

Bard: College of Strokes

Bards of the College of Strokes have learned how to channel their creativity and magic through their writing or painting. They may cast a spell by painting it into existence, or by scribbling a poem or description of its effects into the air. Their way of casting these spells makes the spells more malleable and able to bend to their wills.

Bonus Proficiencies

When you join this college at 3rd level, you gain proficiency in painter's supplies and calligrapher's supplies.

You can use painter's supplies and calligrapher's supplies as spellcasting foci for your bard spells.

Landscape

At 3rd level, whenever you cast a spell that has multiple targets within an area of effect while you are holding painter's supplies or calligrapher's supplies, you can expend one use of bardic inspiration and roll the die to make a number of creatures up to the amount rolled within the area of the spell immune to the effects of the spell for the duration. Alternatively, if that spell has a duration of 1 minute or longer, you can increase the duration of the spell by a number of minutes up to the number on the die.

Portrait

At 3rd level, whenever you cast a spell that only targets one creature while you are holding painter's supplies or calligrapher's supplies, you can expend one use of bardic inspiration and roll the die in order to either increase one instance of healing or damage dealt by that spell by the amount rolled or to decrease the score of the creatures saving throw against that spell by the amount rolled. If the spell has subsequent saving throws or instances of damage or healing, you can expend more bardic inspiration to continue the effect each time (no action required).

Call Muses

At 6th level, you are able to magically bring a number of creatures that inspire you into existence.

You can cast Conjure Animals, Summon Fey, Summon Lesser Demons, and Summon Shadowspawn without a spell slot, verbal components, or material components. Once you have cast any of these spells this way, you must finish 1d4 long rests before you can do so again.

Color Theory

At 6th level, the nature of your spellcasting makes spells more malleable in your hands. When you cast a spell while holding painter's supplies or calligrapher's supplies, you can change the damage type of that spell to another damage type of your choice between: acid, cold, fire, lightning, necrotic, and radiant. You can do this a number of times equal to your Charisma modifier (minimum of once) and then you must finish a long rest before doing so again.

Family Portrait

By 14th level, you can paint spells into existence with much greater speed and size than you were previously capable of. When you cast a spell that only targets one creature while you are holding

painter's supplies or calligrapher's supplies, you can expend a number of uses of bardic inspiration equal to the spell's level (1 for a cantrip) and roll one bardic inspiration die to make that spell target a number of additional creatures up to the number rolled on the die. This cannot be used in conjunction with your Portrait feature.