

BARD SPELLCASTING MASTERY

Class Function

Combat Training: Light Armor, Light Shields
Spell List: When you learn a new Spell, you can choose any Spell with the Charm Spell Tag or from the following Spell Schools: Conjuraton, Divination, Enchantment, Illusion, and Restoration.
Cantrips and Spells Known: The number of Cantrips and Spells you know increases as shown in the Cantrips Known column and the Spells Known column of the Bard Class Table.
Mana Points: Your maximum number of Mana Points increases as shown in the Mana Points column of the Bard Class Table.

FONT OF INSPIRATION

Level 1 Feature

You are an ever present source of aid for your allies. You gain the following benefits:
Ranged Help Attack: The range of your Help Action when aiding an Attack increases to 10 Spaces.
Help Reaction: When a creature that you can see makes a Check, you can take the Help Action as a Reaction to aid them with their Check, provided you're within range to do so

REMARKABLE REPERTOIRE

Level 1 Feature

You've picked up a few tricks along your travels, granting you the following benefits:
Jack of All Trades: You gain 2 Skill Points.
Magical Secrets: You learn any 2 Spells of your choice from any Spell List.

REMARKABLE REPERTOIRE (CONT'D)

Level 1 Feature

Magical Expression: You learn to express your art in a unique manner, granting you the ability to alter how you cast Spells. Choose the manner of your expression: Visual or Auditory.
• Visual: Through acrobatics, dancing, juggling, painting, drawing, or miming, you can ignore the Verbal Components of a Spell you cast, but you must provide a Somatic Component instead.
• Auditory: Through singing, playing music, poetry, comedy, or storytelling, you can ignore the Somatic Components of a Spell you cast, but you must provide a Verbal Component instead.

CROWD PLEASER

Level 1 Feature (flavor)

When you spend at least 5 minutes performing an Artistry Trade for one or more people who are actively watching or listening to your performance, you can make an Artistry Trade Check Contested by the targets' Charisma Save.
Success: You gain ADV on Charisma Checks against the target for 1 hour or until you become hostile. Creatures have ADV on the Save if they're considered hostile towards you.

BARDIC PERFORMANCE

Level 2 Feature

You can spend 1 AP and 1 MP to start a performance that grants you a 10 Space Aura for 1 minute. Choose 1 of the performances below. While creatures of your choice are within your Aura (and can see or hear you) they benefit from your performance. A creature can only benefit from one instance of each performance at a time. **• Battle Ballad:** The chosen creatures deal +1 damage against 1 target of their choice on an Attack they make once on each of their turns.
• Fast Tempo: The chosen creatures gain +1 Speed.
• Inspiring: The chosen creatures gain 1 Temp HP at the start of each of their turns.

BARDIC PERFORMANCE (CONT'D)

Level 2 Feature

• Emotional: Choose 1 of the following Conditions: **Charmed**, **Frightened** (includes **Rattled & Intimidated**), or **Taunted**. The chosen creatures have ADV on Saves to resist and end the chosen Condition. If a target is effected by the chosen Condition at the start of its turn, it can immediately attempt to end the Condition on itself by repeating its Save.
Changing Performances: Once on each of your turns, you can spend 1 AP to change your performance to a different one.
Ending Early: The performance ends early if you become Incapacitated, you die, or choose to end it for free.

BEGUILING PRESENCE

Level 3 Subclass Feature

You gain the following benefits:
• Enthral: You learn the *Befriend* Spell, and it doesn't end as a result of the target taking damage. If you already know it, you instead learn another spell with the Charm Tag.
• Misleading Muse: When a creature within your Bardic Performance targets only you with an Attack, you can spend 1 AP as a Reaction to make a Spell Check against the target's Attack Check. **Success:** The creature becomes **Charmed** by you until the end of your next turn. It must target a different creature of its choice (other than itself) within range, or the Attack fails.



<div><div>BEGUILING PRESENCE (CONT'D)</div><div>Level 3 Subclass Feature</div><div><ul style="list-style-type: none">• Mind Games: When the Charmed Condition ends on a creature Charmed by you, you can choose to immediately deal 1 Psychic damage to them.</div></div>	<div><div>ELOQUENT ORATOR</div><div>Level 3 Subclass Feature (flavor)</div><div>Your speech is magically enchanted. Creatures can always understand the words you speak, provided they speak at least 1 Language.</div></div>	<div><div>ANTAGONIZING ACT</div><div>Level 3 Subclass Feature</div><div>You gain the following benefits: Heckle: Once per Round when a creature of your choice within your Bardic Performance fails a Save, they're Taunted by you on the next Attack they make before the end of their next turn. Distraction: When a hostile creature within 10 Spaces of you makes an Attack, you can spend 1 AP as a Reaction to roll a Help Die and subtract the result from the target's Check. Pratfall: When you fail a Save imposed by a hostile creature, you can grant a creature within your Bardic Performance ADV on a Check of their choice before the end of their next turn.</div></div>	<div><div>COMEDIAN</div><div>Level 3 Subclass Feature (flavor)</div><div>You have ADV on Checks to make other creatures laugh.</div></div>
<div><div>HELPING HANDS</div><div>Level 3 Subclass Feature</div><div><i>Requirement: Font of Inspiration, Level 3</i> Once per Round when you take the Help Action, you can grant a bonus d8 Help Die to a different creature within range (including yourself) that they can apply to the same type of Check.</div></div>	<div><div>EXPANDED REPERTOIRE</div><div>Level 3 Subclass Feature</div><div><i>Requirement: Remarkable Repertoire, Level 3</i> You gain the following benefits: • Skill Expertise: Choose 2 Skills. Your Mastery Limit and Mastery Level in the chosen Skills both increase by 1. A Skill can only benefit from 1 Feature that increases its Skill Mastery Limit at a time. • Magical Secrets: Choose 2 Spell Schools. You learn 2 Spells of your choice from the chosen Spell Schools. Additionally, when you learn a new Spell you can choose any Spell from the chosen Spell Schools.</div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

