

THE BARD

THIS IS PLAYTEST MATERIAL

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The bard captures the spirit of adventure, whether those adventures happen in the wilds or a dank cavern, or in the streets of bustling city. Easily dismissed as a paramour or knave, the bard is a master at being subtle with all eyes watching. As a class, it taps all of the pillars of adventure, mixing spell craft with skills and combat prowess. With a subclass, the bard specializes in one or more ways. Versatility fitting for D&D's first prestige class and the tradition of warrior poets from which the bard class derived.

The bard is the best class because it can tackle any of the three pillars of D&D: combat, exploration, social interaction. It has the greatest range of skills and a mix of weapon options that allow players to customize the look and feel of the character before making a single mechanical choice. Its spellcasting, while focused on charms, buffs, and healing, is remarkably versatile, and higher level bards can incorporate any spell in the game into their repertoires. Bardic Inspiration is the bard's signature feature that allows the bard to make its allies even better or, via its subclass, accomplish a range of support, combat, and inhibiting options.

OPTIONAL CLASS FEATURES

The bard class receives new features and subclasses in this section. You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features you can gain as a bard. Unlike features in the *Player's Handbook*, you don't gain the features here automatically. Consult with your DM on whether you gain a feature in this section if you meet the requirements. These features can be selected separately from one another; you can use some, all, or none of them.

If you take a feature that replaces another feature, you gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

BONUS PROFICIENCIES

1st-level bard feature

You gain proficiency with kukris, parrying daggers, sabers, and scimitars. The scimitar is in the *Player's Handbook*, and the other weapons are in the Appendix.

COLLEGE DISCIPLINE

1st-level bard feature

You choose an inspirational style from the options below.

Academic. You derive inspiration through knowledge and recitation. You use Intelligence instead of Charisma for your spellcasting ability and for your bard features.

Entertainer. Through pageantry, flair, and style, you inspire others with performance. You use Charisma for your spellcasting ability and for your bard features.

BARD COLLEGES

At 3rd level, a bard gains the Bard College feature, which offers you the choice of a subclass. The following options are available to you when making that choice: College of Bombast, College of Hexes, College of Motion, and College of the Planes.

COLLEGE OF BOMBAST

Enrapturing the crowd through bluster and dramatic flair, a bard of the College of Bombast adores being the center of attention. These bards include rascals and knaves equally among their number as they do duelists and matadors.

BONUS PROFICIENCIES

3rd-level College of Bombast feature

You gain proficiency in the Intimidation skill and with medium armor, shields, and one-handed melee martial weapons.

You can use a one-handed melee weapon as a spellcasting focus for your bard spells.

TAUNTING BARB

3rd-level College of Bombast feature

As a bonus action, you can expend one use of your bardic inspiration to target one creature within 30 feet of you that can see or hear you. The target must make a Charisma saving throw against your spell save DC. On a failed save, the target has disadvantage on attack rolls against creatures other than you and can take the Dash action as a bonus action, provided it uses all of its speed to reach you. On a successful save, you regain the use of your bardic inspiration.

When the target hits you with an attack, roll the bardic inspiration die and subtract the number rolled from the damage you take (minimum of 1 damage). The effect lasts for 10 minutes or until the target deals damage to you or you use this feature again.

EXTRA ATTACK

6th-level College of Bombast feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

PRICKLING BARB

14th-level College of Bombast feature

While a creature is under the effects of your Taunting Barbs feature, opportunity attacks against it have advantage. In addition, whenever the target of your Taunting Barbs feature attacks any creature, you can make one opportunity attack against it, provided it is within your reach.

COLLEGE OF HEXES

The College of Hexes attracts occultist, witches, and rhapsodists. Bards of this college practice hexes and curses, preferring to dishearten foes instead of inspiring allies. These bards use hexes to manipulate fate and cause misfortune, though to what ends depends on the individual practicing the craft.

