

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 FATE

Some are lucky, others are not. Yet some make their own luck. Those who master the art of Fatespinning can manipulate the probability of the universe, subtly steering it to reward those who side with them and punish those who side against. The lucky and unlucky alike have the Fatespinner to blame for their fortune.

BONUS PROFICIENCIES

Starting when you choose this college at 3rd level, you gain proficiency with a skill of your choice and all gaming sets.

SPIN FATE

At 3rd level, as a reaction when a creature that you can see within 60 feet makes an ability check, attack roll, or saving throw, you can expend a Bardic Inspiration die to impose advantage or disadvantage (your choice) on the roll. Once you use this ability, you must finish a short or long rest before using it again.

At 6th level, you can use this ability twice between rests, and at 14th level you can use it 3 times between rests.

DENY FATE

Starting at 6th level, when a creature that you can see within 30 feet drops to 0 hit points, you can use your reaction and expend a Bardic Inspiration die to cause the creature to drop to 1 hit point instead.

SEAL FATE

By 14th level, you can deeply affect the affairs of success and failure for 1 creature. As an action, select a creature you can see. That creature has advantage or disadvantage (your choice at the time of selection) on the next three ability checks, attack rolls, or saving throws it makes within the next hour. Once you use this ability, you must finish a long rest before using it again.

