

WHEN THE BARD'S INSTRUMENTS ARE DICE

COLLEGE OF ROLLIN' BONES



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COLLEGE OF ROLLIN' BONES

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COLLEGE OF ROLLIN' BONES

Many say the game of life is merely a game of chance. Lucky for you, you know just how to roll the dice to better the odds in your favor. With masterful displays of dice rolling you can change the very weave of the fabric of time and space with subtle nuance of a true Dice Master (or DM) with a roll of the dice.

Others may claim that fate has been decided eons ago, while others swear that their destiny is theirs to make. But, as a bard of the College of Rollin' Bones you know that fate and destiny are very much unfinished arias open to interpretation to be rewritten with your instrument of choice —dice.

BONUS PROFICIENCIES

When you join the College of Rollin' Bones at 3rd level, you gain tool proficiency with a gaming set (polyhedral dice), as well as proficiency in the sleight of hand skill.

ROLL WITH THE PUNCHES

Also at 3rd level, you learn to swing the curve of luck and receive less damage when an aggressor successfully attacks you and causes damage. When you are about to receive damage from a non-surprise attack by another creature, you can use your reaction to expend one of your uses of Bardic Inspiration. Roll a Bardic Inspiration die and subtract the number rolled from the damage received before the creature deals its damage.

SLICE N' DICE

At 6th level, you learn the ability to utilize your dice to cause additional damage when using a slashing weapon, such as a handaxe, sickle, or longsword. When making an attack with your slashing weapon you can unleash your dice to roll down along the blade to strike your target with additional bludgeoning damage determined by rolling a Bardic Inspiration die. This counts as a bonus action.

CRITICAL ROLL

Starting at 14th level, you can expend one use of Bardic Inspiration to adjust an attack roll of your own, an ally, or an enemy one per round as a reaction. Before the attack roll is made, you may expend one of your uses of Bardic Inspiration to modify the attack roll by rolling a Bardic Inspiration die. The resulting roll then adjusts the preceding attack roll in the direction you choose. If the resulting roll is modified to 1 or less it counts as a critical failure. If the resulting roll is modified to 20 or more it counts as a critical success. The recipient of the adjusted attack roll must be within 30 feet of you.

