

Bard: College of Physique

Bards can see art anywhere, disciples of the College of Physique view their own body as a work of art. They spend time training their athleticism and honing their muscles to the point that their body becomes infused with their magic, as is their magic bolstered by their body.

These bards may perform simply by posing, or they may lift weights or show off other feats of strength, or even trade blows with their opponents.

Peak Physique

When you join the College of Physique at 3rd level, your physique is so perfect that it magically protects you from harm. While you are not wearing armor and not wielding a shield, your armor class equals 10 + your Strength modifier + your Charisma modifier.

Additionally, while not wearing armor or wielding a shield, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Physical Casting

Starting at 3rd level, you can channel the power of your muscles to increase the potency of your spells. When you cast a spell requiring a melee spell attack or with a range of touch, you can add your Strength modifier to one damage or healing roll of that spell.

Additionally, you learn 3 additional spells of your choice from any spell list (the three needn't be from the same list). These spells must involve a melee spell attack or have a range of touch. These spells count as bard spells for you but do not count against the total number of bard spells or cantrips you know.

Whenever you gain a level in this class, you can replace one of these spells with another spell of your choice that meets these requirements and is of 2nd-level or lower.

Full Set

At 6th level, you gain the ability to incorporate more complicated physical manoeuvres into your magic routine. When you use your action to cast a cantrip, you can take the attack action as a bonus action. This attack action cannot benefit from any features that allow you to make multiple attacks as part of that action.

Inspiring Feat

At 14th level, you allies are inspired by every show of strength you make. You gain proficiency in Strength saving throws. If you already have this proficiency, you instead gain proficiency in Dexterity or Constitution saving throws (your choice).

Additionally, once per turn when you succeed on a Strength saving throw or Strength ability check, you can use your bardic inspiration feature (no action required). Instead of needing to hear you, the creature you target must be able to see you.

