

CONTENTS

FOREWORD	2	Juggling and Throwing	6
I Bard Colleges	4	Preferred Acts	6
COLLEGE OF DANCE	5	Center Stage	6
Body Language	5	Timely Stunts	6
Unarmored Defense	5	II Appendices	7
Flowing Grace	5	SPELLS	8
Routines	5	Bard Spells	8
Evasion	5	Spell Descriptions	8
COLLEGE OF THE CIRCUS	6	ACKNOWLEDGMENTS	11
Bonus Proficiencies	6		

SAMPLE

Part I
Bard Colleges

SAMPLE

COLLEGE OF DANCE

Bards of the College of Dance move about with infinite grace. Both on stage, in front of an audience, and off stage, among friends, and even on the battlefield, surrounded by enemies, these Bards take elegant steps and make delicate gestures.

BODY LANGUAGE

You are able to weave magic into the motions of your body. Starting at 3rd level, when you cast a spell that has a verbal component, you can provide a somatic component instead. If the spell has both a verbal and somatic component, you can provide a somatic component only. You cannot do so if you are wearing heavy or medium armor.

UNARMORED DEFENSE

Also at 3rd level, your graceful leaps let you avoid many attacks. When you are wearing no armor and wielding no shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

FLOWING GRACE

At 6th level, your training improves your physical abilities.

- Your speed increases by 10 feet.
- Your Long Jump and High Jump distances increase by 5 feet.
- When you are knocked prone, you can use your reaction to stand up and move up to 5 feet. This movement does not provoke attacks of opportunity.

ROUTINES

Your repeated training allows you to chain multiple movements instinctively even in the heat of battle. When you are wearing no armor and wielding no shield, you can perform the routines below. You learn some routines at 6th level and others at 14th level as indicated in their description.

Once you have performed a routine twice, you must finish a long rest before you can perform it again.

Side-Steps (6th level) If you spend at least half of your movement on your turn, you can use your bonus action to take the Dodge action.

Triplet (6th level) If you take the Attack action or make a spell attack on your turn, you can use your bonus action to make two unarmed attacks. You can use Dexterity instead of Strength for the attack roll and damage roll of this attack. Moreover, your damage die for this unarmed attack is 1d6, and it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The damage die increases to 1d8 when you reach 14th level.

Lock Step (14th level) When you make an attack or a spell attack against a creature, you can use your bonus action to invite a friendly creature within 5 feet to make an attack. The friendly creature can use their reaction to make an attack against a target of their choice.

Off-Beat Beat (14th level) You establish a rhythm of motion, then you surprise opponents by acting off-beat. When you make an attack roll or a spell attack roll against an opponent, you gain advantage on attack rolls and spell attack rolls against that opponent until the end of your next turn.

EVASION

Beginning at 14th level, you gracefully dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *fire ball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

COLLEGE OF THE CIRCUS

Bards of the College of the Circus are traveling entertainers. They learn many tricks. They learn to perform multiple acts. But most importantly, they learn the importance of the bonds of friendship.

BONUS PROFICIENCIES

At 3rd level, your training grants you proficiency in one of the following skills: Acrobatics, Animal Handling, Deception, Insight, Performance, or Sleight of Hand.

When you reach 6th level and again when you reach 10th level, you get proficiency in another of the listed skills.

JUGGLING AND THROWING

You learn to throw and catch an impressive number of varied objects repeatedly. You can juggle multiple clubs, balls, and knives.

At 3rd level, you can throw better than most people. You do not get disadvantage when you make a ranged attack with a thrown weapon at long range. In addition, you ignore partial and three-quarters cover when you make a ranged attack with a thrown weapon.

Moreover, when you make a ranged weapon attack by throwing a balanced weapon, you do so as if the weapon had the Thrown (range 20/60) and Finesse property. A balanced weapon is any simple melee weapon that deals bludgeoning or slashing damage and does not have the two-handed or versatile property – such as clubs and sickles.

At 5th level, you can throw faster than most people. When you take the Attack action, you can make two attacks, provided at least one of them is a ranged attack with a thrown weapon.

PREFERRED ACTS

At 6th level, you have learned several acts by rote. Thanks to your tightrope training, you have advantage on ability Dexterity checks to avoid falling from small surfaces you are standing, walking or running on. Thanks to your trapeze and juggling training, you have advantage on Strength and Dexterity ability

checks to catch objects and creatures when you, them, or both are in mid-air. Thanks to your clown training, you have advantage on Charisma ability checks to make a creature laugh or cry. Thanks to your contortion training, you count as one size smaller for the purpose of moving through and around other creatures and squeezing into a smaller space.

CENTER STAGE

Also at 6th level, you become so used to perform to large crowds that you thrive in the spotlights. Whenever you can see 12 or more creatures that can see you, you get a +1 bonus to your spell attack bonus and your spell save DC.

TIMELY STUNTS

Your mastery of the trapeze and other multi-performers acts gives you the ability to move in conjunction with others, anticipating their movements and acting in perfect synchrony. At 14th level, when a friendly creature finishes their turn, you can use your reaction to take your next turn immediately after them. When you do so, you immediately take a turn. You do not take a turn when next your normal initiative order comes around. You cannot take another reaction until your normal initiative order comes around.

Once you have used this ability, you cannot do so again until you finish a long rest.