BARD
QUICK REFERENCE
— D&D 5E —
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**Bard**

**Hit Points**

*Hit Dice.* 1d8 per bard level

*Hit Points at 1st Level.* 8 + Constitution modifier

*Hit Points at Higher Levels.* 1d8 (or 5) + your Constitution modifier per bard level after 1st

**Proficiencies**

*Armor.* Light armor

*Weapons.* Simple weapons, hand crossbows, longswords, rapiers, shortswords

*Tools.* Three musical instruments of your choice

*Saving Throws.* Dexterity, Charisma

*Skills.* Choose any three

**Equipment**

You start with the following equipment:

- (a) a rapier, (b) a longsword, or (c) any simple weapon
- (a) a diplomat’s pack or (b) an entertainer’s pack
- (a) a lute or (b) any other musical instrument
- Leather armor and a dagger

**Spellcasting**

**Cantrips**

You know two cantrips of your choice from the bard spell list. You learn more as you level up, as per the Bard table.

**Spells Known**

The bard table shows how many spell slots you have for spells 1st level or higher. To cast a spell, you must expend a slot. You regain all spell slots when you finish a long rest.

**Spell Slots**

You know four 1st level spells of your choice from the bard spell list. You learn more as you level up, as per the Bard table.

**Spells Known of 1st level and higher**

You know four 1st level spells of your choice from the bard spell list. The bard table shows when you learn more spells. Each of these spells must be of a level for which you have spell slots. When you gain a level in this class, you may replace a spell you know with another one you don’t know.

**Spellcasting Ability**

Charisma is your spellcasting ability for bard spells.

*Spell save DC* = 8 + Proficiency + Charisma Modifier

*Spell attack modifier* = Proficiency + Charisma Modifier

**Ritual Casting**

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

**Spellcasting Focus**

You can use a musical instrument as a spellcasting focus for your bard spells.

**Bardic Inspiration**

You can use a bonus action on your turn to choose another creature within 60 ft 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 it to one ability check, attack roll, or saving throw. Can wait until after it rolls the d20, but before the DM says whether the roll succeeds or fails. Once it is rolled it is lost. A creature can only have one die at a time.

You can use this feature a number of times equal to your Charisma modifier (min 1). You regain all charges on a long rest.

Increases to a d8 at 5th level, d10 at 10th level, d12 at 15th level.
**Jack of All Trades**
At 2nd level, you can add half your proficiency to any ability check you aren’t proficient in.

**Song of Rest**
At 2nd level, you can use music to heal your allies during a short rest. Any friendly creatures who use a hit dice at this time regains an extra 1d6 hit points. This increases to 1d8 at 9th level, 1d10 at 13th level, 1d12 at 17th level.

**Expertise**
At 3rd level, choose two of your skill proficiencies, and double your proficiency bonus for them. At 10th level, choose an additional two skills for this effect.

**Ability Score Increase**
You can increase one ability score by 2, or two ability scores by 1, at 4th, 8th, 12th, 16th, and 19th level. You can’t increase an ability score by 20 using this feature.

**Font of Inspiration**
At 5th level, you regain all charges of Bardic Inspiration on a short rest.

**Countercharm**
At 6th level, you can use an action to start a song that lasts until the end of your next turn. During that time, you and any friendly creatures within 30ft of you who can hear you have advantage on saving throws against being frightened or charmed. Ends early if you are incapacitated, silenced, or if you voluntarily end it.

**Magical Secrets**
At 10th level, choose two spells from any class at a level you can cast. These spells count as bard spells for you, and are included in the number of spells known on the bard table. You learn an additional two spells from any class at 14th level, and 18th level.

**Superior Inspiration**
At 20th level, when you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

**Bard College**
At 3rd level, you may choose a Bard College. It grants you features at 3rd level, 6th level, and 14th level.

