

BARD COLLEGE OF FOLKLORE

Reaching the absolute edges of civilization and exploring the minutest niches, bards of folklore are explorers, diplomats, and friends of the forgotten folk all throughout the lands. They learn of the niche cultures of lands they explore and bring these back to greater populations. They are also experts in reading others, even when outside their depth in foreign places.

GIFT

Starting at level 3, when you offer a gift to a creature, which the creature values at least as much as a gp per your level, even if it chooses not to accept the gift, you may regain a Bardic Inspiration die.

You may use this ability up to twice between long rests.

GENTLE WORDS

By level 3, you've learned obscure incantations of healing. As a bonus action, you may roll a bardic inspiration die and heal a creature within 30 feet of you for the result + your Charisma modifier (minimum of 1).

BONUS PROFICIENCIES

At level 3, bards of folklore begin their adventure into the uncommon knowledge. Choose two of the following to gain proficiency in: any tool; the ability to read and write in any language you choose that is not common, Elvish, Dwarvish, Draconic, or Goblinoid; Arcana; History; Nature; Performance; Persuasion; or Religion.

You also gain proficiency with hide armor, scale mail armor, blowguns, nets, tridents, war picks, and whips.

OF MANY CULTURES

Beginning at level 6, you may sing a distant, obscure song. When you use Countercharm, your radius extends to 60 feet, and all friendly creatures in the radius gain 1d10 temporary hit points at the start of their turn.

FORGOTTEN MAGICAL SECRETS

At level 14, you have become familiarized with a wide variety of religious figures. This gives you access to brief periods of their benefits, granted for brief periods of worship. Once per long rest, you may use any Cleric Channel Divinity in the way specified, including duration to use and any other requirements. You do not have to select the Divine Domain which you are using the Channel Divinity from (Turn Undead is also an option) until you use it. Instead of using Wisdom, you use Charisma, and instead of using your Cleric level, you use your Bard level, where applicable in these effects. Your DC for these effects is your spell save DC.