**College of Fire Dancer**

**Flam Jugler**

When you join the College of Reveler at 3rd level, you gain proficiency with medium armor

You may use a touch as a spellcasting focus for your bard spells

In addtion when you are wealding a touch it is a wepon in your hand gains fallwoing benfits when it lit, you may aslo light it as part of your attack action or casting a spell

1d6 fire Thrown (range 20/60), Finesse, light

F**ire Dancer**

You learn two cantrips of your choice from Control Flames, Produce flame, Fire Bolt, Bonfire or green flame blade. They count as bard spells for you.

In addtion when you cast one these spells, you may make a of hand attack as a bounus action.

**Light Up The Stage**

At 3rd level, When you hit a creature with a attack, you can expend one use of your Bardic Inspiration to set a creatures wepon abalze, when that creature hits with a attack it deals an fire damage equal to a roll of you Bardic Inspiration dice to that target and you may have the falme leap to another creature with in 30 feet that it has not already leaped to gain the same benfit. once flame has leap a number of times eqaul to your proficiency bonus or If creature ends it turn and has not hit a creature, the flame goes out

**Havic Festval**

Starting at 6th level, When a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, saving throw, or for you light the stage ability that creature choose to expend instead rolls 3 dice instead. the creature chooses one of the dice to use and choose another and takes fire damage equal to it and discards the other. This damage can’t be reduced or prevented in any way.

In addtion when a you light the stage falme leaps to another creature, that creature may choose to roll a Bardic Inspiration dice and take fire damgaa equal to it. This damage can’t be reduced or prevented in any way. if they do, the flame is put out and that creature gains Bardic insapration dice.

**Ringleader**

Starting at 14th level,