

Hugo Sweetwater, Bard 1st to 4th Level - Cheat Sheet v1.0

Bard Class & Subclass Features

BARDIC INSPIRATION *1st-Level Bard Feature*

As a bonus action, give a Bardic Inspiration die a [d6] to a creature (not you) within 60 ft that can hear or see you. Once in the next 10 minutes, the creature can roll the die & add number to an ability check, attack roll, or save it makes. The die is then lost.

You can use this feature a number of times equal to your CHA modifier & regain uses when you finish a long rest.

SPELLCASTING *1st-Level Bard Feature*

You can cast Arcane spells. CHA is your spellcasting ability.

Spell Save DC: 8 + your PB + your CHA modifier

Spell Attack Modifier: your PB + your CHA modifier

Cantrips. You can cast simple spells called cantrips. Cantrips don't need to be prepared & they don't use spell slots.

Casting Spells. You can cast a spell you know by using a spell slot of the spell's circle or higher. You don't need to prepare spells ahead of time. You regain all used spell slots when you finish a long rest.

Rituals. You can cast long-form spells called rituals. Rituals don't count against number of spells known & don't use up spell slots.

Spellcasting Focus. You can use a musical instrument or an arcane focus as a spellcasting focus for your spells.

BARDIC PERFORMANCE *2nd-Level Bard Feature*

As an action, you can begin a Bardic Performance, choosing which performance effect you create: **Celebrate Life** or **Cutting Words**. Unless stated otherwise targets must be within 30 ft of you & able to hear or see you to be affected.

Once active, you can continue the performance for up to 1 min, as long as you spend a bonus action at the start of each of your subsequent turns to maintain it. You can use Bardic Inspiration as part of the same bonus action required to maintain a performance. Performance ends early if you're incapacitated, silenced, begin a new performance, or choose to end the (no action required). You can use this feature to start a new performance [2] times & regain all uses when you finish a long rest.

Bardic Performance: Celebrate Life

While performance is active, allies in range can expend one of their hit dice at the start of each of their turns. They roll the expended die & recover a number of HP equal to the result + your CHA modifier. Additionally, allies in range have advantage on death saves (they don't need to see or hear you to receive this benefit).

Bardic Performance: Cutting Words

While active, you gain a special reaction. When a creature in range that you can see makes an ability check, attack roll, or damage roll, you can use your reaction to expend a use of Bardic Inspiration, rolling the die & subtracting result from target's roll.

Bardic Performance: Mirror, Mirror *3rd-Level Allure Feature*

When you begin performance, create an illusory duplicate of a willing creature you can see. As part of the bonus action to maintain performance each subsequent turn, you can create a duplicate of a different creature. A creature can't have more than one duplicate & you can only maintain a number duplicates equal to your PB at once. If you create a duplicate when already at your limit, the oldest duplicate vanishes. All duplicates disappear when performance ends. When a creature you can see makes an attack roll against a duplicated creature, you can use your reaction to attempt to distract the attacker—roll a d20. On roll of 11 or higher, the attacker targets the duplicate instead of the creature. A duplicate's AC is equal to your Spell Save DC. If an attack hits a duplicate, it's destroyed. Duplicates can only be destroyed by attacks that specifically target a creature, not attacks/spells that affect an area—they ignore all other damage & effects.

EXPERTISE *2nd-Level Bard Feature*

Double your PB for ability check you make using the **Performance skill** or your **Musical Instrument (Strings)** tool proficiency.

EXPANDED TALENT LIST *3rd-Level Allure Feature*

When you grant new talents, you can select them from the Magic or Technical talents list.

ILLUSORY REALITY *3rd-Level Allure Feature*

As an action, you can force one creature you can see within 60 ft of you to succeed on a WIS save vs your spell save DC, or its belief in your illusions becomes unshakeable. For 1 minute, or until the target takes damage from one of your illusions, the target automatically fails any INT (Investigation) checks to discern the truth of any illusions you create with the *disguise self*, *major image*, *minor illusion*, & *silent image* spells, & it can physically interact with such spells, its mind filling in any gaps in logic or expected sensations. If you use your action to cast one of these spells, you can expend a use of Illusory Reality as part of the same action.

