



# College of Piracy

**D**ou feel most at home with the wind at your back and the law far out of sight. You spend your days singing shanties on the high seas, plundering unfortunate (or opportunistic) targets, and your nights drinking and carousing with your crew. Some prefer life in a library or on the stage, but not you. It's the pirate life or bust!

## Tools of the Trade

When you join the College of Piracy at 3rd-level, you gain proficiency with medium armor, cartographer's tools, vehicles (sea), the scimitar, and the pistol. Firearms need to be reloaded after a certain number of shots. Reloading a firearm requires an action.

Name	Cost	Ammo	Damage (Piercing)	Weight	Range	Capacity
Pistol	100gp	4g (20)	1d10	3 lb.	30/120	1

Additionally, you can ignore the somatic requirements for your Bard spells during combat, as you're used to shouting out commands and insults in the heat of battle.

## Swashbuckling Style

At 3rd-level, you learn to move about on your feet during combat. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Additionally, you can press a foe back or lure them forward. When you hit a creature with a melee attack, you can force them to make a Wisdom saving throw versus your spellcasting DC. If they fail, you can move yourself and them either 5 ft. forward or 5 ft. back.

## Songs of the High Seas

At 3rd-level, you gain the ability to weave in magic as part of your attacks. When you take the attack action on your turn, you can spend a bonus action to cast a cantrip.

## Press the Advantage!

At 6th-level, you learn when to press your luck. when you successfully use your Swashbuckling Style to move a foe, you gain one of the following benefits. You can only use this feature once per turn.

- You can immediately make another melee attack.
- You gain advantage on melee attacks against the creature until the end of your next turn.
- You gain a +2 bonus to your Armor Class against the creature until the end of your next turn.

## Manipulate Morale

At 14th-level, you gain the ability to rally your allies and demoralize your enemies. You can expend a use of your Bardic Inspiration as a bonus action to cause one of the following effects:

- All allies within 30 ft. gain temporary hit points equal to your level plus your Charisma modifier and advantage on the next attack roll they make.
- All enemies within 30 ft. must succeed on a Wisdom saving throw versus your spellcasting DC or become frightened of you for 1 minute. They can attempt the saving throw again at the end of each of their turns.

