**Class Features:**  
As a bard, you gain the following class features.

Bard Class

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | Cantrips Known | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
| 1st | +2 | Spellcasting, Bardic Inspiration (D6) | 2 | 2 | — | — | — | — | — | — | — | — |
| 2nd | +2 | Jack of All Trades, Song of Rest | 2 | 3 | — | — | — | — | — | — | — | — |
| 3rd | +2 | Bard College, Expertise | 2 | 4 | 2 | — | — | — | — | — | — | — |
| 4th | +2 | Feat, Reliable Skill | 3 | 4 | 3 | — | — | — | — | — | — | — |
| 5th | +3 | Bardic Inspiration (d8) Font of Inspiration,  Extra Attack (subclass tag required) | 3 | 4 | 3 | 2 | — | — | — | — | — | — |
| 6th | +3 | Countercharm | 3 | 4 | 3 | 3 | — | — | — | — | — | — |
| 7th | +3 | — | 3 | 4 | 3 | 3 | 1 | — | — | — | — | — |
| 8th | +3 | Feat | 3 | 4 | 3 | 3 | 2 | — | — | — | — | — |
| 9th | +4 | Song of rest- Improvement | 3 | 4 | 3 | 3 | 3 | 1 | — | — | — | — |
| 10th | +4 | Bardic Inspiration (D10), Expertise, Magical Secrets | 4 | 4 | 3 | 3 | 3 | 2 | — | — | — | — |
| 11th | +4 | — | 4 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 12th | +4 | Feat, Reliable Skill | 4 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 13th | +5 | Song of rest- Improvement | 4 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 14th | +5 | Magical Secrets, Bard college Feature | 4 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 15th | +5 | Bardic Inspiration (d12) | 4 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 16th | +5 | Feat | 4 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 17th | +6 | Song of Rest- Improvement | 4 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | +6 | Magical Secrets | 4 | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | +6 | Feat, Reliable Skill | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | +6 | Magnum Opus | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

**Hit Points:**

* Hit Points at 1st Level: 8 + your Constitution modifier
* Hit Points at Higher Levels: Roll 1d8 (**minimum roll of 5**) + your Constitution modifier per bard level after 1st.

**Proficiencies:**Class type: Expert and Spellcaster, these tags allow this character to gain certain feats at this classes Feat levels.

* Armor: Light armor
* Weapons: Simple weapons, hand crossbows, Pistols, Rifles, longswords, rapiers, shortswords, scimitars.
* Tools: Three musical instruments of your choice

**Saving Throws:** Dexterity, Charisma

**Skills:**

Choose any three out of all available skills.

**Equipment**

You start with the following equipment, in addition to the equipment granted by your background:

1. (a) a rapier, (b) a longsword, or (c) any simple weapon
2. a dagger
3. (a) a diplomat’s pack or (b) an entertainer’s pack
4. (a) lute or (b) any other musical instrument
5. a set of light armor

**Spellcasting**

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. See Spells Rules for the general rules of spellcasting and the Spells Listing for the bard spell list.

**Cantrips**

You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.  
  
Whenever you reach a level in this class that grants feat feature, you can replace one cantrip you learned from this class’s Spellcasting feature with another cantrip from the bard spell list.

**Spell Slots**

The Bard table shows how many spell slots you have to cast your bard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell cure wounds and have a 1st-level and a 2nd-level spell slot available, you can cast cure wounds using either slot.

**Spells Known of 1st Level and Higher**

You know four 1st-level spells of your choice from the bard spell list.

The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

**Spellcasting Ability**

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 whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your 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 (see the Tools section) as a spellcasting focus for your bard spells.

**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.

**Jack of All Trades**

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn’t already include your proficiency bonus.

**Song of Rest**

Beginning at 2nd level, you can spend 30 minutes rousing your allies with song, poetry, a moving speech or some other act or feat that inspires them. Allies (including yourself) that can hear or see you during the length of your song of rest gain the benefits of a short rest. You can affect a number of creatures equal to your 1 + charisma modifier(minimum of 1) with this feature.  
  
At 9th level the time it takes to perform this action is reduced to 15 minutes.  
  
At 13th level the time it takes to perform this action is reduced to 5 minutes.  
  
At 17th level the time it takes to perform this action is reduced to an action.  
  
You cannot perform the song of rest during combat or under direct threat of a hostile creature. If your song of rest is interrupted by either of these conditions you must restart the song of rest from the beginning for you and your allies to benefit from the ability. You must continuously perform this action for the full duration of the ability but can move, climb, swim or perform light activities such as helping cook. Ask your dm if your action would break your song of rest.  
  
