

SKALDIC BARD

Skalds are known best in Asha as poets, historians, and keepers of lore. It is said that music has special power, and the Skaldic Bard proves that saying true. In the rare chance that a Skaldic Bard, with their iconic wide brim hat, arrives in a town or at a tavern, all work or talk ceases as the onlookers wait in anticipation for a chance to enjoy their entertainment.

A Skladic Bard is also a master of observation and manipulation. They dedicate their lives to maximizing their physical and mental potential, harnessing the power of their senses and the mystical art of The Voice.

Undergoing intense conditioning to harness the mana trapped within their own living cells, they can control every muscle and nerve in their body, right down to the individual fibers. This allows them to unlock abilities and senses that are preternatural. They are masters of their own senses; no secret or lie escapes their scrutiny. This conditioning makes them highly valuable as living lie detectors, masterful diplomats, negotiators, messengers, scouts or spies.



THE SKALADIC WAY

The Skalds keep the process and methods of their conditioning secret. They hold on to their trained habits, rituals, and conditioning with a fervor that rivals a religious belief. Skald's believe that ones conditioning and training is never complete, and continuously seeks new knowledge and methods for rigorously improving ones body and mind.

THE VOICE

Skaldic Bards can manipulate their vocal chords to create unnatural intonations and sound frequencies that can mimic other sound or influence people directly such that it is almost impossible not to comply. They can issue absolute commands by pitching their voices to register on the subject's subconscious mind, driving them to action even against their own, conscious will.

This ability is used carefully and with caution, for it is known by the Skalds that frequently bending an individual's will causes the population in aggregate to become immune over time; eventually rendering the ability useless.

SUPERNATURAL OBSERVATION

Their supernaturally keen senses confer superior observational powers, allowing a Skald to "register" an individual. Skalds can not only discern the slightest physical minutia, but also detect unconscious betrayals in an individual's mannerisms, body language, or vocal inflection. They can use this ability to analyze a subject's emotional state and triangulate lies, fear, or if one is prone or poised for violence.

THE POWER OF MUSIC

Skalds say that the multiverse was sung into existence, that the words of the Gods gave it shape, and that echoes of these primordial Words of Creation still resound through the cosmos. Bards have learned to harness these echoes, subtly weaving them into powers using music and performance; beyond melody and rhythm.

SKALDIC BARD

Level	Prof. Bonus	Features	Cantrips Known	Spells Known	— Spell Slots per Spell Level —								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Bardic Inspiration (d6), Sniffing, Bardic Performance	2	4	2	—	—	—	—	—	—	—	—
2nd	+2	Jack of All Trades, Well Versed (d6)	2	5	3	—	—	—	—	—	—	—	—
3rd	+2	Bard College, Expertise	2	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	7	4	3	—	—	—	—	—	—	—
5th	+3	Bardic Inspiration (d8), Font Of Inspiration	3	8	4	3	2	—	—	—	—	—	—
6th	+3	Countercharm, Bard College Feature	3	9	4	3	3	—	—	—	—	—	—
7th	+3	—	3	10	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	11	4	3	3	2	—	—	—	—	—
9th	+4	Well Versed (d8)	3	12	4	3	3	3	1	—	—	—	—
10th	+4	Bardic Inspiration (d10), Expertise, Magical Secrets	4	14	4	3	3	3	2	—	—	—	—
11th	+4	—	4	15	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	15	4	3	3	3	2	1	—	—	—
13th	+5	Well Versed (d10)	4	16	4	3	3	3	2	1	1	—	—
14th	+5	Magical Secrets, Bard College Feature	4	18	4	3	3	3	2	1	1	—	—
15th	+5	Bardic Inspiration (d12)	4	19	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	19	4	3	3	3	2	1	1	1	—
17th	+6	Well Versed (d12)	4	20	4	3	3	3	2	1	1	1	1
18th	+6	Magical Secrets	4	22	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	22	4	3	3	3	3	2	1	1	1
20th	+6	Superior Inspiration	4	22	4	3	3	3	3	2	2	1	1

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per bard level

Hit Points: 1d8 + your Constitution Modifier

SPELLCASTING ABILITY

Spell save DC = 8 + proficiency bonus + Charisma modifier

Spell Attack Modifier = proficiency bonus + Charisma modifier

PROFICIENCIES

Armor: Light Armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Three musical instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose any three

BARDIC INSPIRATION

Usage: Charisma modifier (minimum 1) every long rest

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.

SNIFFING

Sniffing is the talent to “smell” strong acts of emotion, violence, and corruption. The strength of the smell depends on the severity of the act. The smell of murder will last much longer than the smell of petty robbery. Torture and murder leave the stronger odors, assaults and beatings have less powerful scents. Fair fights or attacks by animals acting according to their nature (such as a starving wolf attacking a shepherd) are weakest of all. Odors fade over time, usually disappearing in a couple of days unless the attack was extremely vicious.

You roll with advantage on Perception and Survival checks made tracking violence or violent offenders.