HEX

3rd-level College of Hexes feature

You gain the ability to tap and manipulate the strings of fate and luck to hex a creature.

As a bonus action, you can expend one use of your Bardic Inspiration to curse a creature you can see within 60 feet of you. While cursed, when the creature succeeds on an ability check, attack roll, or saving throw, you can roll the die and subtract the number rolled from the

target's roll. If this causes the roll to fail, the curse ends. After rolling the die to reduce a d20 roll, you can't do so again until the end of your next turn.

Only one target can be cursed at a time. If you use this feature to curse another target, the prior curse ends early. The curse also ends early if removed, such as by the remove curse spell. Otherwise, the curse ends when the target finishes a short or long rest.

WITCHCRAFT

3rd-level College of Hexes feature

You gain one cantrip of your choice from any spell list. It counts as a bard cantrip for you, but doesn't count against your number of cantrips known.

In addition, you add the find familiar spell to the list of spells you know. It counts as a bard spell for you, but doesn't count against your number of spells known. You can cast it once without expending a spell slot or requiring material component. After you cast it this way, you must finish a long rest to cast it again or expend a spell slot to cast it normally.

BEAST SPEAK

6th-level College of Hexes feature

You consort with natural creatures of the night and dark, allowing you to comprehend beasts and for beasts to comprehend your words. Moreover, you treat neutral beasts as friendly, and friendly beasts allow you to approach them. This benefit isn't conferred to other creatures such as your allies.

WICKED TONGUE

6th-level College of Hexes feature

You can lace your words with dark magic. You have advantage on Charisma checks against hostile creatures that can understand your words. In addition, whenever you cast a spell that charms or curses a target, you can imbue with magic, causing one target to have disadvantage on its saving throws against that spell. After imbuing a spell this way, you must finish a short or long rest to imbue a spell with dark magic again.

ACCURSED HEX

14th-level College of Hexes feature

Your curses sow greater misfortune, granting you the following benefits:

- Your Hex feature's curse no longer ends early when you curse another target with it.
- Whenever a creature cursed by your Hex feature or cursed or charmed by one of your bard spells succeeds on an ability check or hits with an attack roll, you can use your reaction to force that creature to roll a d20, and you choose which roll to keep. You must be able to see the creature to take this reaction.
- If one of your curses ends early, whether from your Hex feature or cast by a spell, you can take a reaction to move that curse to another creature within 10 feet of the target. If the curse requires a saving throw, the new target must make the saving throw, and is treated as the spell's target, but the duration isn't reset.

COLLEGE OF MOTION

Bards of the College of Motions are dancers trained in astonishing routines. Preferring to wear flashy outfits, these bards dazzle onlookers up close, weaving dance steps seamlessly into battle maneuvers.

The use of a weapon, such as a scimitar or katana, is a frequent accentuation to the dance, pairing risk with pageantry. To enhance the spectacle, tassels or ribbons are often added to weapon hilts and shafts or clothing and armor, adding an extra measure of style to an ensemble.

DANCER EXTRAORDINAIRE

3rd-level College of Motion feature

Your movements are precise and your presence inspires your allies. You can also use your Bardic Inspiration feature when you dance, allowing you to use it on a creature within 60 feet of you which can see you.

Whenever a creature uses your Bardic Inspiration die, once before the end of its next turn, it can take the Dodge action as a bonus action. After taking this bonus action, the creature can't take it again until it rolls initiative or finishes a short or long rest.

POISE

3rd-level College of Motion feature

Your balance and movements are those of a master. Whenever you make a Charisma (Performance) check to dance, or Strength (Athletics) or Dexterity (Acrobatics) check, you can treat a d20 roll of 9 or lower as a 10.

