

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 GRAFFITI

To many, the College of Graffiti is a nuisance, a band of hooligans that vandalize about the city with no regard for the law. But bards who pick up the spray can know that graffiti is the single greatest modern art form. Graffiti artists use the entire city as their canvases, placing murals of inspiration where everyone can see them and personal tags where few will notice. Theirs is a bold, creative endeavor that, while illegal, breathes vibrancy into the city and emboldens the most impoverished within it.

BONUS PROFICIENCIES

Starting when you choose this college at 3rd level, you gain proficiency with painter's supplies and in the Stealth or Sleight of Hand skill.

STREET ART

At 3rd level, you can use your action and expend a Bardic Inspiration die to rapidly spray out a vibrant mural on any 5-foot square surface within your reach. For the next minute, you and all friendly creatures within 30 feet of the mural that can see it gain a +1 bonus to ability checks, attack rolls, and saving throws. You can use this ability again and expend more Bardic Inspiration dice to expand this mural further, increasing the bonus by 1 each time.

Additionally, your spray cans never run out of paint.

TAG

Starting at 6th level, you can use a bonus action to attempt to spray a personal tag on a creature you can see within 5 feet of you. Make a melee spell attack roll against that creature. On a hit, the creature is tagged. Once on each of your turns, when you roll damage with a melee weapon against a creature you have tagged, you can add 2d8 to the roll. Additionally, a creature that is tagged has disadvantage on ability checks it makes to hide. A creature can remove its armor or outermost clothing or wash itself with soap as an action to remove its tag.

KALEIDOSCOPE SPRAY

Beginning at 14th level, as an action, you can let loose a flurry of color from spray cans in both hands, coating every

surface paint. Each creature you choose in a 15-foot cone must make a Dexterity saving throw against your spell save DC. On a failed save, a creature is blinded until the end of its next turn. Each creature in the area is tagged by you, whether or not it succeeds its saving throw.

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

NEW CANTRIP

Bards in the College of Graffiti can choose this cantrip.

ROLLER BLADES

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

A pair of neon blades appear mounted to your feet, which allow you to glide effortlessly across the ground, leaving streaks of light in your wake. For the duration, whenever you move 10 or more feet on your turn, other creatures have disadvantage on opportunity attacks against you.

Additionally, if you move at least 15 feet in a line downhill on your turn, your speed increases by 10 feet until the end of your turn. This spell ends if you do not move on your turn.

