



Bard

CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP. SCORE | TEMP. MODIFIER |
|---------------------|---------------|------------------|-------------|----------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

| | | |
|-------------------------------|-------|------------------|
| HP HIT POINTS | | |
| | TOTAL | NONLETHAL DAMAGE |
| WOUNDS / CURRENT HP | | |
| INITIATIVE | | |
| TOTAL = DEX MOD. + MISC. MOD. | | |
| DAMAGE REDUCTION | | |
| SPELL RESISTANCE | | |

| | | | | | | | | | | |
|-------------------|--|-----------|-------------|--------------|--------------|---------------|---------------|---------------------|----------------|--|
| AC ARMOR CLASS | | =10+ | | | | | | | | |
| TOTAL | | | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC. MODIFIER | |
| TOUCH | | MODIFIERS | | | | | | | | |
| FLAT FOOTED | | | | | | | | | | |

| | | | | | | | |
|---------------------------|--|-----------|------------------|----------------|----------------|----------------|-----------|
| TOTAL | | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | MODIFIERS |
| FORTITUDE CONSTITUTION | | | | | | | |
| REFLEX DEXTERITY | | | | | | | |
| WILL WISDOM | | | | | | | |

| | | | |
|--------|--|-----------------|--|
| B.A.B. | | BARDIC PERFORM. | |
| CMB | | | |
| CMD | | | |

| SPELLS | | | | | | TOUCH ATTACK | SAVE DC MOD. | |
|--------------|-----|---------------|-----|--------------------|-----|--------------|----------------|--|
| 0 | 1ST | 2ND | 3RD | 4TH | 5TH | 6TH | MELEE / RANGED | |
| CASTER LEVEL | | SPELL FAILURE | | SPECIAL PROPERTIES | | | | |

| WEAPON | | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|------------|--------------------|--------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | | |

| WEAPON | | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|------------|--------------------|--------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | | |

| WEAPON | | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|------------|--------------------|--------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | | |

| WEAPON | | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|-------|------------|--------------------|--------|----------|
| TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES | | |

MOVEMENT

| | | | | | |
|-----------------|-----|-----------------|-----|--------|--|
| FT. | SG. | FT. | SG. | FT. | |
| BASE SPEED | | ARMOR SPEED | | BURROW | |
| FT. | | FT. | | FT. | |
| FLY | | MANUEVERABILITY | | SWIM | |
| | | | | CLIMB | |
| TEMP. MODIFIERS | | | | | |

SKILLS

| SKILL NAME | TOTAL BONUS | ABILITY MOD. | RANKS | MISC. MOD. |
|---|-------------|--------------|-------|------------|
| <input checked="" type="checkbox"/> ACROBATICS | | =DEX | | |
| <input checked="" type="checkbox"/> APPRAISE | | =INT | | |
| <input checked="" type="checkbox"/> BLUFF | | =CHA | | |
| <input checked="" type="checkbox"/> CLIMB | | =STR | | |
| <input checked="" type="checkbox"/> CRAFT | | =INT | | |
| <input checked="" type="checkbox"/> CRAFT | | =INT | | |
| <input checked="" type="checkbox"/> DIPLOMACY | | =CHA | | |
| <input type="checkbox"/> DISABLE DEVICE * | | =DEX | | |
| <input checked="" type="checkbox"/> DISGUISE | | =CHA | | |
| <input checked="" type="checkbox"/> ESCAPE ARTIST | | =DEX | | |
| <input type="checkbox"/> FLY | | =DEX | | |
| <input type="checkbox"/> HANDLE ANIMAL * | | =CHA | | |
| <input type="checkbox"/> HEAL | | =WIS | | |
| <input checked="" type="checkbox"/> INTIMIDATE | | =CHA | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (ARCANA) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (HISTORY) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (LOCAL) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (NATURE) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (PLANES) * | | =INT | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (RELIGION) * | | =INT | | |
| <input checked="" type="checkbox"/> LINGUISTICS * | | =INT | | |
| <input checked="" type="checkbox"/> PERCEPTION | | =WIS | | |
| <input checked="" type="checkbox"/> PERFORM | | =CHA | | |
| <input checked="" type="checkbox"/> PERFORM | | =CHA | | |
| <input checked="" type="checkbox"/> PROFESSION * | | =WIS | | |
| <input checked="" type="checkbox"/> PROFESSION * | | =WIS | | |
| <input type="checkbox"/> RIDE | | =DEX | | |
| <input checked="" type="checkbox"/> SENSE MOTIVE | | =WIS | | |
| <input checked="" type="checkbox"/> SLEIGHT OF HAND * | | =DEX | | |
| <input checked="" type="checkbox"/> SPELLCRAFT * | | =INT | | |
| <input checked="" type="checkbox"/> STEALTH | | =DEX | | |
| <input type="checkbox"/> SURVIVAL | | =WIS | | |
| <input type="checkbox"/> SWIM | | =STR | | |
| <input checked="" type="checkbox"/> USE MAGIC DEVICE * | | =CHA | | |
| <input type="checkbox"/> CONCENTRATION | | =CHA | | C. LVL |
| <input type="checkbox"/> | | | | |
| <input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY | | | | |

CONDITIONAL MODIFIERS:

LANGUAGES:

FEATS

[illegible][illegible]

SPELLS

| SPELLS KNOWN | SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
|----------------------|----------------------|-------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | 0 | <input type="text"/> | — |
| <input type="text"/> | <input type="text"/> | 1ST | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 2ND | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 3RD | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 4TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 5TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 6TH | <input type="text"/> | <input type="text"/> |

CONDITIONAL MODIFIERS

SAVE DC

 TOTAL

= 10 +

 1/2 BARD LEVEL

+

 CHARISMA MODIFIER

CONDITIONAL MODIFIERS

| RACIAL TRAITS |
|---------------|
| |
| |
| |
| |
| |
| |

[illegible]

| EXPERIENCE | |
|-------------|--|
| EXPERIENCE: | |
| NEXT LEVEL: | |

[illegible]

| | | NOTES |
|--|--|-------|
| | | |

INVENTORY

STAVES

CL CHARGES

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

SPELLS: _____ DC: _____

_____ DC: _____

_____ DC: _____

_____ DC: _____

WANDS

CL DC CHARGES

ITEM

#

REF.

LBS.

ITEM

#

REF.

LBS.

TOTAL
WEIGHT

CONTAINER

LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM TYPE AC BONUS MAX DEX

CHECK PENALTY SPELL FAIL SPEED WEIGHT SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM WEIGHT AC BONUS CHECK PENALTY

SPELL FAIL SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD _____ LIFT OVER HEAD MAX

MEDIUM LOAD _____ LIFT OFF GROUND MAX x2

HEAVY LOAD _____ PUSH OR DRAG MAX x5

WEALTH

COINS

VALUABLES

CP

SP

GP

PP

CHARACTER GEAR

HEAD REF.

FACE REF.

THROAT REF.

SHOULDERS REF.

BODY REF.

TORSO REF.

ARMS REF.

HANDS REF.

WAIST REF.

FEET REF.

RING REF.

RING REF.

OTHER/NOTES

BACKGROUND

HOMETOWN: _____

PORTRAIT

CAMPAIGN NOTES

SPELLS

[illegible]

SKILL DCs

ACROBATICS

SURFACE WIDTH DC

- >3 FEET WIDE 0*
- 1-3 FEET WIDE 5*
- 7-11 INCHES WIDE 10
- 2-6 INCHES WIDE 15
- <2 INCHES WIDE 20

***NO CHECK IS NEEDED TO MOVE UNLESS SURFACE TYPE INCREASES DC BY 10 OR MORE.**

SITUATION DC

- TREAT A FALL AS IF IT WERE 10FT. SHORTER THAN IT REALLY IS WHEN DETERMINING DAMAGE. OPP. CMD

- MOVE AT ONE-HALF SPEED AS PART OF NORMAL MOVEMENT, PROVOKING NO ATTACKS OF OPPORTUNITY WHILE DOING SO. FAILURE MEANS YOU PROVOKE ATTACKS OF OPPORTUNITY NORMALLY. CHECK SEPERATELY FOR EACH OPPONENT YOU MOVE PAST. OPP. CMD+5

- MOVE AT ONE-HALF SPEED THROUGH AN AREA OCCUPIED BY AN ENEMY AS PART OF NORMAL MOVEMENT, PROVOKING NO ATTACKS OF OPPORTUNITY WHILE DOING SO. FAILURE MEANS YOU STOP BEFORE ENTERING THE ENEMY-OCCUPIED AREA AND PROVOKE AN ATTACK OF OPPORTUNITY FROM THAT ENEMY. CHECK SEPERATELY FOR EACH OPPONENT.