You must have access to your bardic focus for the duration of the ability.  
  
Once you perform the song of rest you cannot do so again until you finish a long rest.

**Bard College**

At 3rd level, you delve into the advanced techniques of a bard college of your choice. Your choice grants you features at 3rd level and again at 6th and 14th level.  
(*See Subclass Guide*)

**Expertise**

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

**Feat**

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, choose and gain a feat.

**Reliable Skill**  
At 4th and 12th and 19th you are versed and practiced enough to master one skill. Select a skill you have expertise in. Whenever you make an ability check with that skill, you can treat a d20 roll of 9 or lower as a 10.

**Font of Inspiration**

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.  
  
***Extra Attack (Reminder)***

*If your bardic collage grants your class tag the Martial tag at 5th level you gain the ability to attack twice, instead of once, whenever you take the Attack action on your turn.*

**Countercharm**  
  
Starting at 6th level, your magic and inspiration becomes more potent allowing you to bolster your allies resolve and protect them from faltering by your very presence. Whenever you cast a leveled spell or use a bardic inspiration dice that affects a friendly creature, you may end one charmed condition on it.  
  
Additionally after you cast a leveled spell or use a bardic inspiration on a friendly creature, that creatures gain advantage on saves against charm and fear spells, abilities, and effects for 1 minute while they remain within 15 feet of you.

**Expertise**

At 10th level, choose two more of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

**Magical Secrets**

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any classes, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip.

The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table.

You learn two additional spells from any classes at 14th level and again at 18th level.

**Magnum Opus**

At 20th level choose one of the following sagas and gain that feature:

* The Saga of the Leader: Your bardic dice improve now adding your charisma bonus to the roll. Increase the maximum number of bardic inspirations you have by 1.

**OR**

* The Saga of the Warrior: You may attack an additional time when you take the attack action. This ability stacks with extra attack. You gain proficiency in a save of your choice that you are not proficient in.

**OR**

* The Saga of the Artist: Once per long rest when you roll a d20 on anything that isn't an attack roll you may have that dice be treated as though you rolled a 20. You may use this feature before or after you see the roll but not after you know the outcome. Your jack of all trades improves adding an additional +1 to all skills that it affects.

**OR**

* The Saga of the Spell-Weaver: Whenever you take a short rest you regain 1 spell slot of each level up to 4th level (one 1st, one 2nd, one 3rd, one 4th). Your spell attack rolls gain +1 and your spell save dc is increased by 1.

**Subclass Guide**

## College of Creation

Features

|  |  |
| --- | --- |
| Bard Level | Feature |
| 3rd | Bonus Proficiencies, Mote of Potential, Performance of creation |
| 6th | Animating Performance |
| 14th | Creative crescendo |

**Bonus Proficiencies**

You gain proficiency in **one** of the following tools: Alchemist’s tools, Brewer’s tools, Carpenter’s tools, Cobbler’s tools, Cook’s tools, Glassblower’s tools, Jewler’s tools, leatherworker’s tools, Mason’s tools, Painter’s tools, Potters tools, Smith’s tools, Tinker’s Tools, Weaver’s tools, Woodcarver’s tools.

**Mote of Potential**

Starting at level 3, you can utter a mote of potential into existence. As a bonus action you create a mote of potential using a use of your bardic inspiration. You create a small mote in a location you can see within 30 feet of you. The mote is a tiny mote of potential that takes the form of a musical note, a star, a flower, or another symbol of art or life that you choose. Its intangible and invulnerable. Whenever a creature of your choice that you can see or hear makes an attack roll, ability check, or saving throw within 60 feet of the mote, you may have them gain a use of your bardic inspiration absorbing the mote of potential, no action required by you, they immediately expend it on that roll. You may have them absorb it before or after you see the roll but before an outcome is determined. Based on the type of roll the creature made it gains additional effects, as detailed below:

* **Ability Check.** When the creature rolls the Bardic Inspiration die to add it to an ability check, the creature can roll the Bardic Inspiration die again and choose which roll to use, as the mote pops and emits colorful, harmless sparks for a moment.
* **Attack Roll.** Immediately after the creature rolls the Bardic Inspiration die to add it to an attack roll against a target, the mote thunderously shatters. The target and each creature of your choice that you can see within 5 feet of it must succeed on a constitution saving throw against your spell save DC or take thunder damage equal to the number rolled on the Bardic Inspiration die.
* **Saving Throw.** Immediately after the creature rolls the Bardic Inspiration die and adds it to a saving throw, the mote vanishes with the sound of soft music, causing the creature to gain temporary hit points equal to the number rolled on the Bardic Inspiration die plus your Charisma modifier (minimum of 1 temporary hit point).

