

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 table with STR, DEX, CON, INT, WIS, CHA and modifiers.

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 table

Exhaustion

Table with columns Level and Effect, listing effects 1-6.

Wis Passive Perception



INITIATIVE INSPIRATION PROFICIENCY

PROFICIENCIES

SKILLS:

- List of skills with checkboxes and proficiency multipliers (x2, x1/2).

SAVES:

TOOLS:

WEAPONS:

ARMOR:

OTHER:

WEAPON table 1 with fields for Description, Proficiency, Magic, Misc, Attack Bonus, Damage Dice, and Damage.

WEAPON table 2 with fields for Description, Proficiency, Magic, Misc, Attack Bonus, Damage Dice, and Damage.

WEAPON table 3 with fields for Description, Proficiency, Magic, Misc, Attack Bonus, Damage Dice, and Damage.

WEAPON table 4 with fields for Description, Proficiency, Magic, Misc, Attack Bonus, Damage Dice, and Damage.

WEAPON table 5 with fields for Description, Proficiency, Magic, Misc, Attack Bonus, Damage Dice, and Damage.

AMMO table with a grid of checkboxes for ammunition.

AMMO

COMBAT



Character Background ^{and} or Notes Overflow

[Empty box for character name]

#

CHARACTER NAME

Lined writing area for notes and background information.

BARD

Level: _____

CHARACTER NAME _____ # _____



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

Song of Rest
Die

Spell Save DC
$8 + \square + \square + \square =$ <small>P.B. CHA MISC.</small>

Spell Attack Modifier
$\square + \square + \square =$ <small>P.B. CHA MISC.</small>

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.

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LVL	Spell	Page

Notes:
