

# COLLEGE OF FORTUNE

*A Bardic College for the Bard Class*

Bards of the College of Fortune prefer gambling dens to taverns. These bards, sometimes called card sharks or high rollers, entertain with their rarely surpassed skill at games of skill and chance rather than musical talents or oratory gifts. Inside the casino or out, these bards push their luck to the breaking point and then a bit further.

Bards in this college have a reputation for trouble making that isn't entirely justified. High rollers don't cause problems themselves they just have a habit of provoking fellow party members into taking long shots that don't always pan out. Despite that, no bard has a better chance of helping their companions clutch victory from the jaws of the defeat than a card shark. The smart bet is always on the bard of the College of Fortune.

## COLLEGE OF FORTUNE FEATURES

Bard Level	Feature
3rd	Gambler's Conceit, Push Your Luck
6th	Luck of the Draw
14th	Pocket Ace

### GAMBLER'S CONCEIT

When you join the College of Fortune at 3rd level, you gain proficiency with three gaming sets of your choice. Your proficiency bonus is doubled for any ability check you make that uses a gaming set proficiency.

In addition, you gain proficiency in your choice of one of the following skills: Deception, Insight, Perception, or Sleight of Hand.

### PUSH YOUR LUCK

Starting at 3rd level, you impart your affinity for risky wagers to your compatriots when you inspire them. After a creature you inspired rolls a Bardic Inspiration die, they can choose to roll an additional die of the same type (a d6 if your Bardic Inspiration die is a d6, for example). If the additional die result is lower than the Bardic Inspiration die, the roll loses the benefit of the Bardic Inspiration die. If the additional die result is equal to or higher than the Bardic Inspiration die, add the result of both dice to the roll. In either case, the Bardic Inspiration die is lost.

### LUCK OF THE DRAW

At 6th level, you can manifest the esoteric symbolism of cards as good luck or ill fortune. When you complete a long rest, draw three random cards by rolling 1d12 three times on the chart below.

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 that 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 card, the creature gains advantage on the roll. If you play a woe card, the creature gains disadvantage on the roll.

## LUCK OF THE DRAW

d12	Result	d12	Result
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

### POCKET ACE

At 14th level, when you complete a long rest, roll a d12 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. When you do, the Bardic Inspiration die result becomes your new pocket ace. You must choose to replace the result before the DM announces if the roll succeeds or fails.

In addition, 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.