**Performance of Creation**

Starting at 3rd level, as an action, you can channel the magic of the Song of Creation to create one nonmagical item of your choice in an unoccupied space within 10 feet of you. The item must appear on a surface or in a liquid that can support it. The gp value of the item can’t be more than 20 times your bard level, and the item must be Medium or smaller. The item glimmers softly, and a creature can faintly hear music when touching it. The created item disappears after a number of hours equal to your proficiency bonus. For examples of items you can create, see the equipment chapter of the *Player’s Handbook*.

Once you create an item with this feature, you can’t do so again until you finish a long rest, unless you expend a spell slot of 2nd level or higher to use this feature again. You can have only one item created by this feature at a time; if you use this action and already have an item from this feature, the first one immediately vanishes.

The size of the item you can create with this feature increases by one size category when you reach 6th level (Large) and 14th level (Huge).

**Animating Performance**

Starting at level 6, as an action, you can animate one Large or smaller nonmagical item within 30 feet of you that isn’t being worn or carried. The animate item uses the Dancing Item stat block, which uses your proficiency bonus (PB). The item is friendly to you and your companions and obeys your commands. It lives for 1 hour, until it is reduced to 0 hit points, or until you die.

In combat, the item shares your turn and you can choose the order in which you take your actions, movement, or other abilities. It can move and use its reaction on its own but takes no action unless you use a bonus action on your turn to command it to take an action. That action can be one in its stat block or some other action. If you are incapacitated, the item can take any action of its choice.

When you use your Bardic Inspiration feature, you can command the item as part of the same bonus action you use for Bardic Inspiration. Once you animate an item with this feature, you can’t do so again until you finish a long rest, unless you expend a spell slot of 3rd level or higher to use this feature again. You can have only one item animated by this feature at a time; if you use this action and already have a dancing item from this feature, the first one immediately becomes inanimate.

The dancing item does not count against your familiar limit. The stat block for this creature is found at the end of this subclass.

**Creative Crescendo**

Starting at level 14, when you use your Performance of Creation feature, you can create more than one item at once. The number of items equals your Charisma modifier (minimum of two items). If you create an item that would exceed that number, you choose which of the previously created items disappears. Only one of these items can be of the maximum size you can create; the rest must be Small or Tiny.

You are no longer limited by gp value when creating items with Performance of Creation.

Dancing Item

Large or smaller, Neutral

Armor Class 12

Hit Points 10+ 5\* [Your bard level]

Speed 30 ft., flying speed 30 (hover only)

STR DEX CON INT WIS CHA

18 (+4) 14(+2) 16 (+3) 4 (-3) 10 (+0) 6 (-2)

Saving Throws none

Skills none

Damage Resistances none

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 60ft, Passive Perception 10

Languages Understands all languages you do but cannot speak.

PB (proficiency bonus): Same as yours

***Immutable Form.*** The item is immune to any spell or effect that would alter its form.

***Irrepressible Dance.*** When any creature starts its turn within 10 feet of the item, the item can increase or decrease (your choice) the walking speed of that creature by 10 feet until the end of the turn, provided the item isn’t incapacitated.

Action

***Force-Empowered Slam.*** Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target you can see. Hit: 1d10 + PB force damage.

**College of Glamour**

Features

|  |  |
| --- | --- |
| Bard Level | Feature |
| 3rd | Bonus Proficiencies and Spells, Mantle of Inspiration, Enthralling Performance |
| 6th | Mantle of Majesty |
| 14th | Unbreakable Majesty |

**Bonus Proficiencies and Spells**

You gain the following proficiencies and spells:

* You gain proficiency with Disguise kits.
* You gain proficiency in Performance.
* You know the command spell and this spell does not count against the number of bard spells known.

**Mantel of Inspiration**  
  
Starting at 3rd level, you gain the ability to weave a song of fey magic that imbues your allies with vigor and speed.

As a bonus action, you can expend one use of your Bardic Inspiration to grant yourself a wondrous appearance. When you do so, choose a number of creatures you can see and that can see you within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one). Each of them gains 5 temporary hit points. When a creature gains these temporary hit points, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks.

The number of temporary hit points increases when you reach certain levels in this class, increasing to 8 at 5th level, 11 at 10th level, and 14 at 15th level.

**Enthralling Performance**

Starting at 3rd level, you can charge your performance with seductive, fey magic.  
  
If you perform for at least 1 minute, you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you. While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who talks to it, and it hinders anyone who opposes you, although it avoids violence unless it was already inclined to fight on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.