***EACH ADDITIONAL ENEMY AFTER THE FIRST ADDS +2 TO THE DC. TO MOVE AT FULL SPEED ADDS +10 TO THE DC. YOU CANNOT PERFORM THESE MANUEVERS IF YOUR SPEED IS REDUCED BY LOAD SIZE OR ARMOR, UNLESS YOUR SPEED IS ENHANCED TO NORMAL LAND SPEED OF A CREATURE YOUR SIZE.**

| LONG JUMP DISTANCE | DC* | HIGH JUMP DISTANCE | DC* |
|--------------------|-----|--------------------|-----|
| 5 FEET | 5 | 1 FOOT | 4 |
| 10 FEET | 10 | 2 FEET | 8 |
| 15 FEET | 15 | 3 FEET | 12 |
| 20 FEET | 20 | 4 FEET | 16 |
| ETC... | ETC | ETC... | ETC |

***REQUIRES A 20-FOOT RUNNING START. IF NOT DOUBLE THE DC.**

TERRAIN DC MOD.

- SLIGHTLY OBSTRUCTED +2
- SEVERELY OBSTRUCTED +5
- SLIGHTLY SLIPPERY +2
- SEVERELY SLIPPERY +5
- SLIGHTLY SLOPED +2
- SEVERELY SLOPED +5
- SLIGHTLY UNSTEADY +2
- MODERATELY UNSTEADY +5
- SEVERELY UNSTEADY +10
- HARD TERRAIN AT FULL SPEED +5*

***DOES NOT APPLY TO CHECKS MADE TO JUMP.**

BLUFF

CIRCUMSTANCES BLUFF MOD.

- WANTS TO BELIEVE YOU +5
- LIE IS BELIEVABLE +0
- LIE IS UNLIKELY -5
- LIE IS FAR-FETCHED -10
- LIE IS IMPOSSIBLE -20
- TARGET IS DRUNK/IMPAIRED +5
- HAVE CONVINCING PROOF UP TO +10

CLIMB

CLIMB DC EXAMPLE SURFACE OR ACTIVITY

| | |
|----|---|
| 0 | SLOPE TOO STEEP TO WALK UP; KNOTTED ROPE WITH WALL TO BRACE UP AGAINST. |
| 5 | ROPE WITH WALL TO BRACE, OR KNOTTED ROPE, OR ROPE AFFECTED BY ROPE TRICK SPELL. |
| 10 | SURFACE WITH LEDGES, A VERY ROUGH WALL, OR SHIP'S RIGGING. |
| 15 | SURFACE WITH ADEQUATE HANDHOLDS AND FOOTHOLDS, AN UNKNOTTED ROPE, OR PULLING YOURSELF UP WHEN DANGLING BY YOUR HANDS. |
| 20 | UNEVEN SURFACE WITH SOME NARROW HANDHOLDS AND FOOTHOLDS. |
| 25 | ROUGH SURFACE, SUCH AS A NATURAL ROCK WALL. |
| 30 | AN OVERHAND OR CEILING WITH HANDHOLDS BUT NO FOOTHOLDS. |
| ∞ | A PERFECTLY SMOOTH FLAT VERTICAL SURFACE CANNOT BE CLIMBED. |

DC MOD.* EXAMPLE SURFACE OR ACTIVITY

- 10 CLIMBING A CHIMNEY OR OTHER LOCATION WHERE YOU CAN BRACE AGAINST TWO OPPOSITE WALLS.
- 5 CLIMBING A CORNER WHERE YOU CAN BRACE AGAINST PERPENDICULAR WALLS.
- +5 SURFACE IS SLIPPERY.

***THESE MODIFIERS STACK**

DIPLOMACY

STARTING ATTITUDE DC

- HOSTILE 25 + TARGET'S CHA MOD.
- UNFRIENDLY 20 + TARGET'S CHA MOD.
- INDIFFERENT 15 + TARGET'S CHA MOD.
- FRIENDLY 10 + TARGET'S CHA MOD.
- HELPFUL 0 + TARGET'S CHA MOD.

