



## BARD COLLEGE

### COLLEGE OF BRAVURA

The College of Bravura is for bards who are refined, elegant, and perhaps a touch arrogant. Some have received training in the swashbuckler's arts, while others naturally exude an easy confidence. But all Bravado bards have decided to set aside a little of their own ego, in favor of lending it to their allies.

Bravura bards come from any walk of life; indeed, detractors may assume all bards start their careers in this college. But the College of Bravado requires a certain swagger, which tends to draw humans, particularly, to its practice.

### COLLEGE OF BRAVURA FEATURES

#### Bard Level Features

3rd Bonus Proficiencies, Keen Eye, Nimble Step

6th Extra Attack

14th Turn the Tide

### BONUS PROFICIENCIES

When you join the College of Bravura at 3rd level, you gain proficiency with firearms and bucklers\*, and one skill of your choice out of Deception, Intimidation, and Persuasion. If you are already proficient in all three, you gain proficiency in any skill of your choice.

\*See Appendix 1.

### KEEN EYE

Also at 3rd level, you can encourage your allies with a master swordsman's keen eye and deft strike. For 1 minute after an ally expends one of your Bardic Inspiration dice, their attacks score a critical hit on a roll of 19 or 20.

Additionally, as a reaction after a creature within 30 feet scores a critical hit, you may expend one use of your Bardic Inspiration, rolling the die three times and adding the result to the damage dealt.

### NIMBLE STEP

Also at 3rd level, when you grant Bardic Inspiration to an ally, they may use their reaction to move 10 feet without provoking attacks of opportunity.

### EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### TURN THE TIDE

Starting at 14th level, anytime an ally within 30 feet scores a critical hit, you recover one expended use of your Bardic Inspiration. In addition, once per turn when you miss with an attack on your turn, you may expend a use of your Bardic Inspiration and add the result to your attack roll. If this causes the attack to hit, it becomes a critical hit.

## COLLEGE OF BRAVURA QUIRKS

The following are some optional quirks for a player of this Oath to choose from.

### d6 Quirk

- 1 When asked to perform, your first instinct is always to sing a sea shanty.
- 2 You always vault over objects when running, even if there isn't any real need to do so.
- 3 You consider it a personal failure anytime you're not the best-dressed in a room.
- 4 Your weapons are always polished to a mirror sheen.
- 5 You keep a treasure map in your boot pocket.
- 6 You bow to your audience after winning a fight.

## APPENDIX 1: EQUIPMENT

### BUCKLER

A buckler is a small shield, typically made of metal, which is held in the fist rather than strapped to the arm. A buckler only grants a bonus of +1 to its wielder's armor class, but can be donned or doffed with a free object interaction.

Bucklers function as shields for purposes of feats and other rules concerning shields, and any character proficient with shields is also proficient with bucklers.

## CHANGE LOG

### V1.0

- Tiny wording change to Nimble Step

### V0.9

- Updated art and license

### V0.2

- Tiny fixes to Bonus Proficiencies, Keen Eye, and Nimble Step

### V0.1

- Rough Draft

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