If a target succeeds on its saving throw, the target has no hint that you tried to charm it.

Once you use this feature, you can’t use it again until you finish a short or long rest.

**Mantle of Majesty**

At 6th level, you gain the ability to cloak yourself in a fey magic that makes others want to serve you. As a bonus action, you cast command, without expending a spell slot, and you take on an appearance of unearthly beauty for 1 minute or until your concentration ends (as if you were concentrating on a spell). During this time, you can cast command as a bonus action on each of your turns, without expending a spell slot.

Any creature charmed by you automatically fails its saving throw against the command you cast with this feature.

Once you use this feature, you can’t use it again until you finish a long rest.

**Unbreakable Majesty**

Starting at 14th level, your appearance permanently gains an otherworldly aspect that makes you look more lovely and fierce.  
  
In addition, as a bonus action, you can assume a magically majestic presence for 1 minute or until you are incapacitated. For the duration, whenever any creature tries to attack you for the first time on a turn, the attacker must make a Charisma saving throw against your spell save DC. On a failed save, it can’t attack you on this turn, and it must choose a new target for its attack or the attack is wasted. On a successful save, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your spells on your next turn.

Once you assume this majestic presence, you can’t do so again until you finish a short or long rest.

## College of Lore

Features

|  |  |
| --- | --- |
| Bard Level | Feature |
| 3rd | Bonus Proficiencies and Spells, Cutting Words |
| 6th | Additional Magical Secrets |
| 14th | Peerless Skill |

**Bonus Proficiencies and Spells**

Starting at 3rd level, you gain proficiency with three skills of your choice.  
  
You also gain your choice of two cantrips from any spell list, these count as bard spells and do not count against the number of cantrips known.

**Cutting Words**

Also at 3rd level, 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 feet 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, rolling a Bardic Inspiration die and subtracting the number rolled from the creature’s roll. 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.

**Additional Magical Secrets**

At 6th level, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don’t count against the number of bard spells you know.

**Peerless Skill**

Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.  
  
You gain an extra two uses of bardic inspiration between rests.

## College of Spirits

Features

|  |  |
| --- | --- |
| Bard Level | Feature |
| 3rd | Guiding Whispers, Spiritual Focus, Tales from beyond |
| 6th | Spirit Session, spiritual Conduit |
| 14th | Mystical Connection |

**Guiding Whispers**

Starting at 3rd level, you can reach out to spirits to guide you and others. You learn the guidance cantrip, which doesn’t count against the number of bard cantrips you know. For you, it has a range of 60 feet when you cast it.

Spiritual Focus  
Starting at 3rd level, you employ tools that aid you in channeling spirits, be they historical figures or fictional archetypes. You can use the following objects as a spellcasting focus for your bard spells: a candle, crystal ball, skull, spirit board, or tarokka deck.

Tales from Beyond  
Starting at 3rd level, you reach out to spirits who tell their tales through you. While you are holding your Spiritual Focus, you can use a bonus action to expend one use of your Bardic Inspiration and roll on the Spirit Tales table using your Bardic Inspiration die to determine the tale the spirits direct you to tell. You retain the tale in mind until you bestow the tale’s effect or you finish a short or long rest.

You can use an action to choose one creature you can see within 30 feet of you (this can be you) to be the target of the tale’s effect. Once you do so, you can’t bestow the tale’s effect again until you roll it again.

You can retain only one of these tales in mind at a time, and rolling on the Spirit Tales table immediately ends the effect of the previous tale. If the tale requires a saving throw, the DC equals your spell save DC.

