

College of Spontaneity (*Bard*)

The College of Spontaneity is home to Bards who want to learn to live in the moment. A Spontaneity Bard is an expert at reading situations and people, and they know how to interact with the flow of a situation to escalate tensions, capitalize on moments of weakness, and emphasize the most important actions. Spontaneity Bards, more than any other, know how to listen to the beat of any situation they may find themselves in.

Insightful Presence

You have a feel for the moment; the present contains its own tempo and flow, and you are adept at reading it as well as you can read people. At level 3, you gain proficiency in Insight, and you can use your Charisma modifier for Insight checks.

Feel the Tempo

Starting at level 3, you can accurately read the flow of high-stakes moments and can act to turn the tide. Whenever you roll initiative, you begin gaining stacks of Tempo—one stack at the start of each of your turns; you can have a maximum number of stacks equal to your Charisma modifier, and you lose all stacks once you exit initiative. You gain a bonus to your cantrip, weapon, and unarmed attack rolls equal to your current stacks of Tempo, but this bonus does not apply to your damage or to attack rolls from leveled spells.

You can choose to expend Tempo as a bonus action, as though it was Bardic Inspiration. Instead of rolling for a bonus, the recipient gains a bonus to one roll of their choice equal to the number of stacks you spent. Whenever you grant Bardic Inspiration, you can consume stacks of Tempo as part of it, granting the appropriate bonus to the Bardic Inspiration.

Additionally, while you have at least one Tempo, you can spend a Tempo to grant a Bardic Inspiration as a reaction to a missed attack roll, a failed saving throw, or a failed ability check, potentially turning it into a success.

Rubato

Starting at level 6, you gain new ways you can expend Tempo. When you cast a spell, you can choose to expend stacks of Tempo to improve the spell. If the spell restores hit points or deals damage, you can cast the spell as though it were one level higher for every two stacks of Tempo you spend on this effect, up to a maximum of 9th level. When you cast a spell that requires creatures to make a saving throw, you can increase the DC by 1 for every two stacks of Tempo you spend on this effect; this only applies to the initial saving throw any targets must make, not any subsequent saving throws they must make against that spell's effects.

Interjecting Aegis

Beginning at level 14, you can channel your magic to create a barrier and offer protection at pivotal moments. When you see a creature take damage, you can use a reaction and expend a use of your Bardic Inspiration along with any number of Tempo stacks. The creature gains temporary hit points equal

to your Bard level + one roll of your Bardic Inspiration die + one additional roll of your Bardic Inspiration die for each stack of Tempo consumed. These temporary hit points are applied before the creature takes damage, and they lose any temporary hit points they still have at the end their next turn.