

Bard - College of Dance

CHARACTER NAME

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Bardic Inspiration

LVL 1,5,10 and 15

Bonus action: Grant inspiration dice (1d6) to a creature within 60ft. that can see or hear you that doesn't have one. Once in the next hour, he can add the die to a D20 Test that he failed. Can use number of times equal to your CHA modifier (a minimum of once).

You regain all uses on a long rest.

The die becomes a d8 at level 5, a d10 at level 10, and a d12 at level 15.

Expertise

LVL 2 and 9

You gain double your proficiency bonus (Expertise) on 2 skills you have proficiency in at level 2, and on 2 more at level 9.

Jack of all Trades

LVL 2

Add half your proficiency bonus to checks that do not already have proficiency.

Dazzling Footwork

LVL 3

With no armor or Shield, you gain the following:

Dance Virtuoso. Adv. on CHA checks you involving dancing.

Unarmored Defense. Base AC = 10 + DEX + CHA mod.

Agile Strikes. As part of your Bardic Inspiration, make an Unarmed Strike as part of an action, Bonus Action, or Reaction

Bardic Damage. Unarmed strikes can use DEX for to hit rolls and deal Bludgeoning damage = Bardic Inspiration die + DEX modifier.

Ability Score Improvement

LVL 4, 8, 12, and 16

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Font of Inspiration

LVL 5

Regain all uses of Bardic Inspiration after short or long rest. And you can expend a spell slot to regain one use of Bardic Inspiration.

Inspiring Movement

LVL 6

When an enemy you can see ends its turn within 5 feet, you can use 1 inspiration for you and 1 ally within 30 ft. to each use a reaction to move 1/2 your speed without provoking opportunity attacks.

Tandem Footwork

LVL 6

On Initiative roll, you can use your Bardic Inspiration; it's roll (if you're not incapacitated) is added to the Initiative roll for you and all allies within 30 feet who can see or hear you.

Countercharm

LVL 7

As a reaction: If you or a creature within 30 feet fails a save against being charmed or frightened, you can cause the save to be rerolled with Advantage.

Magical Secrets

LVL 10, 11, 13, 15, 17, 18, 19, and 20

You can choose any of your new prepared spells from the Bard, Cleric, Druid, and Wizard spell lists, and the chosen spells count as Bard spells for you. Whenever you replace a spell prepared for this class, you can replace it with a spell from those lists.

Leading Evasion

LVL 14

When making a DEX save for half damage (if you aren't Incapacitated), you and anyone within 5 ft. of you will take no damage on a save and only half damage on a fail.

Superior Inspiration

LVL 18

When you roll Initiative, you regain expended uses of Bardic Inspiration until you have two if you have fewer than that.

Epic Boon

LVL 19

You gain an Epic Boon feat or another feat of your choice for which you qualify.

Boon of Spell Recall is recommended.

Words of Creation

LVL 20

You always have the *Power Word Heal* and *Power Word Kill* spells prepared. When you cast either spell, you can target a second creature within 10 feet of the first.

Traits - Feats - Features

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