##### Spirit Tales

| **Bardic Insp. Die** | **Tale Told Through You** |
| --- | --- |
| 1 | **Tale of the Clever Animal.** For the next 10 minutes, whenever the target makes an Intelligence, a Wisdom, or a Charisma check, the target can roll an extra die immediately after rolling the d20 and add the extra die’s number to the check. The extra die is the same type as your Bardic Inspiration die. |
| 2 | **Tale of the Renowned Duelist.** You make a melee spell attack against the target. On a hit, the target takes force damage equal to two rolls of your Bardic Inspiration die + your Charisma modifier. |
| 3 | **Tale of the Beloved Friends.** The target and another creature of its choice it can see within 5 feet of it gains temporary hit points equal to a roll of your Bardic Inspiration die + your Charisma modifier. |
| 4 | **Tale of the Runaway.** The target can immediately use its reaction to teleport up to 30 feet to an unoccupied space it can see. When the target teleports, it can choose a number of creatures it can see within 30 feet of it up to your Charisma modifier (minimum of 0) to immediately use the same reaction. |
| 5 | **Tale of the Avenger.** For 1 minute, any creature that hits the target with a melee attack takes force damage equal to a roll of your Bardic Inspiration die. |
| 6 | **Tale of the Traveler.** The target gains temporary hit points equal to a roll of your Bardic Inspiration die + your bard level. While it has these temporary hit points, the target’s walking speed increases by 10 feet and it gains a +1 bonus to its AC. |
| 7 | **Tale of the Beguiler.** The target must succeed on a Wisdom saving throw or take psychic damage equal to two rolls of your Bardic Inspiration die, and the target is incapacitated until the end of its next turn. |
| 8 | **Tale of the Phantom.** The target becomes invisible until the end of its next turn or until it hits a creature with an attack. If the target hits a creature with an attack during this invisibility, the creature it hits takes necrotic damage equal to a roll of your Bardic Inspiration die and is frightened of the target until the end of the frightened creature’s next turn. |
| 9 | **Tale of the Brute.** Each creature of the target’s choice it can see within 30 feet of it must make a Strength saving throw. On a failed save, a creature takes thunder damage equal to three rolls of your Bardic Inspiration die and is knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn’t knocked prone. |
| 10 | **Tale of the Dragon.** The target spews fire from the mouth in a 30-foot cone. Each creature in that area must make a Dexterity saving throw, taking fire damage equal to four rolls of your Bardic Inspiration die on a failed save, or half as much damage on a successful one. |
| 11 | **Tale of the Angel.** The target regains hit points equal to two rolls of your Bardic Inspiration die + your Charisma modifier, and you end one condition from the following list affecting the target: blinded, deafened, paralyzed, petrified, or poisoned. |
| 12 | **Tale of the Mind-Bender.** You evoke an incomprehensible fable from an otherworldly being. The target must succeed on an Intelligence saving throw or take psychic damage equal to three rolls of your Bardic Inspiration die and be stunned until the end of its next turn. |

**Spirit Session**

Starting at 6th level, spirits provide you with supernatural insights. You can conduct an hour-long ritual channeling spirits (which can be done during a short or long rest) using your Spiritual Focus. You can conduct the ritual with a number of willing creatures equal to your proficiency bonus (including yourself). At the end of the ritual, you temporarily learn one spell of your choice from any class.

The spell you choose must be of a level equal to the number of creatures that conducted the ritual or less, the spell must be of a level you can cast, and it must be in the school of divination or necromancy. The chosen spell counts as a bard spell for you but doesn’t count against the number of bard spells you know.

Once you perform the ritual, you can’t do so again until you start a long rest, and you know the chosen spell until you start a long rest.

**Spiritual Conduit**

Starting at 6th level, when you cast a bard spell that deals damage or restores hit points through the Spiritual Focus, roll a d6, and you gain a bonus to one damage or healing roll of the spell equal to the number rolled. Starting at 14th level this increases to 2d6.

**Mystical Connection**

Starting at 14th level, you now have the ability to nudge the spirits of Tales from Beyond toward certain tales. Whenever you roll on the Spirit Tales table, you can roll the die twice and choose which of the two effects to bestow. If you roll the same number on both dice, you can ignore the number and choose any effect on the table.

***SPIRIT TALES***

*Storytellers, like bards of the College of Spirits, often give voice to tales inspired by some greater theme or body of work. When determining what stories you tell, consider what unites them. Do they all feature characters from a specific group, like archetypes from the tarokka deck, figures from constellations, childhood imaginary friends, or characters in a particular storybook? Or are your inspirations more general, incorporating historic champions, mythological heroes, or urban legends? Use the tales you tell to define your niche as a storytelling adventurer.*

## College of Battle

Features

|  |  |
| --- | --- |
| Bard Level | Feature |
| 3rd | Bonus Proficiencies, Fighting Style, Battle Flourish |
| 6th | Inspire to Action |
| 14th | Master’s Flourish |

**Bonus Proficiencies**

Starting at 3rd level, you gain proficiency with medium armor and one martial weapon of your choice. You gain the martial tag for this class.

If you’re proficient with a simple or martial melee weapon, you can use it as a spellcasting focus for your bard spells.

**Fighting Style**

At 3rd level, you adopt a style of fighting as your specialty. You gain the fighting style feat.

**Battle Flourish**

At 3rd level, you learn to perform impressive displays of martial prowess and speed.

Whenever you take the attack action on your turn, your walking speed increases by 10 feet until the end of the turn, and if a weapon attack that you make as part of this action hits a creature, you can use one of the following Battle Flourish options of your choice. You can use only one Battle Flourish option per turn.