If the illusion is dangerous (such as a fire or an ogre with a greatclub) & the target interacts with it (such as touching the fire or being hit by the ogre's greatclub attack), the target takes psychic damage equal to your bard level + your CHA mod, & then the Illusory Reality ends on the target.

Additionally, if an affected target attacks a creature duplicated by your Mirror Mirror performance, the target must roll two d20s to determine if it hits a duplicate, using the higher of the two rolls. You can use Illusory Reality a number of times equal to your PB & recover expended uses when you finish a short or long rest.

Lineage/Heritage Features & Talents

GROUNDNED *Smallfolk Lineage*

1/day when you fall a save, you can reroll the die & use the new roll. Whether the new roll is success or failure, you gain 1 Luck.

SMALL STATURE *Smallfolk Lineage*

You can move through the space of any creature that is Medium or larger size. You can attempt to Hide if obscured by such a creature.

NATURAL ADAPTATION (HALFLING) *Smallfolk Lineage*

You have advantage on saves against being charmed or frightened.

JOYFUL ENDURANCE *Joymonger Heritage*

-You have advantage on CON checks made outside of combat related to physical weariness or survival.

-1/long rest you can negate the gaining of one level of exhaustion

SCRUTINOUS *Artist Background Talent*

-When a creature you can see speaks a language you know, you can discern what it's saying even if you can't hear it.

-You have +5 to your passive Perception & passive Investigation.

-If you spend at least 1 min examining an item for fine/hidden details, you can ask GM one question about it & they must answer truthfully.

-If you hear a creature speak for at least 1 min, you can mimic its voice. A creature familiar with the target can succeed on a WIS (Insight) check vs your CHA (Deception) to understand the ruse.

Weapon Options

Weapon Option Save DC: [12]

DISARM *Rapier Weapon Option*

Make an attack roll with weapon. On hit, target must succeed a STR or DEX save (target's choice) or drop a weapon, shield, or object it's wielding. Item lands in an unoccupied space within 5 ft of target.

PINNING SHOT *Dagger Weapon Option*

Make attack roll with weapon against a Large or smaller creature. On hit, target must succeed a STR or DEX save (target's choice) or its speed is 0 ft until the end of its next turn. A creature (including target) can use its action to free target with a STR (Athletics) check or DEX (Acrobatics) check (creature's choice) vs your weapon option DC. On a success, the target is freed & can move as normal. One success frees the target, regardless of number of weapons pinning it.

Cantrips

DANCING LIGHTS

Arcane, Primordial, and Wyrd Cantrip (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of phosphorus or a glowworm)

Duration: Concentration, up to 1 minute

Create up to four torch-sized lights that hover in the air within range for the duration. They can look like lanterns, glowing orbs or you can combine them into one glowing Medium-sized vaguely Humanoid form. Each light sheds dim light out to a 10-foot radius. As a bonus action, you can move each light up to 60 ft to a spot in range. A light must stay within 20 ft of one other light from this spell and stay within the overall spell range—or it winks out of existence.

MINOR ILLUSION

Arcane and Wyrd Cantrip (Illusion)

Casting Time: 1 action

Range: 30 feet

Components: S, M (a bit of fleece)

Duration: 1 minute

Create a sound or image of an object in range that lasts for duration. Ends early if you use an action to dismiss or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, a lion's roar, beating of drums, or any other sound you choose. The sound continues throughout duration, or you can make sounds at different times before spell ends. If you create an image of an object, such as a chair, muddy footprints, or a small chest, it must be no larger than a 5-foot-cube. The image can't create sound, light, smell, or other sensory effect. Physical interaction with the image reveals it to be an illusion because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine it's an illusion with a successful INT (Investigation) check vs your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

PRESTIDIGITATION

Arcane Cantrip (Transmutation)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

Create one of these harmless magical effects within range:

- Create an instantaneous sensory effect, such as a shower of sparks.
- Light or snuff out a candle, a torch, or a small campfire.
- Clean or soil an object no larger than 1 cubic foot.
- Chill, warm, or flavor 1 cubic foot of nonliving material for 1 hr.
- Make a color or small symbol appear on a surface for 1 hour.
- Create a nonmagical trinket or illusion that fits in your hand and lasts until the end of your next turn.