REQUEST DC MOD.

- ADVICE OR DIRECTIONS -5
- DETAILED ADVICE +0
- SIMPLE AID +0
- AN UNIMPORTANT SECRET +5
- LENGTHY OR COMPLICATED AID +5
- DANGEROUS AID +10
- AN IMPORTANT SECRET +10 OR MORE
- AID THAT COULD RESULT IN PUNISHMENT +15 OR MORE
- ADDITIONAL REQUESTS +5 PER REQUEST

DISABLE DEVICE

DEVICE TIME DC*

- SIMPLE 1 ROUND 10
- TRICKY 1D4 ROUNDS 15
- DIFFICULT 2D4 ROUNDS 20
- WICKED 2D4 ROUNDS 25

***IF YOU ATTEMPT TO LEAVE BEHIND NO TRACE OF YOUR TAMPERING ADD 5 TO THE DC.**

LOCK QUALITY DC*

- SIMPLE 10
- AVERAGE 15
- GOOD 20
- SUPERIOR 25

***IF YOU DO NOT HAVE A SET OF THIEVES' TOOLS, THESE DCs INCREASE BY 10.**

DISGUISE

DISGUISE CHECK MOD.

- MINOR DETAILS ONLY +5
- A DIFFERENT GENDER -2
- A DIFFERENT RACE -2
- A DIFFERENT AGE CATEGORY -2~
- A DIFFERENT SIZE CATEGORY -10

***THESE MODIFIERS STACK.**

~PER STEP BETWEEN ACTUAL AGE CATEGORY AND DISGUISED AGE CATEGORY.

FAMILIARITY VIEWER BONUS

- RECOGNIZES ON SIGHT +4
- FRIENDS OR ASSOCIATES +6
- CLOSE FRIENDS +8
- INTIMATE +10

ESCAPE ARTIST

RESTRAINT DC

- ROPE/BINDINGS BINDER'S CMB+20
- NET, ANIMATE ROPE, COMMAND PLANTS, CONTROL PLANTS, ENTANGLE 20
- SNARE SPELL 23
- MANACLES 30
- TIGHT SPACE 30
- MASTERWORK MANACLES 35
- GRAPPLER GRAPPLER'S CMD

HEAL

TASK DC

- STABILIZE A DYING CHARACTER 15
- LONG-TERM CARE (DAY OR MORE) 15
- TREAT WOUNDS FROM CALTROP, SPIKE GROWTH, OR SPIKE STONES 15
- TREAT DEADLY WOUNDS (1 HOUR) 20
- TREAT POISON POISON'S SAVE DC
- TREAT DISEASE DISEASE'S SAVE DC

PERCEPTION

DETAIL DC

- HEAR THE SOUND OF BATTLE -10
- SMELL ROTTING GARBAGE -10
- DETECT THE SMELL OF SMOKE 0
- HEAR THE DETAILS OF A CONVERSATION 0
- NOTICE A VISIBLE CREATURE 0
- DETERMINE IF FOOD IS SPOILED 5
- HEAR A CREATURE WALKING 10
- HEAR A WHISPERED CONVERSATION 15
- FIND THE AVERAGE CONCEALED DOOR 15
- HEAR A KEY TURN IN A LOCK 20
- FIND THE AVERAGE SECRET DOOR 20
- HEAR A BOW BEING DRAWN 25
- FEEL A BURROWING CREATURE 25
- NOTICE A PICKPOCKET OPP. SOH
- NOTICE A STEALTHED CREATURE OPP. SLTH
- FIND A HIDDEN TRAP VARIES
- IDENTIFY A POTION THROUGH TASTE 15+ C.LVL.

CIRCUMSTANCE DC MOD.