GRACE

6th-level College of Motion feature

Whenever you are hit by an attack, you can take a reaction to increase your AC by an amount equal to your Charisma modifier, possibly turning a hit into a miss. If the attack still hits you, its damage doesn't break your concentration. If the attack misses you, until the end of your next turn, you can choose to gain advantage on one attack you make with a melee weapon. On a hit, this attack deals extra thunder damage equal to two rolls of your Bardic Inspiration dice. After gaining advantage this way, you can't gain it again until you use this feature again to increase your AC against an attack.

DAZZLING DISPLAY

14th-level College of Motion feature

As an action, you perform an evocative dance. Each creature you choose within 30 feet of you that can see you must succeed on a Wisdom saving throw against a DC equal to your bard spell save DC. On a failed check, the target has disadvantage on attack rolls and your allies have advantage on attack rolls against it until the start of your next turn.

After using this feature, you can make one attack with a melee weapon as a bonus action during the same turn.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend one use of your Bardic Inspiration to use it again.

COLLEGE OF THE PLANES

Bards of the College of the Planes traffic with realms beyond their own. They specialize in summoning spells and interactions with extraplanar creatures.

PLANAR FORTITUDE

3rd-level College of the Planes feature

As a bonus action, you can spend one use of your Bardic Inspiration, to grant one creature you choose within 30 feet of you, which can be you, to gain damage resistance to one damage type of your choice until the end of your next turn. If the target is a creature summoned by one of your bard spells, it retains the damage resistance for the duration of the spell that summoned it or until you use this feature to grant it a different resistance.

PLANAR WISDOM

3rd-level College of the Planes feature

You can speak, read, and write two of the following languages: Abyssal, Celestial, Infernal, Primordial, Sylvan. Additionally, you have advantage on Intelligence checks regarding the Inner or Outer Planes and Charisma checks in your interactions with creatures from them.

SUMMONING SECRETS

6th-level College of the Planes feature

You can choose to add one spell from the Summoning Secrets Spells table of a level you can cast spells. You may choose one additional spell when you reach 14th level. Each spell is in the Player's Handbook, unless it has an asterisk, in which case it is in Xanathar's Guide to Everything, two asterisks, in which case it is in Tasha's Cauldron of Everything, or a dagger, in which case it is in the Appendix. Whenever you reach a level in this class that grants the Magical Secrets feature, you can replace one of the spells you gained from this feature with a different spell from the Summoning Secrets Spells table.

SUMMONING SECRETS SPELLS

Spell

Level Spells

3rd	<i>conjure animals, magic circle, summon fey***, summon lesser demons*</i>
4th	<i>banishment, conjure minor elementals, dimensional anchor†, summon elemental***, summon greater demon*</i>
5th	<i>conjure elemental, contact other plane, infernal calling*, planar binding, summon celestial***</i>
6th	<i>conjure fey, planar ally, summon fiend**</i>
7th	<i>conjure celestial, plane shift</i>

SUPERIOR BINDING

14th-level College of the Planes feature

You automatically succeed on saving throws to maintain spells you cast that are on the Summoning Secrets table whenever you take damage. In addition, whenever you cast any spell that conjures or summons one or more creatures, one of those creatures (you choose which) automatically gains one of your Bardic Inspiration dice at no cost to you.

MAKING YOUR OWN BARD SUBCLASS

YOU MAY DECIDE THAT YOU WANT TO CREATE YOUR own bard subclass that best fits your campaign. Before embarking on this task, you want to be sure that no existing bard subclass meets your design goals. One of the greatest flexibilities offered in 5e class design is how open it is to re flavor the features. If there is a subclass that can meet your mechanical needs and stylistic vision, it is best to simply use that and save a lot of time in designing, writing, and playtesting.

If, however, you find that no existing subclass achieves the fantasy or has the mechanics to match your vision, this section will guide you toward making a ranger subclass that fits the 5e D&D model. The guidelines will help you create the features for your subclass and detail how you should balance the class to fit within the official options and those offered by Therin Creative and similar content creators.

Please note that despite the guidance offered herein, your subclass may need further tuning. Be certain to spend the time to playtest your subclass.

