BARD - College of Lore Bard Level:





Spell Save DC

Song

Die

of Rest

Spells Known	Cantrips Known	Total CHA (min 1)	Inspiration Used Die	(Short or Long Rest @ 5th LVL)
Cantrip LVL Spell	LEGEND, CHA = Cl	narasma wodiner, P.B. =	Proficiency Bonus, MISC Page Page	Known Cantrips
				Known Spells
Once in the ne	on dice to creaturext 10 minutes, he	re within 60ft. the	ce to attack or	
failure is anno Can use numb a minimum of	er of times equa once). at 1st, d8 at 5th	I to your CHA m	odifier	FC Re Cc As cre
	Trades iency to checks to applies to initia		LVL 2 dy include	frig sile
pend a Hit Die Die to roll for h	or party member ce during short re it points gained i Idl2 at 17th level	s that can hear yest. s a 1d6 at 2nd,		You you cou M a You
xpertise Double proficie skills at level 1	ency bonus on 2 0.	skills at level 3,	LVL 3, 10 and on 2 more	rea cas aga
	oficiencies ciency with three	skills of your cho	LVL 3	LV
reature you c an be charme	for 1 use of your an see within 60 ed, makes an atta ou can subtract y	feet, that can he ack roll, an ability	ear you and that y check, or a	Pe Fo che ab

Ability Score Improvement

maximum score of 20. Or select one feat.

Increase one ability score by 2, or two ability scores by 1, to a

Jui LVL)		P.B. CHA MISC.	P.B. CHA IV	1150.
/liscellaniuos	or Mag	gical Modifier, LVL = Bard Level, HP = Hit Points		
S	Can	trip		Page
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2 2				
Known Cantrips				
4 0	LVL	Spell		Page
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Fo	nt c	f Inspiration		LVL 5

Countercharm LVL

Regain all uses of Bardic Inspiration after short or long rest.

As an action, until end of your next turn grant all friendly creatures within 30ft. that can hear you adv. against being frightened or charmed. Ability stops if you are incapacitated, silenced or voluntarily end it.

Additional Magical Secrets

LVL

You learn two spells of your choice from any class, of a level you can cast. The spells count as bard spells for you but don't count against the number of bard spells you know.

Magical Secrets

LVL 10, 14 and 18

pell Attack

You learn two spells of your choice from any class when you reach level 10, 14 and 18. They must be of a level you can cast. The spells count as bard spells for you but don't count against the number of bard spells you know.

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LVL 10 Spell:	
LVL 14 Spell:	
LVL 18 Spell:	

Peerless Skill

LVL 4, 8, 12, 16 and 19

LVL 14

For 1 use of your Bardic Inspiration, when you make an ability check, you can add your roll of a Bardic Inspiration die to the ability check roll.

Superior Inspiration

LVL 20

When you roll initiative and have no uses of Bardic Inspiration left, you regain one use.