

BARD COLLEGES

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

COLLEGE OF CHARITY

Bards of the College of Charity strive in their goal of helping others overcome their struggles, even at the cost of personal sacrifice.

BONUS PROFICIENCIES

When you join the College of Charity at 3rd level, you gain proficiency and expertise with Medicine.

HEALING HAND

Also at 3rd level, you can aid your allies when they are injured. As a reaction, you can expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the number rolled plus your proficiency modifier, and adding that to the health of an ally within 60 feet.

DIVINE GRACE

Your peerless charity has been noted by the divine, and they have granted you tools to aid in your pursuits. At 6th level, you learn the spells *mass healing word*, *revivify*, and *sanctuary*. These spells count as bard spells for you but don't count against the number of bard spells you know.

SONG OF HOPE

Starting at 14th level, you can use an action on your turn to use an instrument or your voice to bolster your allies. Until the beginning of your next turn, allies within 60 feet of you have advantage on saving throws and immunity to fear effects. On your next turn, you can use your action to continue these effects. This can be done for up to 10 rounds.

Once you use this feature, you cannot use it again until you complete a long rest.

