

Bard - College of Glamour

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.

Beguiling Magic

LVL 3

Always

Have the *Charm Person* and *Mirror Image* spells prepared.

1/long rest (or one use of your Bardic Inspiration),

Immediately after casting a 1st level or higher Enchantment or Illusion spell a creature you can see within 60 feet makes a WIS save vs. your spell save DC or is Charmed or Frightened for 1 minute. It can repeat the save at the end of each of its turns.

Mantle of Inspiration

LVL 3

Bonus Action. Use a Bardic Inspiration, roll the Bardic Inspiration die. Choose number of creatures up to your CHA mod. within 60 ft. (min. 1). They each gain Temporary HP = Bardic Inspiration die roll x 2. And can move up to their Speed without provoking Opportunity Attacks.

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.

Mantle of Majesty

LVL 6

Always.

Have the *Command* spell prepared.

1/long rest (or by using a 3rd. lvl or higher spell slot).

For 1 minute or until your Concentration ends, you can Cast *Command* as a Bonus Action without expending a spell slot. Creatures fail their saves if they are currently charmed by 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.

Unbreakable Majesty

LVL 14

1/short or long rest as a Bonus Action.

If not incapacitated, for 1 minute the first hit you take from a creature, it makes a CHA save vs. your spell save DC or misses instead.

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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