- DISTANCE TO SOURCE OF CHECK +1/10 FT.
- THROUGH A CLOSED DOOR +5
- THROUGH A WALL +10/FT. THICK
- FAVORABLE CONDITIONS -2
- UNFAVORABLE CONDITIONS +2
- TERRIBLE CONDITIONS +5
- CREATURE W/CHECK IS DISTRACTED +5
- CREATURE W/CHECK IS ASLEEP +10
- CREATURE OR OBJECT IS INVISIBLE +20

RIDE

TASK DC

- GUIDE WITH KNEES 5
- STAY IN SADDLE 5
- FIGHT W/ COMBAT-TRAINED MOUNT 10
- COVER 15
- SOFT FALL 15
- LEAP 15
- SPUR MOUNT 15
- CONTROL MOUNT IN BATTLE 20
- FAST MOUNT OR DISMOUNT 20

SLEIGHT OF HAND

TASK DC

- PALM A COIN-SIZED OBJECT, MAKE A COIN DISAPPEAR. 10
- LIFT A SMALL OBJECT FROM A PERSON. 20

SURVIVAL

TASK DC

- GET ALONG IN THE WILD 10
- +2 TO FORT. SAVES VS. WEATHER WHILE MOVING (+4 IF STATIONARY)* 15
- AVOID GETTING LOST AND NATURAL HAZARDS. 15
- PREDICT WEATHER UP TO 24 IN ADVANCE.~ 15

***APPLIES TO ONE OTHER CHAR. FOR EVERY POINT YOUR CHECK EXCEEDS 15. ~+24 HOURS FOR EVERY FIVE POINTS YOUR CHECK EXCEEDS 15.**

SURFACE DC

- VERY SOFT GROUND 5
- SOFT GROUND 10
- FIRM GROUND 15
- HARD GROUND 20

CONDITION DC MOD.

- PER THREE CREATURES IN GROUP -1
- SIZE OF CREATURE BEING TRACKED
- FINE +8
- DIMINUTIVE +4
- TINY +2
- SMALL +1
- MEDIUM +0
- LARGE -1
- HUGE -2
- GARGANTUAN -4
- COLOSSAL -8
- PER 24 HOURS SINCE TRAIL WAS MADE. +1
- PER HOUR OF RAIN SINCE TRAIL WAS MADE. +1
- FRESH SNOW SINCE TRAIL WAS MADE. +10
- POOR VISIBILITY
- OVERCAST OR MOONLESS NIGHT +6
- MOONLIGHT +3
- FOG OR PRECIPITATION +3
- TARGET HIDES TRAIL (HALF SPEED) +5

SPELLCRAFT

TASK DC

- IDENTIFY A SPELL AS IT IS BEING CAST 15+SPELL LVL.
- LEARN A SPELL FROM A SPELLBOOK 15+SPELL LVL.
- OR SCROLL.
- PREPARE A SPELL FROM A BORROWED SPELLBOOK. 15+SPELL LVL.
- IDENTIFY PROPERTIES OF AN ITEM WITH DETECT MAGIC. 15+ITEM'S CL.
- DECIPHER A SCROLL. 20+SPELL LVL.
- CRAFT A MAGIC ITEM. VARIES BY ITEM

USE MAGIC DEVICE

TASK DC

- ACTIVATE BLINDLY 25
- DECIPHER A WRITTEN SPELL 25+SPELL LVL.
- USE A SCROLL 20+CASTER LVL.
- USE A WAND 20
- EMULATE A CLASS FEATURE 20
- EMULATE AN ABILITY SCORE SPECIAL*
- EMULATE A RACE 25
- EMULATE AN ALIGNMENT 30

***SEE CRB PG. 109**

CONCENTRATION

TASK DC

- CAST DEFENSIVELY. 15 + DOUBLE SPELL LVL
- INJURED WHILE CASTING. 10 + DMG DEALT + SPELL LVL
- CONTINUOUS DAMAGE WHILE CASTING. 10 + 1/2 DMG DEALT + SPELL LVL
- AFFECTED BY A NON-DMG SPELL WHILE CASTING. DC OF THE SPELL + SPELL LVL
- GRAPPLED OR PINNED WHILE CASTING. 10 + GRAPPLERS CMB + SPELL LVL
- VIGOROUS MOTION WHILE CASTING. 10 + SPELL LVL
- VIOLENT MOTION WHILE CASTING. 15 + SPELL LVL
- EXTREMELY VIOLENT MOTION WHILE CASTING. 20 + SPELL LVL
- WIND WITH RAIN OR SLEET WHILE CASTING. 5 + SPELL LVL
- WIND WITH HAIL AND DEBRIS WHILE CASTING. 10 + SPELL LVL
- WEATHER CAUSED BY SPELL. SEE SPELL.
- ENTANGLED WHILE CASTING. 15 + SPELL LVL