

BARD COLLEGE OF SUBTLETY

A bard of subtlety is defined by affiliation with psionics. Bards of Subtlety redirect attention and distract foes with their trickery, both magical and practical. Bards of subtlety have saved many allies in a pinch, but are most adept in delicate, social, situations.

INSPIRATION AND ATTENTION

Starting at level 3, when you use Bardic Inspiration, you gain the benefits of the disengage action. You direct attention to others to allow you to escape.

RELIABLE DISTRACTION

Starting at level 3, if anyone rolls less than your proficiency bonus using one of your Bardic Inspiration dice, treat the roll as your proficiency bonus. Your distracting nature aids your allies.

SLIGHT SLEIGHTING

Starting at level 3, you may cast any cantrip you know that doesn't cause an attack roll or a saving throw as a bonus action on your turn. Your distractions allow you to cast without others noticing.

SUBTLE CASTER

Starting at level 6, when you cast a spell, you may skip the verbal or somatic component, as long as at least one component of the spell remains.

DISAPPEAR

At level 14, you are a master of escapist trickery. As an action, you may teleport 60 feet and turn invisible until you attack or cast a spell. You may use this a number of times equal to your Charisma modifier (minimum of once).