

PUB HEROES

Player Name: _____

Character Name: _____

Class & Ancestry: Half-Elf Bard _____

STRENGTH

+0

10

☐ Saving Throw

☐ Athletics

DEXTERITY

+1

13

☒ Saving Throw

☒ Acrobatics

☒ Sleight of Hand

☐ Stealth

CONSTITUTION

+0

11

☐ Saving Throw

INTELLIGENCE

+2

14

☐ Saving Throw

☒ Arcana

☒ History

☐ Investigation

☐ Nature

☐ Religion

WISDOM

-1

8

☐ Saving Throw

☐ Insight

☐ Medicine

☐ Animal Handling

☐ Perception

☐ Survival

CHARISMA

+4

18

☒ Saving Throw

☒ Deception

☐ Intimidation

☐ Performance

☒ Persuasion

PROFICIENCY BONUS

+2

Add this to all skills and saves that are marked above.

ARMOR CLASS

12

Leather Armor

HIT POINTS

Total

8

S F

Current

Hit Die: 8

SPEED

30ft.

Walking speed

Weapon Attack: Rapier

To hit:

+ 3

Damage:

1 + 1

Weapon Attack: Dagger

To hit:

+ 3

Damage:

1 + 1

Spell Attack:

To hit:

+ 6

Spell Save DC:

14

SPECIAL ABILITIES

- Bardic Inspiration (4 uses)

As a bonus action, you inspire one creature.

That creature can add a d6 to one d20 roll.

- Fey Ancestry

You have advantage on saving throws against being charmed and immunity to magical sleep.

- Darkvision

You can see up to 60 ft. in complete darkness.

INVENTORY

Rapier

2 Daggers

Flute

Fancy clothing

Disguise Kit



PUB HEROES

BARD SPELL SHEET

CANTRIP SPELLS

Cantrip spells can be cast as many times as you want, and don't use up spell slots.

Message

Time: 1 action
Range: 120 ft.
Components: V, S, M
Duration: 1 round

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

Vicious Mockery

Time: 1 action
Range: 60 ft.
Components: V
Duration: instant

You unleash a string of insults laced with magic at a creature you can see. If the target can hear you, it must make a Wisdom save or take 1d4 Psychic damage and have disadvantage on its next attack roll.

The Time listed in the spells represents the time you need to cast the spell.

The Range is the maximum distance between you and the target.

Components means what you need to cast the spell; V stands for Verbal (spoken or sung incantations), S for Somatic (complicated movements and gestures), and M for Material (spell components or a spell focus like a staff or holy symbol).

Duration means how long the spell lasts. If the Duration starts with a "C", that means that you must actively Concentrate on the spell to keep it up. If you are damaged while doing this, your concentration might break and the spell fizzles!

LEVEL 1 SPELLS

Level 1 spells use a spell slot when cast. You regain all spent spell slots after a long rest, so use these spells sparingly!

You have two spell slots which you can tick off here: ☐ ☐

Charm Person

Time: 1 action
Range: 30 ft.
Components: V, S
Duration: 1 hour

You attempt to charm one humanoid that you can see. It must make a Wisdom save. It has advantage if you or your allies are attacking the target. If it fails the save, it is charmed by you for the duration of until it is attacked by you or your allies. While charmed, the target sees you as a trusted friend.

Cure Wounds

Time: 1 action
Range: touch
Components: V, S
Duration: instant

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting modifier. This spell has no effect on undead or constructs.

Disguise Self

Time: 1 action
Range: self
Components: V, S
Duration: 1 hour

You make yourself – including clothing, armour, weapons and other belongings on your person – look different until the spell ends or you use your action to dismiss it. You can seem 1 foot taller or shorter and can appear thin, fat, or in between. You can't change your body type, and the spell doesn't physically alter your form.

Hideous Laughter

Time: 1 action
Range: 30 ft.
Components: V, S, M
Duration: C, 1 minute

A creature of your choice that you can see perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must make a Wisdom save. On a fail, it falls prone, becoming incapacitated and unable to stand up for the duration. A creature with Intelligence 4 or less is not affected.