If you cast this multiple times, you can have up to three ongoing effects active at once. You can dismiss an effect as an action.

RAY OF FROST

Arcane Cantrip (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Make ranged spell attack against a creature in range. On hit, it takes [1d8] cold damage & its speed is reduced by 10 ft until the start of your next turn.

VICIOUS MOCKERY

Arcane & Wyrd Cantrip (Enchantment)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Unleash insults at a creature you can see in range. If target can hear you (need not understand you), it must succeed WIS save or take [1d4] psychic damage & have disadvantage on the next attack roll it makes before the end of its next turn.

1st-Circle Spells

DISGUISE SELF

1st-Circle Arcane and Wyrd (Illusion)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You make yourself—including your armor, weapons, and other belongings—look different until the spell ends or you use your action to dismiss it. You must adopt a Humanoid form with the same basic arrangement of limbs. Changes wrought by this spell fail to hold up to physical inspection. To discern if you're disguised, a creature can use its action to inspect your appearance & must succeed on an INT (Investigation) check against your spell save DC.

HIDEOUS LAUGHTER

1st-Circle Arcane and Wyrd (Enchantment)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (tiny tarts & a feather that is waved in the air)

Duration: Concentration, up to 1 minute

A creature of your choice that you can see in range must succeed a WIS save or fall prone, becoming incapacitated & unable to stand up for the duration—falling into fits of laughter. A creature with an INT of 3 (-4_ or lower isn't affected by this spell. At the end of each of its turns & each time it takes damage, an affected target can make another WIS save, ending spell on a success. A target has advantage on the save if it's triggered by damage.

MAGIC MISSILE

1st-Circle Arcane (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Create three darts that each hit one or more creatures you can see within range. Each dart deals 1d4 + 1 force damage to its target. **At Higher Circles.** When you cast this spell using a slot of 2nd circle or higher, it creates one additional dart for each slot above 1st.

SHIELD

1st-Circle Arcane (Abjuration)

Casting Time: 1 reaction, when you're hit by an attack or *magic missile* spell

Range: Self

Components: V, S

Duration: 1 round

Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from darts created by the *magic missile* spell.

SILENT IMAGE

1st-Circle Arcane (Illusion)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes

You create the image of an object, creature, or other visible phenomenon no larger than a 15-foot cube. The image appears at a spot within range & lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects. You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so its movements appear natural. For example, if you create an image of a creature & move it, you can alter it so it appears to be walking.

Physical interaction with the image reveals it to be an illusion because things can pass through it. A creature that uses its action to examine the image can determine it's an illusion with a successful INT (Investigation) check vs your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

2nd-Circle Spells

MAJOR IMAGE

1st-Circle Arcane (Illusion)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or other visible phenomenon that no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the illusion so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine it's an illusion with a successful INT (Investigation) check vs your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, & its other sensory qualities become faint to the creature.

At Higher Circles. When you cast spell using a slot of 6th circle or higher, the spell lasts until dispelled without requiring concentration.

SHATTER

2nd-Circle Arcane (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a chip of mica)

Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a CON save. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a success. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this save.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Circles. When you cast this spell using a slot of 3rd circle or higher, the damage increases by 1d8 for each slot above 2nd.

Ritual Spell List

CORNUCOPIA

1st-Circle Divine & Primordial Ritual (Conjuration)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a tiny horn)

Duration: Instantaneous

You conjure up a meal, including both food & drink, for up to six creatures. The meal takes up to 1 hour to consume & disappears at the end of that time. A creature that partakes of the meal has nourishment to be sustained for 1 day and gains 1d8 temporary hit points.

MAGIC MOUTH

2nd-Circle Arcane & Wyrd Ritual (Illusion)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (bit of honeycomb & 10gp of jade dust which spell consumes)

Duration: Until dispelled

You implant a message within an item in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be twenty-five words or fewer, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.

When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object's mouth.