

SUBCLASS

BARD COLLEGE

COLLEGE OF BRAVADO

Bards of the College of Bravado excel at making inflated displays of bravery, particularly in the face of tremendous peril. Their tales and artistic performances are among the most boastful and boisterous of any bard, and they have no qualms romanticizing even the most mundane of stories.

Some outside the College of Bravado view their demeanor as an annoyance—something to be met with rolling eyes and half-sighs—but these bards view it as a talent. They proudly hone and refine their craft, working to masterfully execute their delivery as they fill their spectators with awe.

The adventuring lifestyle is the perfect fuel for the ego and fables of bards of this college, routinely providing them with the spark they need for their next story or song. Despite their aggrandizing tendencies, their presence is most welcome among hardened adventuring bands seeking boldness and confidence in the face of exceedingly treacherous and dire circumstances.

GRANDIOSE FAÇADE

When you join the College of Bravado at 3rd level, you gain proficiency in the Deception skill. If you already have this proficiency, you can instead choose to gain proficiency with the disguise kit or one of the following skills of your choice: Intimidation, Performance, or Persuasion.

In addition, whenever a spell or effect requires you to make a Wisdom saving throw to avoid being frightened, you can instead make a Charisma saving throw, as you attempt to expertly mask your fear in a swaggering display of courage. If you succeed on this saving throw, you are immune to being frightened by that creature for 1 minute. If you fail this saving throw, you cannot use this benefit again until you finish a short or long rest.

INTREPID VEIL

Also at 3rd level, you learn to make a bombastic, magic-infused show of bravery, invigorating yourself or a nearby ally. As a bonus action, you can expend one use of your Bardic Inspiration to cast heroism, without expending a spell slot. When you cast heroism in this way, the spell has a range of 30 feet.

In addition, while a creature is under the effects of this spell, if it fails a Wisdom saving throw, it can choose to succeed instead. The spell then ends. When you reach 11th level in this class, the amount of temporary hit points your target gains is doubled.

RESOLUTE COUNTERCHARM

At 6th level, you gain the ability to perform your Countercharm with unyielding fortitude, granting the following benefits:

- All creatures under the effects of your Countercharm gain resistance to psychic damage.
- If you are already performing your Countercharm at the start of your turn, you can make a DC 10 Charisma (Performance) check. If you succeed, the duration of your Countercharm is extended to the end of your next turn. Each time you succeed on this check, the DC increases by 5. When you use your action to perform your Countercharm, the DC resets to 10.
- While under the effects of your Countercharm, whenever a creature must make an Intelligence, Wisdom, or Charisma saving throw, it gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1).

PRODIGIOUS PRESENCE

At 14th level, your overblown ego outwardly manifests itself, bolstering the power of your physical form. You count as one size larger when determining the size of creature you can grapple or shove.

In addition, as an action, you can magically grow to immense proportions for 1 minute or until you are incapacitated. When you do so, you gain temporary hit points equal to your bard level. For the duration, your size increases by one size category, and you have advantage on Strength checks and Strength saving throws. Everything you are wearing or carrying grows to match your new size. While under this effect, when you hit a creature with a weapon attack, the creature takes extra damage of the same type dealt by the weapon equal to your Charisma modifier (minimum 1).

As a bonus action on each of your turns for the duration, you can direct your towering, terrifying presence at one creature within 60 feet of you that can see you. The target must succeed on a Wisdom saving throw against your bard spell save DC or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the condition ends for it, the creature is immune to this effect for the next 24 hours.

Once you assume this immense form, you can't do so again until you finish a short or long rest.