



BARD: COLLEGE OF THE GAMBLER

Bards of the College of the Gambler understand life is but a series of chances, and that each action taken is another roll of the dice or spin of the wheel. Bards of this college excel at playing the hand they are given, and use their bardic inspiration to shift the odds of life to their favour.

PLAY THE GAME

As a bard of the dice and card, you've learned to read expressions and know exactly what people have in store before they make their move. At third level you gain proficiency in gaming sets, as well as the insight skill. If you already have proficiency in the insight skill, you instead double your proficiency bonus when making insight checks.

COUNTING CARDS

Starting at 3rd level, your keen eye and sense for luck ensures that you always know when to hold, and when to fold. You or an ally who has at least one bardic inspiration dice may choose to spend that dice after the result of a check has been determined.

EVERYTHING ON BLACK

You aren't afraid to risk everything, because your luck always pays out. Starting at 6th level, whenever you make an ability check, attack roll, or saving throw, but before you roll the dice, you may call a number between one and 20. If the result of the dice roll is the same as your the number you called, the result is considered a critical success.

GO FOR BROKE

Beginning at 10th level, you've learned to truly push your luck in the face of danger.

When you or an ally spend one of your bardic inspiration dice, you may choose to re-roll the dice, adding the results together. You may continue to re-roll this bardic inspiration dice as many times as you want in this way, however if the total of your rolls would exceed the maximum value of your bardic inspiration dice, the dice instead grants no benefit, and the creature using the dice gains a penalty to the triggering ability check, attack roll or saving throw equal to the difference.

This replaces your 10th level *Magical Secrets* Feature

ACE UP THE SLEEVE

At 14th level, time and practice has taught you how to fix the odds in your favour. When you finish a long rest, roll a number of d20s equal to your proficiency bonus and record the numbers rolled.

When you or an ally rolls one of your bardic inspiration dice, you may choose to instead replace the result of the triggering attack roll, saving throw, or ability check with one of these numbers. You can replace a roll in this way only once per turn.

Each roll can be used only once. When you finish a long rest, you lose any unused rolls.