



BARDIC COLLEGE

# COLLEGE OF THE SCHOLAR



A CHARACTER CLASS OPTION FOR D&D 5E





**JACKED UP GAMING  
PRESENTS**

**BARDIC COLLEGE  
D&D 5TH EDITION**

## **BARD 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 THE SCHOLAR**

Bards of the College of the Scholar have a vast knowledge of most things, they collect knowledge in many forms whether it be from books, scrolls, or even by watching and talking to other people. No matter if it is being encapsulated by a book through its written word, or indulging in the splendor of magic abilities demonstrated in front of you, bards of the College of the Scholar obtain knowledge of many things as if it were their source of life. Having this knowledge gives bards in this college the power to demonstrate incredible feats of magic unlike anything that has been seen before. Bards of the College of the Scholar also take great care in helping others with their vast knowledge and limitless power, sometimes in heroic ways such as saving a comrade from death, and sometimes the rather simple way of knowing about a places historic elements. Whatever the case, the bards within this College of the Scholar promote the pursuit of knowledge and power.



# COLLEGE OF THE SCHOLAR ABILITIES

## ACADEMIC INTELLIGENCE

At 3rd level, you gain proficiency in Arcana, Insight, and History. If you are already proficient in those skills, you gain double proficiency in those skills.

## RECOLLECTION OF SCHOLARS

At 6th level, You gain the ability to recall an ability or spell that you have seen or read about within the last 24 hours. As a result, you can cast that spell or use that ability. You can use this ability an amount of times equal to 1/2 of your bard level rounded up.

## RESOURCEFUL SCHOLAR

At 14th level, as your reaction, you can choose up to 3 target creatures and they gain proficiency in any skill or ability saving throw of your choice. In addition they gain advantage on that chosen skill check or saving throw. The proficiency in that skill or saving throw lasts for 1 minute, this ability can be used three times per day. You may instead use this ability as a bonus action. If you do, the targets do not gain advantage on the chosen skill/ability check or saving throw.

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