BARDIC PERFORMANCE

Performance Usage Points: # rounds = $4 + \text{Charisma modifier} + (\text{level } x 2)$ per long rest

Concentration Check: $8 + \text{half damage taken this round}$



You can execute extraordinary feats with your musical performances. Some spells you cast are based upon your performance, requiring you to channel the creative energies of the universe using sound. When casting a performance based spell, you may maintain it using a free action by expending a Performance Usage Point. You may maintain the effect for a number of rounds equal to your remaining points. These points return after a Long Rest.

Changing a performance from one effect to another requires you to stop the previous performance and start a new one. Your performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one performance in effect at one time.

Each time you begin or renew the performance you must roll a Performance check. The DC is $8 + \text{half the damage you have taken this round}$. Deaf creatures are immune to your performance. You may use this ability a number of rounds per Long Rest equal to $4 + \text{your Charisma modifier} + (\text{level } x 2)$. These performances are mind-affecting abilities that rely on audible and visual components.

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.

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.

WELL VERSED

Beginning at 2nd level, you become more resistant to the Bardic Performance of others, and to sonic effects in general. In addition to your saving throw, you may roll an additional die and add it to your saving throw result to resist sonic effects.

At 2nd level you roll 1d6, and this die increases when you reach certain levels in this class: to 1d8 at 9th level, 1d10 at 13th level, and to 1d12 at 17th level.

BARD COLLEGE

At 3rd level, you delve into the advanced techniques of a bard college of your choice: The College of Lore, The College Of Valor, or The College Of Whispers. Your choice grants you features at 3rd level and again at 6th and 14th levels.

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. At 10th level, you can choose another two skill proficiencies to gain this benefit.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, and 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you

can't increase an ability score above 20 using this feature.

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.

COUNTERCHARM

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. This performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

MAGICAL SECRETS

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, 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 class at 14th level and again at 18th level.

SUPERIOR INSPIRATION

At 20th level, when you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

THE COLLEGE OF LORE

Skaldic Bards who follow the College Of Lore seek to unlock the hidden truths of the universe. Their loyalty lies in the pursuit of beauty and truth, and not in fealty to a monarch or following the tenants of a deity. A noble who keeps such a Skald as a herald or advisor knows that the bard would rather be honest than polite.

BONUS PROFICIENCIES

When you join the College Of Lore at 3rd level, you gain proficiency with one more skill of your choice, and gain the *Ritual Caster* feat.

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 Skaldic 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.



THE COLLEGE OF VALOR

Those that follow the College Of Valor are daring skalds whose tales keep alive the memory of great heroes of the past, and inspire a new generation of heroes. These bards gather in mead halls and around great bonfires to sing of deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that the memory of those events don't pass from the world.

BONUS PROFICIENCIES

When you join the College Of Valor at 3rd level, you gain proficiency with medium armor, shields and martial weapons.

COMBAT INSPIRATION

Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

BATTLE MAGIC

At 14th level, you have mastered the art of weaving spell casting 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 bonus action.



THE COLLEGE OF WHISPERS

The College Of Whispers takes advantage of the hospitality given to bards. They appear as like other Skalds: sharing news, singing songs, and telling tales to the audiences they gather. In truth, they are wolves among sheep, using their abilities to selfishly gain power, wealth and prestige. The other colleges view The College Of Whispers as a parasite, causing members to rarely reveal their true nature.

PSYCHIC BLADES

When you join this college at 3rd level, you gain the ability to make your weapon attacks deal psychic damage. Once per round, when you hit with a weapon attack, you can expend one use of your Bardic Inspiration to deal an extra 2d6 psychic damage to that target. This damage increases to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level.

WORDS OF TERROR

Usage: once per short or long rest

At 3rd level, if you speak to a creature alone 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 for 1 hour, or until it is attacked, damaged, or witnesses its allies in danger. If the target succeeds on its saving throw, it has no hint that you tried to frighten it.

MANTLE OF WHISKERS

Usage: once per long rest

At 6th level, when a humanoid dies in 30 feet of you, you can capture its shadow using a reaction. You retain this shadow until you use it or finish a long rest. You can use the shadow as an action to magically disguise yourself to appear like the victim. This disguise lasts for 1 hour or until you end it as a bonus action. While in the disguise, you gain access to information that they would freely share with a casual acquaintance. Such insight includes general details on its life and habits, but



not its secrets. You draw on these memories to pass yourself off as the target. Another creature can see through the disguise by succeeding on a Wisdom (Insight) check contested by your Charisma (Deception) (you gain advantage).

SHADOW LORE

Usage: once per long rest

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 in 30 feet can hear (they must share a language). The target must make a Wisdom saving throw against your spell save DC or be charmed by you for the next 8 hours or until you or your allies attack, damage or force it to make a saving throw. It interprets the whispers as its most mortifying secret. While you gain no knowledge of this secret, the target is convinced you know it and obeys your commands for fear that you will reveal it. It won't risk its life 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.

On a successful saving throw, your whisper sounds like unintelligible mumble and has no effect.