



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

FORTITUDE CONSTITUTION = + + + +

BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMP. MODIFIER

REFLEX DEXTERITY = + + + +

WILL WISDOM = + + + +

MODIFIERS

B.A.B.

CMB = + +

TOTAL B.A.B. STR MODIFIER SIZE MODIFIER MODIFIERS

CMD = + + + + 10

TOTAL B.A.B. STR MODIFIER DEX MODIFIER SIZE MODIFIER

SPELLS

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

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

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MOVEMENT

FT.	SG.	FT.	SG.	FT.
BASE SPEED		ARMOR SPEED		BURROW
FLY	MANEUVERABILITY	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"/> _____	_____		____ + ____	+ ____

CLASS SKILL * TRAINED ONLY
CONDITIONAL MODIFIERS:

LANGUAGES:

SPELLS

KNOWN
PREP'D
SCROLL

SPELL NAME

SCHOOL

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

0 LEVEL

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

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.	15
• 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 SEPARATELY FOR EACH OPPONENT YOU MOVE PAST.	OPP. CMD

SITUATION

	DC
• 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 SEPARATELY FOR EACH OPPONENT.	OPP. CMD+5

*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 MANEUVERS 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 CALTROPS, 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
• TRAIL 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 OR SCROLL.	15+SPELL LVL.
• 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