



BARD

The bard class receives a new subclass in this section.

COLLEGE OF THE LEAD ARTIST

The lead singer. The head guitarist. The commanding officer. While the 3rd seems different, in truth, an inspiring leader who charges forward is all the same to this schooling. The bards of the College of the Lead Artist head the charge into combat, tales and hymns of their daring exploits spouting across the air in booming voices that blast their foes with magical energy while enervating their allies. Few in number these bards hold a rivalry that pits them against each other in competition with their goal to spread their tales far and wide and lay in their fame as crowds cheer their name.

SHIELD OF BRAVADO

3rd -level College of the Lead Artist feature

Leading the charge, you must focus on keeping yourself safe at the head of the party. You gain the shield spell as one of your known spells.

INSPIRING CHARGE

3rd -level College of the Lead Artist feature

Your allies leap out in your defence as you shout lines of inspiration. When an enemy successfully attacks you with a melee attack and you and an ally are adjacent to it, that ally may use their reaction to redirect the attack to it. When they do, you may spend one use of your Bardic Inspiration to have them roll the Inspiration die and add that to their AC against the attack.



ROAR OF THE CROWD

6th-level College of the Lead Artist feature

Your ability to inspire others is almost infectious, and others are inspired by being around those who fan over you. When an ally gains a Bardic Inspiration die or rolls a die as a reaction to one of your bard features, you may grant another ally a Bardic Inspiration die.

CROWD TURNING PERFORMANCE

14th-level College of the Lead Artist feature

Your inspirational words claw at the hearts of those around you including even your most dire foes. You may spend your action and roll a Bardic Inspiration die. Each ally within 30 feet gains a bonus to attack rolls until the start of your next turn equal to the result, and each enemy within 30 feet must succeed at a Wisdom saving throw. On a failure, they have disadvantage to any attack rolls or saving throws until the start of your next turn.

You may use your action to continue this performance on your next turn and on each turn after. You do not roll a new Bardic Inspiration die however. Enemies may make new saving throws on each of their turns if you continue to use this feature.

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