

BARD: COLLEGE OF CHANTING

Bards of the College of Chanting increase the productivity of those around them with chants and shanties that keep them moving to the beat. Wherever a chanter goes, productivity follows as people pick up the tune and join into the singing.

The chanter is not always a performer but a collector and sharer, learning the tunes of the commonfolk throughout the world and spinning them into tales of beauty and adventure, then sharing them to new people.

Chanters are welcomed far and wide amongst many groups – sailors, soldiers, and adventurers are all bolstered alike by their songs and a chanter is never starved for work.

Camaraderie

When you join the College of Chanting at 3rd level, you inspire a sense of camaraderie amongst your allies. Whenever you complete a short or long rest amongst allies, the next ability check you and each of those allies, to a maximum of 8 creatures, make is made with advantage.

Inspiring Chant

At 3rd level, you have collected a number of chants that can inspire those around you in various ways.

Choose two chants, detailed under “Chants” below. You learn one additional chant of your choice at 7th, 11th, and 15th level. Each time you learn a new chant, you may also replace one chant you know with a different one.

As a bonus action one your turn, you can expend one use of your Bardic Inspiration to begin a chant. Your chant lasts for 1 minute or until you end it (no action required). Your chant only affects creatures that can hear it, though they need not understand it, and ends immediately if you are unable to continue speaking such as in the effect of a *silence* spell or if you are incapacitated.

When you begin a chant, roll your expended Bardic Inspiration die. You can activate the chant you choose a number of times equal to your Charisma modifier + half the number rolled on your Bardic Inspiration die (rounded up). Activating a chant does not require an action, and a chant may only be activated once per turn.

Flowing Words

Starting at 6th level, you are able to fall into a consistent rhythm easily. You have advantage on Constitution saving throws to maintain your concentration on a spell.

Ringing Chants

At 14th level, your chants ring out over the crowds. Increase the range of your chants by 30 feet.

Chants

The chants are presented in alphabetical order.

Blow the Man Down. Whenever a creature within 30 feet of you makes an attack roll or saving throw, you can activate this chant. You may do so after they roll, but before you know the result of the roll. If you do, they roll a d4 and add the number rolled to the attack roll or saving throw.

Drunken Sailor. Whenever a creature within 30 feet of you moves, you may activate this chant. That creature must make a Strength saving throw against your spell save DC or fall prone.

Fire Down Below. Whenever a creature begins its turn within 30 feet of you, you may activate this chant to deal 1d4 psychic damage to them.

Haul Away Joe. Whenever a creature within 30 feet of you makes an attack roll or saving throw, you can activate this chant. You may do so after they roll, but before you know the result of the roll. If you do, they roll a d4 and

subtract the number rolled from the attack roll or saving throw.

One More Day. Whenever a creature within 30 of you is hit by an attack, you may activate this chant. They gain a +3 bonus to their AC until the end of their turn, including against the triggering attack.

Paddy Doyle's Boots. Whenever a creature begins its turn within 30 feet of you or enters that area you may activate this chant. That creature's speed is increased by 10 feet this turn.

Poor Old Horse. When a creature begins its turn within 30 feet of you, you may activate this chant. That creature must make a Wisdom saving throw or be frightened of you until the start of its next turn.

Mister Stormalong. You may activate this chant at the start of any creature's turn. All creatures of your choice within 30 feet of you must make a Constitution saving throw against your spell save DC or take 1d4 thunder damage.

Strike the Bell. Whenever a creature begins its turn within 30 feet of you, you may activate this chant. That creature gains temporary hit points equal to your Charisma modifier.