

# BARD COLLEGES

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

## COLLEGE OF FORTUNE

Bards in the college of fortune know that if you trust Lady Luck she never lets you down. These performers travel from town to town, typically fleecing the locals in whatever casino or gambling institute the local laws allow. Amongst their companions, Bards of the college of fortune are known to walk in an almost palpable halo of good fortune. A good fortune, thankfully, they are willing to share.

### BONUS PROFICIENCIES

At 3rd level, you gain proficiency in three gaming sets and one skill: Deception, Insight, Perception, or Sleight of Hand. Your proficiency bonus is doubled for any ability check you make that uses a gaming set proficiency.

### PUSH YOUR LUCK

Starting at 3rd level, you instill a bit of your gambling confidence in your compatriots when you inspire them. When a creature you inspired rolls a Bardic Inspiration die, they can choose to roll an additional Bardic Inspiration die. If the additional Bardic Inspiration die result is lower than the first, the roll loses its benefit from Bardic Inspiration and the creature loses the Inspiration die. If the additional Bardic Inspiration die result is equal to or higher than the initial, add the result of both dice to the roll and the creature loses the Inspiration die.

### LUCK OF THE DRAW

Starting at 6th level, you find mystical power in a deck of cards, capable of invoking its esoteric symbolism when it suits you. When you complete a long rest, draw three random cards by rolling on the chart below.

1 Strength Woe	7 Strength Weal
2 Dexterity Woe	8 Dexterity Weal
3 Constitution Woe	9 Constitution Weal
4 Intelligence Woe	10 Intelligence Weal
5 Wisdom Woe	11 Wisdom Weal
6 Charisma Woe	12 Charisma Weal

You keep each card until you play it or your next long rest. When a creature you can see makes a saving throw, ability check, or attack roll and applies the ability score of a card you drew, you can expend your reaction and play a card that matches the applied ability score. If you play a weal, the creature gains advantage on the roll. If you play a woe, the creature gains disadvantage on the roll.

### POCKET ACE

Starting at 14th level, you gain an additional use of Bardic Inspiration. When you complete a long rest, roll one of your Bardic Inspiration dice and record the result as your pocket ace. After a creature you inspired rolls a Bardic Inspiration die but before they choose to use your Push Your Luck feature, you can exchange the results of their Bardic Inspiration die and your pocket ace. You must choose to replace the result before the DM announces if the roll succeeds or fails.

You can expend your pocket ace at any time to add its result to one of your own attack rolls, ability checks, or saving throws.



## COLLEGE OF TWO COURTS

Bards who join the College of Two Courts invariably come from an unusual background. These bards typically have spent their lives growing up in enchanted woods, in lands populated by fey creatures, or even have spent their lives abducted and spirited off into the feywild itself. These bards are touched by the beguiling and bewitching nature of the fey and, as they grow in power, they find themselves divided amongst one another just as the fey are. Bards who favor community, respect, and tradition join the Seelie Court. Bards who favor individualism, humor, and uninhibited self-expression join the Unseelie Court.

### BEWITCHING BEHAVIOR

Starting at 3rd level, when you roll a Deception (Charisma), Intimidation (Charisma), and Persuasion (Charisma) ability check and get a result equal to or lower than your Charisma modifier you may choose to roll again. You must use the second result.

### BEGUILING BEARING

Starting at 3rd level, when a creature makes a saving throw against a mind influencing effect, the charmed or frightened condition, or an illusion you can use your reaction and spend an Inspiration Die to roll that die and subtract it from the result of that saving throw. You must declare you are using this ability after the saving throw is rolled but before the DM declares if it is successful or not.

### SWEAR ALLEGIANCE

At 6th level, you choose whether to join the Seelie Court or the Unseelie Court. If you join the Seelie Court, gain the To the Seelie feature. If you join the Unseelie Court, gain the To the Unseelie feature.

**To the Seelie.** Choose and learn three of the following spells: *guidance*, *bless*, *aid*, *invisibility*, *suggestion*, *mass healing word*, *remove curse*. The chosen spells count as bard spells for you but don't count against the number of bard spells you know. Additionally, your countenance softens and becomes innocent and beautiful or homely and kind.

**To the Unseelie.** Choose and learn three of the following spells: *eldritch blast*, *hex*, *blindness/deafness*, *invisibility*, *suggestion*, *animate dead*, *bestow curse*. The chosen spells count as bard spells for you but don't count against the number of bard spells you know. Additionally, your countenance hardens and becomes lustful and dark or frightening and unsightly.

### COURT LOYALTY

Starting at 14th level, if you have the To the Seelie feature, you gain the Shining Throne feature. If you have the To the Unseelie feature, you gain the Shadowed Throne feature.

**the Shining Throne.** The first time you cast a spell of level 1 or higher on each of your turns, choose a creature you can see. That creature has advantage on its next roll.

**the Shadowed Throne.** The first time you cast a spell of level 1 or higher on each of your turns, choose a creature you can see. That creature has disadvantage on its next roll.

College of Fortune & College of Two Courts by

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### Art Credits in Order of Appearance

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