**College of Lore**
**Bonus Proficiencies**
At 3rd level, gain proficiency with three skills.

**Cutting Words**
At 3rd level, when a creature you can see within 60ft of you makes an attack roll, ability check, or damage roll, you can use your reaction to expend a use of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting it from the creature’s roll. You can choose to use it after the roll is made, but before the DM determines the outcome. The creature is immune if it can’t hear you, or if its immune to being charmed.

**Additional Magical Secrets**
At 6th level, you learn two spells of your choice from any class. Must be of a level you can cast. Chosen spells count as bard spells, but don’t count against the number of spells you know.

**Peerless Skill**
At 14th level, when you make an ability check, you can use Bardic Inspiration on yourself.

**College of Valor**
**Bonus Proficiencies**
At 3rd level, gain proficiency with medium armor, shields, and martial weapons.

**Combat Inspiration**
At 3rd level, a creature that has a Bardic Inspiration die from you can add the die to a weapon damage roll. Alternatively, it can use its reaction to use the die to gain AC against an attack, before knowing if it hits.

**Extra Attack**
At 6th level, you can attack twice per turn.

**Battle Magic**
At 14th level, when you use your action to cast a bard spell, you can make an weapon attack as a bonus action.
Bard Spell List

**Cantrips (0 Level)**
- Blade Ward
- Dancing Lights
- Friends
- Light
- Mage Hand
- Mending
- Message
- Minor Illusion
- Prestidigation
- Thunderclap
- True Strike
- Vicious Mockery

**1st Level**
- Animal Friendship
- Bane
- Charm Person
- Comprehend Languages
- Cure Wounds
- Detect Magic
- Disguise Self
- Dissonant Whispers
- Earth Tremor
- Faerie Fire
- Feather Fall
- Healing Word
- Heroism
- Identify
- Illusory Script
- Longstrider
- Silent Image
- Sleep
- Speak with Animals
- Tasha's Hideous Laughter
- Thunderwave
- Unseen Servant

**2nd Level**
- Animal Messenger
- Blindness/Deafness
- Calm Emotions
- Cloud of Daggers
- Crown of Madness
- Detect Thoughts
- Enhance Ability
- Enthrall
- Heat Metal
- Hold Person
- Invisibility
- Knock
- Lesser Restoration
- Locate Animals or Plants
- Locate Object
- Magic Mouth
- Phantasmal Force
- Pyrotechnics
- See Invisibility
- Shatter
- Silence
- Skywrite
- Suggestion
- Warding Wind
- Zone of Truth

**3rd Level**
- Bestow Curse
- Clairvoyance
- Dispel Magic
- Fear
- Feign Death
- Glyph of Warding
- Hypnotic Pattern
- Leomund's Tiny Hut
- Major Image
- Nondetection
- Plant Growth
- Sending
- Speak with Dead
- Speak with Plants
- Stinking Cloud
- Tongues

**4th Level**
- Compulsion
- Confusion
- Dimension Door
- Freedom of Movement
- Greater Invisibility
- Hallucinatory Terrain
- Locate Creature
- Polymorph

**5th Level**
- Animate Objects
- Awaken
- Dominate Person
- Dream
- Geas
- Greater Restoration
- Hold Person
- Legend Lore
- Mass Cure Wounds
- Mislead
- Modify Memory
- Plantar Binding
- Raise Dead
- Scrying
- Seeming
- Teleportation Circle

**6th Level**
- Eyebite
- Find the Path
- Guards and Wards
- Mass Suggestion
- Otto's Irresistible Dance
- Programmed Illusion
- True Seeing

**7th Level**
- Etherealness
- Forcecage
- Mirage Arcane
- Mordenkainen's Magnificent Mansion
- Mordenkainen's Sword
- Project Image
- Regenerate
- Resurrection
- Symbol
- Teleport

**8th Level**
- Dominate Monster
- Feeblemind
- Glibness
- Mind Blank
- Power Word Stun

**9th Level**
- Foresight
- Power Word Heal
- Power Word Kill
- True Polymorph