

# Bard

**Ability Requirement:** Dexterity 12, Intelligence 13, Charisma 15

**Armor:** Leather, studded leather, padded, or Elven chain. Non-metal armor accessories.

**Weapons:** Any ranged and single handed melee weapons.

**THACO:** As Rogue.

**Saving Throws:** As Rogue.

**Weapon Proficiencies:** 2 + 1 every 4 levels.

**Nonweapon Proficiencies:** 3 + 2 every 4 levels. [Favored: Bard]

- Bonus: Performance (Cha 0) Choose 2 instruments to be proficient in.

**Bloodied:** At 30% of max hit points (30 max) you take Disadvantage to all d20 rolls.

**Casting Check:** Charisma based.

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Lvl	C	K	1	2	3	4	5	6
1	3	-	-	-	-	-	-	-
2	3	5	4	-	-	-	-	-
3	3	6	4	-	-	-	-	-
4	4	7	4	2	-	-	-	-
5	4	8	4	2	-	-	-	-
6	4	9	4	2	-	-	-	-
7	5	10	4	2	2	-	-	-
8	5	11	4	3	2	-	-	-
9	5	12	4	3	2	-	-	-
10	6	13	4	3	2	2	-	-
11	6	14	4	3	3	2	-	-
12	6	15	4	3	3	2	-	-
13	7	16	4	3	3	2	2	-
14	7	17	4	3	3	3	2	-
15	7	18	4	3	3	3	2	-
16	7	19	4	3	3	3	2	2
17	7	20	4	4	3	3	3	2
18	7	21	4	4	4	3	3	2
19	7	22	4	4	4	4	3	2
20	7	23	4	4	4	4	4	3

C: Cantrips known    K: Total spells known

**Spells:** You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. The Spells Known column of the Bard table shows when you learn more Wizard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. Additionally, when you gain a level in this class, you can choose one of the Wizard spells you know and replace it with another spell from the Wizard spell list, which also must be of a level for which you have spell slots. Charisma is your spellcasting ability for your bard spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma when making Casting Checks.

**Bardic Inspiration:** You can inspire others through stirring words, music, a limerick, or a rhyming couplet. To do so, you use a [Minor Action](#) on your turn to choose one creature other than yourself within 60' of you who can hear you. That creature gains Bardic Inspiration. Once within the next 10 minutes, the creature can roll a

d6 to add to any ability check, attack roll, or saving throw. They may instead increase the number rolled by 1 if it would make the roll a Critical Hit. The Inspiration Die increases to a d8 at 4<sup>th</sup> level (+2 for Crit), d10 at 8<sup>th</sup> level (+3 for Crit), and a d12 at 12<sup>th</sup> level (+4 for Crit). The creature can wait until after it rolls the d20 before deciding to use Bardic Inspiration, but must decide before the DM says whether the roll succeeds or fails. Once Bardic Inspiration is used, it is lost. A creature can have only one Bardic Inspiration at a time. You can use this feature 3/Day, but you may also use a spell slot of 1<sup>st</sup> level to give one out. You can use Hit Dice during a Short Rest to regain up to 3 Bardic Inspirations per day. They automatically Reset after a Long Rest.

**Countersong:** You may use Bardic Inspiration on an ally within 60' under the effects of *Charm* or *Fear*, giving them an immediate saving throw roll to end the effect.

**Legend Lore:** With bits of knowledge obtained on your travels, you may spend 10 minutes handling a magic item to get a roll equal to a 5% chance per Bard level to learn what the item does.

**Bard Abilities:** Bards may choose four abilities from the following list of six: Pick Pockets 10% (2), Detect Noise 20% (4), Climb Walls 50%, Read Languages 5%, Appraising 5%, and Detect Magic 5%. After the base numbers have been modified for Race, Dexterity, and Armor worn, you may add 20 percentage points to the scores. Then each level thereafter, you add 15 percentage points to your scores as you see fit.

**2<sup>nd</sup> – Song of Rest:** If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d8 hit points. This increases to 2d8 at 4<sup>th</sup> level, 3d8 at 8<sup>th</sup> level, and 4d8 at 12<sup>th</sup> level.

**3<sup>rd</sup> – Cutting Words:** You learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60' of you makes an attack roll, an ability check, or a damage roll, you can use your **Reaction** to expend one of your uses of Bardic Inspiration, forcing the creature to reduce the roll by the Inspiration Die. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

**3<sup>rd</sup> – Group Persuasion:** You may use Persuasion on a number of additional people equal to your Charisma Reaction Adjustment.

**4<sup>th</sup> – Battle Magic:** When you cast a spell, you can make one weapon attack as a **Minor Action**.

**10<sup>th</sup> – Use Scrolls:** The Bard gains a limited ability to use arcane and divine scrolls. A Bard's understanding of magical writings is far from complete, however. The Bard has a 15% chance to read the scroll incorrectly and reverse the spell's effect. This sort of malfunction is almost always detrimental to the Bard and his party. The exact effect is up to the DM.