* **Defensive Flourish.** You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You also add the number rolled to your AC until the start of your next turn.
* **Slashing Flourish.** You can expend one use of your Bardic Inspiration to make an additional attack against another creature within the weapons range. If the attack was with a melee weapon you may add the bardic inspiration to the damage of the first attack.
* **Mobile Flourish.** You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You can also push the target up to 10 feet away from you. You can then immediately use your reaction to move up to your walking speed to an unoccupied space within 5 feet of the target.

**Inspire to Action**  
  
Starting at 6th level when you use a flourish, you inspire the will to continue the fight in yourself and others. You or a friendly creature within 60ft of you gain temporary hit points equal to one roll of your Bardic Inspiration. *(rolled separately)*

**Master’s Flourish**

Starting at 14th level, whenever you use a battle Flourish option, you can roll a d6 and use it instead of expending a Bardic Inspiration die. If you do, you do not grant temporary hit points with the Inspire to action feature.

## College of Valor

Features

|  |  |
| --- | --- |
| Bard Level | Feature |
| 3rd | Bonus Proficiencies, Combat Inspiration |
| 6th | Battle Hearld |
| 14th | Battle Magic |

**Bonus Proficiencies**

When you join the College of Valor at 3rd level, you gain proficiency with medium armor, heavy armor, shields, and martial weapons. This class gains the martial tag.  
  
You gain proficiency in Athletics or Acrobatics.

**Combat Inspiration**

Also at 3rd level, you learn to inspire others in battle. As a bonus action you can bring battle insight to another creature within 60feet of you that can hear or see you. Roll your bardic inspiration and choose one of the following features (after you see the roll).

* **Barricade**: Until the start of your next turn. That creature gains an additional amount of AC equal to the roll of the bardic inspiration.
* **Valorous Strike**: Until the start of your next turn. You add half of the roll rounded down to all attack rolls the creature would make. (minimum of 1)
* **Rending Strike**: Until the start of your next turn. You add the roll to the damage roll of all weapon, unarmed strike, and spell attacks.

**Battle Hearld**  
  
Starting at 6th level whenever you roll initiative you may inspire an ally to act quickly. You may expend a use of your bardic inspiration as a reaction and add it to the roll. That creature also gains a use of bardic inspiration.

**Battle Magic**

At 14th level, you have mastered the art of weaving spellcasting and weapon use into a single harmonious act. When you use your action to cast a bard spell, you can make one weapon attack as a part of that action.

## College of Whispers

Features

|  |  |
| --- | --- |
| Bard Level | Feature |
| 3rd | Bonus Proficiencies and Spells, Psychic Blades, words of terror |
| 6th | Mantle of Whispers, Siphon the Mind |
| 14th | Shadow Lore |

**Bonus Proficiencies and Spells**

You gain proficiency in intimidation  
  
You gain the Kinetic Strike cantrip. This cantrip counts as a bard spell and does not count against the number of cantrips known.

**Psychic Blades**

Starting at 3rd level, you gain the ability to make your weapon attacks magically toxic to a creature’s mind.

When you hit a creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal an extra 2d6 psychic damage to that target. You can do so only once per round on your turn.

The psychic damage increases when you reach certain levels in this class, increasing to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level.

**Words of Terror**

At 3rd level, you learn to infuse innocent-seeming words with an insidious magic that can inspire terror.

If you speak to a creature for at least 1 minute, you can attempt to seed paranoia in its mind. At the end of the conversation, the target must succeed on a Wisdom saving throw against your spell save DC or be frightened of you or another creature of your choice. The target is frightened in this way for 1 hour, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged.

If the target succeeds on its saving throw, the target has no hint that you tried to frighten it.

Once you use this feature, you can’t use it again until you finish a short or long rest.  
  
**Mantle of Whispers**

At 6th level, you gain the ability to adopt a humanoid’s persona. When a humanoid dies within 30 feet of you, you can magically capture its shadow using your reaction. You retain this shadow until you use it or you finish a long rest.

You can use the shadow as an action. When you do so, it vanishes, magically transforming into a disguise that appears on you. You now look like the dead person, but healthy and alive. This disguise lasts for 1 hour or until you end it as a bonus action.

While you’re in the disguise, you gain access to all information that the humanoid would freely share with a casual acquaintance. Such information includes general details on its background and personal life, but doesn’t include secrets. The information is enough that you can pass yourself off as the person by drawing on its memories.

Another creature can see through this disguise by succeeding on a Wisdom (Insight) check contested by your Charisma (Deception) check. You gain a +5 bonus to your check.

Once you capture a shadow with this feature, you can’t capture another one with it until you finish a short or long rest.

