
BARD:

COLLEGE OF FOOLS

Bards of this school specialize in jokes and tricks. Utilizing their magic infuse their jests with extra bite and to perform a variety of jests. You often find bards of this sort in a nobles court, employed their to maintain the humility of the ruling class and to protect them from threats.

COURT JESTER

3rd-level College of Fools feature

You have donned the role of a jester, using your words to your advantage. You gain proficiency with a gaming set of your choice and with disguise kits.

Additionally, you gain access to jests which are tricks which bards of this college can use. Jests are detailed later on in this document. If a jest requires a saving throw it uses your Spell Save DC and you use Dexterity or Charisma for the attack and damage rolls of jests that require them.

You can use this feature a number of times equal to your Proficiency bonus and regain all expended uses whenever you finish a short or long rest.

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LIGHTEN THE MOOD

6th-level College of Fools feature

You are able to bring levity to nearly any situation. Whenever you attempt to interact with someone that regards you as hostile but not outright attacking you or is otherwise difficult to interact with, you can choose for them to make a Wisdom saving throw. On a failed save, they will interact with you in a friendly manner for the duration of your interaction. This feature ends early if you or an ally act hostilely towards them. If a creature succeeds on their saving throw, they are immune to this effect for 24 hours.

MASTER OF JESTS

14th-level College of Fools feature

You have mastered the art of the fool. You can use your *Court Jester* feature an additional number of times equal to your Charisma modifier.



JESTS

Here is the list of jests available for you to learn.

SWORD SWALLOW

As a bonus action, you can attempt to swallow a weapon to conceal it by making a DC 14 Performance check. If you succeed, the weapon is hidden and you can talk and breath as normal. If you fail, you take 1d4 slashing damage. You can retrieve the store weapon as you normally would at a later time.

FIREBREATHER

As a bonus action, you can take a drink of a flammable liquid and exhale it in a 20-foot cone in front of you. Each creature within range must make a Dexterity saving throw. On a failed save taking 2d6 fire damage, and half as much damage on a successful save. You can choose for this jest to deal no damage instead whenever you use it. This jests damage increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6).

JUGGLE

As a bonus action, you can attempt to juggle up to 10 objects you are carrying if your hands are free by making a DC 8 Performance check. The DC for this jest increases by one for each additional object past three. If you succeed, you may juggle for up to 1 minute. For the duration, you can as an action throw one of the objects at a creature within 20 feet of you making a ranged weapon attack against them. On a hit, dealing 1d8 bludgeoning damage.

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TELL A JOKE

As a bonus action, you can attempt to tell a joke to a creature that can hear you within 30 feet of you. The target must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn and must laugh as reaction.

INFURIATING TAUNT

As a bonus action, you can taunt a creature that can hear you within 30 feet of you. The target must succeed on a Wisdom saving throw or subtract 1d4 from attack rolls made against creatures other than you.

ESCAPE BONDS

Whenever you are nonmagically restrained or grappled, you can as a bonus action attempt to escape by making a DC 14 Performance check.

FLEETING DANCE

As a bonus action, you can begin dancing until the start of your next turn or until you take damage. For the duration, you add your Charisma modifier to Dexterity saving throws you make.

