



# COLLEGE OF FIGHTING CHORDS

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**FURIEL V. LUNA**

A bard who uses their magic to imbue their instruments as magical weapons  
for the world's greatest roleplaying game

# BARD

## BARD COLLEGE

### COLLEGE OF FIGHTING CHORDS

Bards from the College of Fighting Chords are masters of killer performances, they have to be, the college is in Hell. They have been taught to not only create dark and twisted melodies for their Pit Fiend masters, but become deadly proficient with their instruments.

Nothing is worse than getting hired to play a gig and having a devil say he doesn't have the gold for it after, but this melee musician takes blood in payment as their currency. It's a common misconception that you can heckle a bard in Hell, you can, but be wary of one in armor and playing bagpipes made of demon skulls.

#### COLLEGE OF FIGHTING CHORDS FEATURES

Bard Level	Feature
3rd	Covetous Frequencies, Martial Instrument
6th	Ballad Battler
14th	AC/DC Chords
20th	Play-It-Off

#### COVETOUS FREQUENCIES

When receiving any type of money as a reward, you can attempt to charm the patron into paying a multiple, equal up to your proficiency bonus, and if they have the funds available.

Roll a die of Bardic Inspiration, the patron must succeed on a Charisma saving throw with a DC equal to or greater than your Bardic Inspiration roll or pay up.

Play carefully, if they succeed on this saving throw or are immune to charms it will cost you your share, but your greed might end up costing you your life.

#### MARTIAL INSTRUMENT

At 3rd level, you can roll one Bardic Inspiration die to imbue one instrument with magic for minutes equal to your Bardic Inspiration die roll and use it as a martial melee weapon called a *martial instrument* that grants you the following traits while being held with both hands:

- You are proficient with your *martial instrument* and its weapon damage type is thunder.
- Your *martial instrument* uses your Charisma modifier for the attack and damage rolls.
- Your *martial instrument* uses a die type equal to your Bardic Inspiration die when rolling for damage.
- Your *martial instrument* can be used as a focus for your spellcasting and you can cast your rituals without the material components instantly if you expend one of your uses of Bardic Inspiration.

#### BALLAD BATTLER

Starting at 6th level, you gain a bonus to your AC equal to your Charisma modifier (minimum of +1) when holding your *martial instrument* and not wearing medium or heavy armor.

Additionally, you can expend one of your uses of Bardic Inspiration to play a ballad with your *martial instrument* and create an aura that transfers your bonus AC to all your allies within 30 feet of you.

While playing your ballad, you cannot take any attack actions with your *martial instrument* or your aura will end and the AC bonus will return to you if you are still holding your *martial instrument*.

#### AC/DC CHORDS

Starting at 14th level, you can use your reaction to do the following:

**AC.** You concentrate on a creature that you can see within 60 feet of you and expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from that creature's AC from that point until you stop concentrating.

You can end concentration at any time, and if you are incapacitated or killed, the concentration ends.

**DC.** You choose a creature that you can see within 60 feet of you making a saving throw and expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll.

You can choose to use this feature before the creature makes its saving throw or after the creature makes its roll, but before the DM determines whether the roll or saving throw succeeds or fails.

The creature is immune to AC/DC if they can't hear you or if they are immune to being charmed.

#### PLAY-IT-OFF

Instead of taking the *Superior Inspiration* feature at level 20, this college feature allows you to replace any saving throw with a Charisma saving throw at the cost of one of your uses of Bardic Inspiration.

Roll a Bardic Inspiration die and add that value to your Charisma saving throw roll when using this feature.

As a graduate of the College of Fighting Chords, you can play off most attacks and keep the hits coming.