**Siphon the Mind**  
  
Starting at 6th level you may cast Detect thoughts at will, however if you cast it in this way, you cannot delve deep to extract truth and can only read the surface level thoughts listed in the beginning of the spell Description.

**Shadow Lore**

At 14th level, you gain the ability to weave dark magic into your words and tap into a creature’s deepest fears.

As an action, you magically whisper a phrase that only one creature of your choice within 30 feet of you can hear. The target must make a Wisdom saving throw against your spell save DC. It automatically succeeds if it doesn’t share a language with you or if it can’t hear you. On a successful saving throw, your whisper sounds like unintelligible mumbling and has no effect.

On a failed saving throw, the target is charmed by you for the next 8 hours or until you or your allies attack it, damage it, or force it to make a saving throw. It interprets the whispers as a description of its most mortifying secret. You gain no knowledge of this secret, but the target is convinced you know it.

The charmed creature obeys your commands for fear that you will reveal its secret. It won’t risk its life for you or fight for you, unless it was already inclined to do so. It grants you favors and gifts it would offer to a close friend.

When the effect ends, the creature has no understanding of why it held you in such fear.

Once you use this feature, you can’t use it again until you finish a long rest.

## Collage of Hymns

Features

|  |  |
| --- | --- |
| Bard Level | Feature |
| 3rd | Bonus proficiencies, Divine Connection, Hymn of Aegis. |
| 6th | Sanctified Song, Hymn of purging fire |
| 14th | Spread your wings, Hymn of Angel Song |

**Bonus proficiencies**

You gain proficiency in religion.

**Divine Connection**

Starting at 3rd level when you join this collage, you learn to touch divine energies. For each level of spell slot, you have may choose a spell from the cleric spell list and add that spell to your spell list and it counts as a bard spell and does not count against the number of spells known.  
  
whenever you gain a new level of spell slot you gain another spell. Whenever you gain a level in this class you may swap out one spell learned in this way for another of the same level from the cleric spell list.

**Hymn of Aegis**

Starting at 3rd level whenever you Inspire an ally with your bardic inspiration you may have them gain resistance to a damage type of your choice from the following list:acid, cold, fire, lightning, necrotic, poison, psychic, radiant, and thunder, this effect lasts until the start of your next turn.

**Sanctified Song**

Starting at 6th level you become immune to disease.  
  
Additionally, you gain a number of additional uses of your bardic inspiration equal to half your proficiency bonus, rounded up.

**Hymn of Purging Fire**

Starting at 6th level, whenever you inspire a creature with your bardic Inspiration, they become immune to the poisoned condition until the start of your next turn.  
  
Whenever you inspire a creature with your bardic inspiration you may force all creatures of your choice within 5ft of the inspired creature to make a dexterity save vs your spell save Dc. All creatures that fail take fire or radiant damage, your choice, equal to 2 rolls of your bardic inspiration dice + your charisma ability modifier, half as much on a successful save.  
  
This ability increases to 3 rolls at 10th level, and 4 rolls at 15th level

**Spread your wings**

Starting at 14th level, you gain a set of translucent, intangible, and invulnerable wings that take the form of angel wings that can carry you aloft. You may create these as a bonus action and may dismiss them with a bonus action. While active you gain a flight speed equal to your walking speed.

**Hymn of Angel Song**

Starting at 14th level, whenever you inspire a creature with your bardic inspiration that creature gains a set of semi translucent angel wings that are invulnerable and intangible or if you choose appears to be carried aloft by a semi translucent, intangible, and invulnerable angel. That creature gains a flight speed equal to their walk speed. This effect lasts for one minute.

Your hymn of aegis now lasts for one minute. Your purging flames poison immunity now lasts for one minute.  
If a creature would fall as a result of losing the ability to fly, they fall gently as though they were under the effects of feather fall.

## Collage of Dance

Features

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| --- | --- |
| Bard Level | Feature |
| 3rd | Bonus proficiencies and spells, Battle Dance, Unfaltering Step |
| 6th | Empowered Choreography, Step To |
| 14th | Inspiring Sway |

**Bonus proficiencies and Spells**

When you join the College of Dance at 3rd level, you gain proficiency in Acrobatics and Performance. If you already have proficiency in either or both of these skills, double your proficiency bonus for any ability check you make that uses Acrobatics or Performance.

This class gains the martial tag.

Gain one cantrip that requires a weapon as part of its material cost, such as Blade of Elemental Fire. This spell counts as a bard spell but does not count against the number of cantrips known. When you gain additional cantrips you may select any cantrip that requires a weapon attack as part of its material cost.

