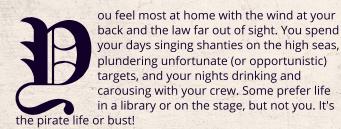


College of Piracy



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 (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.

