

CHARACTER NAME _____

PLAYER _____

Bard
CLASS

RACE _____

ALIGNMENT _____

DEITY _____



CHARACTER RECORD SHEETS

LEVEL _____ SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS _____

AC ARMOR CLASS _____ = 10 + _____ + _____ + _____ + _____ + _____ + _____

INITIATIVE MODIFIER _____ = _____ + _____

BASE ATTACK BONUS _____

SPEED _____

HIT DIE TYPE **d6**

DAMAGE REDUCTION _____

MISS CHANCE _____

ARCANE SPELL FAILURE _____

ARMOR CHECK PENALTY _____

SPELL RESISTANCE _____

SAVING THROWS

FORTITUDE (CONSTITUTION) _____ = _____ + _____ + _____ + _____ + _____

REFLEX (DEXTERITY) _____ = _____ + _____ + _____ + _____ + _____

WILL (WISDOM) _____ = _____ + _____ + _____ + _____ + _____

CONDITIONAL MODIFIERS _____

MELEE ATTACK BONUS _____ = _____ + _____ + _____ + _____ + _____

RANGED ATTACK BONUS _____ = _____ + _____ + _____ + _____ + _____

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
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WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES					

AMMUNITION

CROSS-CLASS	SKILLS					
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	ALCHEMY	INT				
<input type="checkbox"/>	APPRAISE ■	INT				
<input type="checkbox"/>	BALANCE ■	DEX*				
<input type="checkbox"/>	BLUFF ■	CHA				
<input type="checkbox"/>	CLIMB ■	STR*				
<input type="checkbox"/>	CONCENTRATION ■	CON				
<input type="checkbox"/>	CRAFT ■ (_____)	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input type="checkbox"/>	DIPLOMACY ■	CHA				
<input checked="" type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE ■	CHA				
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input checked="" type="checkbox"/>	FORGERY ■	INT				
<input type="checkbox"/>	GATHER INFORMATION ■	CHA				
<input checked="" type="checkbox"/>	HANDLE ANIMAL	CHA				
<input checked="" type="checkbox"/>	HEAL ■	WIS				
<input type="checkbox"/>	HIDE ■	DEX*				
<input checked="" type="checkbox"/>	INNUENDO	WIS				
<input checked="" type="checkbox"/>	INTIMIDATE ■	CHA				
<input type="checkbox"/>	INTUIT DIRECTION	WIS				
<input type="checkbox"/>	JUMP ■	STR*				
<input type="checkbox"/>	KNOWLEDGE (ARCANA)	INT				
<input type="checkbox"/>	KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT				
<input type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT				
<input type="checkbox"/>	KNOWLEDGE (HISTORY)	INT				
<input type="checkbox"/>	KNOWLEDGE (LOCAL)	INT				
<input type="checkbox"/>	KNOWLEDGE (NATURE)	INT				
<input type="checkbox"/>	KNOWLEDGE (NOBILITY & ROYALTY)	INT				
<input type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT				
<input type="checkbox"/>	KNOWLEDGE (RELIGION)	INT				
<input type="checkbox"/>	LISTEN ■	WIS				
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*				
<input checked="" type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM ■ (_____)	CHA				
<input type="checkbox"/>	PICK POCKET	DEX*				
<input type="checkbox"/>	PROFESSION (_____)	WIS				
<input checked="" type="checkbox"/>	RIDE ■ (_____)	DEX				
<input type="checkbox"/>	SCRY ■	INT				
<input checked="" type="checkbox"/>	SEARCH ■	INT				
<input checked="" type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input checked="" type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SWIM ■	STR**				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input checked="" type="checkbox"/>	USE ROPE ■	DEX				
<input type="checkbox"/>	WILDERNESS LORE ■	WIS				
<input type="checkbox"/>	_____					
<input type="checkbox"/>	_____					

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

