Game Master's Toolbox
5th Edition Compatible Character Sheet

Character Name

Class and Level: Bard 1

Race: Silver Dragonborn

Background: Solider

Alignment: Lawful Good

Player Name

Experience Points

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+0	+0	+1	+1	+2	+3
10	10	12	13	14	16

Inspiration

+2 Proficiency Bonus

☐	+0	Strength
☑	+2	Dexterity
	+1	Constitution
	+1	Intelligence
	+2	Wisdom
☑	+5	Charisma

Saving Throws

	+0	Acrobatics (Dex)
	+2	Animal Handling (Wis)
	+1	Arcana (Int)
☑	+2	Athletics (Str)
	+3	Deception (Cha)
☑	+3	History (Int)
	+2	Insight (Wis)
☑	+5	Intimidation (Cha)
	+1	Investigation (Int)
☑	+4	Medicine (Wis)
	+1	Nature (Int)
	+2	Perception (Wis)
☑	+5	Performance (Cha)
	+3	Persuasion (Cha)
	+1	Religion (Int)
	+0	Sleight of Hand (Dex)
	+0	Stealth (Dex)
	+2	Survival (Wis)

Skills

12 Passive Wisdom (Perception)

Proficiencies. Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, dice sets, vehicles (land), drums, dulcimers, viols.

Languages. Common, Draconic.

Other Proficiencies and Languages

Armor Class	Initiative	Speed
11	+0	30 ft.

Hit Point Maximum 9

Current Hit Points

Temporary Hit Points

Total 1d8

Hit Dice

Successes

Failures

Death Saves

Name	Atk Bonus	Damage
Longsword*	+2	1d8+0 slashing
Dagger**	+2	1d4+0 piercing

*If you wield your longsword with two hands, its damage die increases to a d10.

**You can throw your dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.

Attacks and Spellcasting

CP

SP

EP

GP 10

PP

An insignia of rank, a trophy taken from a fallen enemy, a set of bone dice, a set of common clothes, longsword, a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, a disguise kit, leather armor and a dagger.

Equipment

Personality Traits: I've lost too many friends, and I'm slow to make new ones.

Ideals: Greater Good. Our lot is to lay down our lives in defense of others.

Bonds: Someone saved my life on the battlefield, but they went to join a cult a disappeared. I want to find out what happened to them.

Flaws: I'd rather eat my drums than admit when I'm wrong.

Breath Weapon. You can use your action to exhale destructive energy in a 15 ft. cone. When you use your breath weapon, each creature in the area of the exhalation must make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus (11). A creature takes 2d6 cold damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. You have resistance to cold damage.

Military Rank. You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Bardic Inspiration. You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.
Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.
You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.
Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Features and Traits

Nord Games

Spellcasting Class	Spellcasting Ability	Spell Save DC	Spell Attack Bonus
Bard	+3	13	+5

0 Cantrips

- Message
- True Strike

1

Slots Total	Slots Expended
2	

Spell Name
Bane
Cure Wounds
Healing Word
Heroism

2

Slots Total	Slots Expended

Spell Name

3

Slots Total	Slots Expended

Spell Name

4

Slots Total	Slots Expended

Spell Name

5

Slots Total	Slots Expended

Spell Name

6

Slots Total	Slots Expended

Spell Name

7

Slots Total	Slots Expended

Spell Name

8

Slots Total	Slots Expended

Spell Name

9

Slots Total	Slots Expended

Spell Name

NORD GAMES