

Glamour

Mantle of Inspiration

When you join the College of Glamour at 3rd level, you gain the ability to weave a song of fey magic that imbues your allies with vigour and speed.

As a bonus action, you can expend one use of your Bardic Inspiration to grant yourself a wondrous appearance. When you do so, choose a number of creatures you can see and who can see you within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one). Each of them gains 5 temporary hit points. When a creature gains these temporary hit points, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks.

The number of temporary hit points increases when you reach certain levels in this class, increasing to 8 at 5th level, 11 at 10th level, and 14 at 15th level.

Enthralling Performance

Starting at 3rd level, you can charge your performance with seductive, fey magic.

If you perform for at least 1 minute, you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you.

While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who speaks to it, and it hinders anyone who opposes you, avoiding violence unless it was already inclined to fight on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.

If a target succeeds on its saving throw, the target has no hint that you tried to charm it.

Once you use this feature, you can't use it again until you finish a short or long rest.

Mantle of Majesty

At 6th level, you gain the ability to cloak yourself in a fey magic that makes others want to serve you. As a bonus action, you cast Command, without expending a spell slot, and you take on an appearance of unearthly beauty for 1 minute or until your concentration ends (as if you were concentrating on a spell). During this time, you can cast Command as a bonus action on each of your turns, without expending a spell slot.

Any creature charmed by you automatically fails its saving throw against the Command you cast with this feature.

Once you use this feature, you can't use it again until you finish a long rest.

Unbreakable Majesty

At 14th level, your appearance permanently gains an otherworldly aspect that makes you look more lovely and fierce.

In addition, as a bonus action, you can assume a magically majestic presence for 1 minute or until you are incapacitated. For the duration, whenever any creature tries to attack you for the first time on a turn, the attacker must make a Charisma saving throw against your spell save DC. On a failed save, it can't attack you on this turn, and it must choose a new target for its attack or the attack is wasted. On a successful save, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your spells on your next turn.

Once you assume this majestic presence, you can't do so again until you finish a short or long rest.

Lore

Bonus Proficiencies

When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.

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 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.

Satire

Bonus Proficiencies

When you join the College of Satire at 3rd level, you gain proficiency with thieves' tools. You also gain proficiency in Sleight of Hand and one additional skill of your choice. If you are already proficient with thieves' tools or in Sleight of Hand, choose another skill proficiency for each proficiency you already have.

Tumbling Fool

At 3rd level, you master a variety of acrobatic techniques that allow you to evade danger. As a bonus action, you can tumble. When you tumble, you gain the following benefits for the rest of your turn:

- You gain the benefits of taking the Dash and Disengage actions.
- You gain a climbing speed equal to your current speed.
- You take half damage from falling.

Fool's Insight

At 6th level, your ability to gather stories and lore gains a supernatural edge. You can cast Detect Thoughts up to a number of times equal to your Charisma modifier. You regain any expended uses of this ability after completing a long rest.

If a creature resists your attempt to probe deeper and succeeds at its saving throw against your Detect Thoughts, it immediately suffers an embarrassing social gaffe. It might loudly pass gas, unleash a thunderous burp, trip and fall, or be compelled to tell a tasteless joke.

Fool's Luck

Jesters seem to have a knack for pulling themselves out of tight situations, transforming what looks like sure failure into an embarrassing but effective success.

At 14th level, you can expend one use of Bardic Inspiration after you fail an ability check, fail a saving throw, or miss with an attack roll. Roll a Bardic Inspiration die and add the number rolled to your

attack, saving throw, or ability check, using the new result in place of the failed one.

If using this ability grants you a success on the attack, saving throw, or ability check, note the number you rolled on the Bardic Inspiration die. The DM can then apply that result as a penalty to an attack or check you make, and you cannot use this ability again until you suffer this drawback. When the DM invokes this penalty, describe an embarrassing gaffe or mistake you make as part of the affected die roll.

Swords

Bonus Proficiencies

When you join the College of Swords at 3rd level, you gain proficiency with medium armor and the scimitar.

If you're proficient with a simple or martial melee weapon, you can use it as a spellcasting focus for your bard spells.

Fighting Style

At 3rd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

- Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Blade Flourish

At 3rd level, you learn to conduct impressive displays of martial prowess and speed.

Whenever you take the Attack action on your turn, your walking speed increases by 10 feet until the end of the turn, and if a weapon attack that you make as part of this action hits a creature, you can use one of the following Blade Flourish options of your choice. You can use only one Blade Flourish option per turn.

Defensive Flourish. You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You also add the number rolled to your AC until the start of your next turn.

Slashing Flourish. You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit and to any other creature of your choice that you can see within 5 feet of you. The damage equals the number you roll on the Bardic Inspiration die.

Mobile Flourish. You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You can also push the target up to 5 feet away from you, plus a number of feet equal to the number you roll on that die. You can then immediately use your reaction to move up to your walking speed to an unoccupied space within 5 feet of the target.

Extra Attack

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

Master's Flourish

Starting at 14th level, whenever you use a Blade Flourish option, you can roll a d6 and use it instead of expending a Bardic Inspiration die.

Valour

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 spellcasting 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.

Whispers

Psychic Blades

When you join the College of Whispers at 3rd level, you gain the ability to make your weapon attacks magically toxic to a creature's mind.

When you hit a creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal an additional 2d6 psychic damage to that target. You can do so only once per round on your turn.

The psychic damage increases when you reach certain levels in this class, increasing to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level.

Words of Terror

At 3rd level, you learn to infuse innocent-seeming words with an insidious magic that can inspire terror. If you speak to a humanoid alone for at least 1 minute, you can attempt to seed paranoia and fear into 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. The target is frightened in this way for 1 hour, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged.

If the target succeeds on its saving throw, the target has no hint that you tried to frighten it. Once you use this feature, you can't use it again until you finish a short rest or long rest.

Mantle of Whispers

At 6th level, you gain the ability to adopt a humanoid's persona. When a humanoid dies within 30 feet of you, you can magically capture its shadow using your reaction. You retain this shadow until you use it or you finish a long rest.

You can use the shadow as an action. When you do so, it vanishes, magically transforming into a disguise that appears on you. You now look like the dead person, but healthy and alive. This disguise lasts for 1 hour or until you end it as a bonus action.

While you're in the disguise, you gain access to all information that the humanoid would freely share with a casual acquaintance. Such information includes general details on its background and personal life, but doesn't include secrets. The information is enough that you can pass yourself off as the person by drawing on its memories.

Another creature can see through this disguise by succeeding on a Wisdom (Insight) check contested by your Charisma (Deception) check. You gain a +5 bonus to your check.

Once you capture a shadow with this feature, you can't capture another one with it until you finish a short or long rest.

Shadow Lore

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 of your choice within 30 feet of you can hear. The target must make a Wisdom saving throw against your spell save DC. It automatically succeeds if it doesn't share a language with you or if it can't hear you. On a successful saving throw, your whisper sounds like unintelligible mumbling and has no effect. If the target fails its saving throw, it is charmed by you for the next 8 hours or until you or your allies attack or damage it. It interprets the whispers as a description of its most mortifying secret.

While you gain no knowledge of this secret, the target is convinced you know it. While charmed in this way, the creature obeys your commands for fear that you will reveal its secret. It won't risk its life for you 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.

Once you use this feature, you can't use it again until you finish a long rest.