

BARD - College of Valor

Bard Level:

CHARACTER NAME

Spells Known

Cantrips Known

Bardic Inspiration

Total Used Die
CHA (min 1) ○○○○○

Reset Long Rest (Short or Long Rest @ 5th LVL)

Song of Rest

Die

Spell Save DC

8 + + + =
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

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Known Spells



Bardic Inspiration LVL 1,5,10,15

Grant inspiration dice to creature within 60ft. that can hear you. Once in the next 10 minutes, he can add the dice to attack or ability check. Can wait until after initial roll, but before success / failure is announced. Can use number of times equal to your CHA modifier (a minimum of once). The die is a d6 at 1st, d8 at 5th, d10 at 10th, d12 at 15th level. Regain after long rest

Jack of all Trades LVL 2

Add half proficiency to checks that do not already include proficiency. Also applies to initiative checks.

Song of Rest LVL 2, 9,13,17

Extra healing for party members that can hear you, and that spend a Hit Dice during short rest. Die to roll for hit points gained is a 1d6 at 2nd, 1d8 at 9th, 1d10 at 13th, 1d12 at 17th level.

Expertise LVL 3, 10

Double proficiency bonus on 2 skills at level 3, and on 2 more skills at level 10.

Bonus Proficiencies LVL 3

You gain proficiency with medium armor, shields, and martial weapons.

Combat Inspiration LVL 3

Bardic Inspiration die can be used to add to weapon damage or to add to AC. Can wait until after initial roll, but before success / failure is announced.

Ability Score Improvement LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Font of Inspiration LVL 5

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

Countercharm LVL 6

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.

Extra Attack LVL 6

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Magical Secrets LVL 10, 14 and 18

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.

LVL 10 Spell: _____

LVL 14 Spell: _____

LVL 18 Spell: _____

Battle Magic LVL 14

When you use your action to cast a bard spell, you can make one weapon attack as a bonus action.

Superior Inspiration LVL 20

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