**Battle Dance**

Starting at 3rd level you gain the fighting style feat but can only select the Unarmed fighting style out of the list of selections.

You may use your dexterity to make unarmed strikes in place of strength.  
  
You may cast cantrips such as Blade of Elemental Fire or others that require a melee weapon attack using your unarmed strike as their material component.

**Unfaltering Step**

Starting at 3rd level when you join this collage you learn to dance through the battlefield. Your minimum AC equals 10 + your Dexterity modifier + your Charisma modifier (even while wearing armor or benefiting from a shield).

**Empowered Choreography**

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

When you take the attack action on your turn you may replace one unarmed attack with a cantrip that requires you to make a melee weapon attack as part of its cost, such as Blade of Elemental Fire.

**Step to**

Starting at 6th level, your dance bolsters not only yourself but to your allies. When you inspire an ally with your bardic inspiration you and that ally gain an additional 15ft of movement until the start of your next turn.

**Inspiring Sway**

When you successfully inspire someone, the power of your dance can now spread to someone else. When a creature within 60 feet of you adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll succeeds, you can use your reaction to encourage a different creature (other than yourself) that can hear you within 60 feet of you, giving it a Bardic Inspiration die without expending any of your Bardic Inspiration uses.

You can use this reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

**Bard Spell List**

**Cantrips (0 Level)**

Blade Ward (abjuration)

Dancing Lights (evocation)

Friends to Enemies (enchantment)

Light (evocation)

Mage Hand (conjuration)

Mending (transmutation)

Message (transmutation)

Minor Illusion (illusion)

Mind Blanks (enchantment)

Prestidigitation (transmutation)

Thunderclap (evocation)

Taunting Blade (Enchantment)

True Strike (divination)

Vicious Mockery (enchantment)

Ventriloquism (illusion)

Word of Suffering (evocation)

**1st Level**

Animal Friendship (enchantment)

Bane (enchantment)

Charm Person (enchantment)

Color spray (illus.)

Command (ench.)

Comprehend Languages\* (divination)

Cure Wounds (evocation)

Detect Magic\* (divination)

Disguise Self (illusion)

Dissonant Whispers (enchantment)

Earth tremor (evoc.)

Faerie Fire (evocation)

Feather Fall (transmutation)

Healing Word (evocation)

Heroism (enchantment)

Hideous Laughter (enchantment)

Identify\* (divination)

Illusory Script\* (illusion)

Longstrider (transmutation)

Silent Image (illusion)

Sleep (enchantment)

Speak with Animals\* (divination)

Thunderwave (evocation)

Unseen Servant\* (conjuration)

**2nd Level**

Aid (abjuration.)

Animal Messenger\* (enchantment)

Blindness/Deafness (necromancy)

Calm Emotions (enchantment)

Cloud of Daggers (conjuration)

Crown of Madness (enchantment)

Detect Thoughts (divination)

Enhance Ability (transmutation)

Enthrall (enchantment)

Enlarge/reduce (transmutation)

Heat Metal (transmutation)

Hold Person (enchantment)

Invisibility (illusion)

Knock (transmutation)

Lesser Restoration (abjuration)

Locate Animals or Plants\* (divination)

Locate Object (divination)

Magic Mouth\* (illusion)

Mirror image (illusion.)

Phantasmal Force (illusion)

Pyrotechnics (transmutation)

See Invisibility (divination)

Shatter (evocation)

Silence\* (illusion)

Skywrite\* (transmutation.)

Suggestion (enchantment)

Warding wind (evocation.)

Zone of Truth (enchantment)

**3rd Level**

Bestow Curse (necromancy)

Clairvoyance (divination)

Catnap (enchantment.)

Dispel Magic (abjuration)

Enemies abound (enchantment.)

Fear (illusion)

Feign Death\* (necromancy)

Glyph of Warding (abjuration)

Haste (transmutation)

Hypnotic Pattern (illusion)

Intellect fortress (abjuration.)

Tiny Hut\* (evocation)

Mass healing word (evocation)

Major Image (illusion)

Nondetection (abjuration)

Plant Growth (transmutation)

Sending (evocation)

Slow (transmutation)

Speak with Dead (necromancy)

Speak with Plants (transmutation)

Stinking Cloud (conjuration)

Tongues (divination)

**4th Level**

Charm monster (enchantment)

Compulsion (enchantment)

Confusion (enchantment)

Dimension Door (conjuration)

Freedom of Movement (abjuration)

Greater Invisibility (illusion)

Hallucinatory Terrain (illusion)

Locate Creature (divination)

Phantasmal killer (illusion.)

Polymorph (transmutation)

Secret Chest (conjuration)