

BARDIC 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 ROMANCE

Love is a powerful thing, and no one knows this better than the bards of the College of Romance. Paramours, seductors, and silver-tongued devils, these bards have turned the art of wooing someone into a science, which they ploy to their advantage with mechanical efficiency. Given the option, these bards would rather make love than war, knowing full well that an enemy turned ally is twice as effective as an enemy slain.

LIKEABLE

Starting when you choose this college at 3rd level, you have a magnetic personality. You can use your action to distract a hostile creature you have charmed. On its turn, the creature has disadvantage on attack rolls against targets other than you, and can't move further away from you unless it first takes the Disengage action.

If you charm a creature that isn't hostile to you, it regards you and your allies as friendly acquaintances.

CUPID'S ARROW

At 3rd level, you can sway other creatures through your personality. As an action, expend a Bardic Inspiration die and choose one creature you can see within 30 feet which can see or hear you to make a Wisdom saving throw. On a failed save, the creature is charmed by you for a number of rounds equal to the die roll.

This effect ends early if you use this ability on another creature, move more than 30 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage from you.

ENEMY OF MY ENEMY

At 6th level, when you take the Attack action, you can use your bonus action to direct an ally of your choice within 30 feet that can see or hear you to attack. That creature can immediately use its reaction to make one weapon attack.

INFATUATE

Starting at 14th level, you can make yourself the object of another creature's affections. You can use your action to touch an incapacitated humanoid. That creature is then charmed by you until a *remove curse* spell is cast on it, the charmed condition is removed from it, or you use this feature again.

Once you use this feature, you can't use it again until you finish a short or long rest.

