not			#
3 434		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. =	51 -10 -11	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.			
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