CLASS CHASSIS

The bard is commonly called a jack-of-all-trades, but this categorization is a misnomer. The bard is a full spellcaster, capable of casting 9th-level spells. On its own, the bard specializes in enchantment and utility spells, and has a mix of other options, including healing spells. Bards desire high Charisma, but can benefit from Dexterity and Constitution. Some bards may prefer to incorporate higher Strength or Intelligence than normal at the expense of ability scores.

HIT DICE

The bard has a d8 Hit Dice, just like the rogue, and the bard's baseline is on par with the rogue, but unlike its peer, the bard doesn't receive features to augment its survivability in its class. A bard's subclass might provide it more defenses to participate in melee combat for the duration of an encounter.

PROFICIENCIES

The bard is the second strongest class in skill proficiencies, and the most flexible since it can pick from any skill. Its musical instruments are mainly for narrative functions (though instruments do work as spellcasting foci, but this applies to any instrument, not just ones the bard has proficiency).

The bard has proficiency with light armor as well as simple weapons and a few sword types and the hand crossbow from the martial list. This gives the bard plenty of flexibility with weapons. A subclass might enhance this.

ABILITY SCORE IMPROVEMENT

The bard uses standard progression for the Ability Score Improvement (ASI) feature (4th, 8th, 12th, 16th, and 19th level). Bards shouldn't gain additional ASI features as that is the domain of the fighter and rogue classes and not something a subclass generally grants.

SPELLCASTING

Bards are full spellcasters, capable of using the highest level of spells. The bard spell list is reasonably versatile with options for the combat, exploration, and social pillars. The primary weakness of the bard spell list is it lacks damage dealing spells (including the powerful summoning spells), but higher level bards can access these spells via the Magical Secrets Feature. Despite this weakness, bards are capable of controlling enemies with various charm effects, or aiding their allies.

Bards do face some limitation in their choices as a spellcaster that has known spells instead of prepared spells. Bard players benefit from carefully selecting its spells to cover its role and periodically replacing outdated spells. This can make it hard for the player to justify choosing more than a couple of niche utility spells.

BARDIC INSPIRATION

Despite having strong spellcasting, this is the bard's signature feature. Bardic Inspiration is used to empower the bard's allies. Until 5th level, this resource is fairly limited, but with the Font of Inspiration, the bard gains great benefit from short rests.

A bard's subclass will always include a feature that expands, enhances, or at least consumes uses of the Bardic Inspiration feature. The critical challenge of creating a Bard College is to design a unique way to use or enhance Bardic Inspiration.

SKILLS

The bard class is one of the few classes to get the Expertise feature, which makes it a strong skill user. Paired with the class choosing from any skill or tool, the bard can become the best character for any given skill or tool proficiency. The bard also has the Jack of All Trades feature, which makes them better at skills they lack proficiency with than their similarly lacking peers.

VERSATILE SPELLCASTING

One of the strongest aspects of the bard is the Magical Secrets feature. This allows the bard to choose a number of spells from any spell list, enabling it to pick the strongest spells for its role in the party, and possibly a couple other useful spells. This feature is why bard subclasses don't grant expanded spell lists, and rarely include extra spells.

Remember that the bard is a full spellcaster and will have access to many fantastic spells. This directly impacts how you choose what kinds of features you add and how powerful those features can be. Most Bard Colleges focus on horizontal power growth to make other aspects of the kit on par with the stronger parts, such as how the Colleges of Swords and Valor enhance the bard's weapon prowess.

BARD COLLEGE FEATURES

Bard Colleges grant features at 3rd, 6th, and 14th level. This makes bard the only class to only have three subclass feature levels. Furthermore, the bard has a large gap between its 6th and 14th level feature. While this may tempt you to add extra to your subclass, it isn't necessary (and likely unbalancing); Bardic Inspiration continues to increase in power, which should automatically make earlier features better in those levels.

BUILDING A BARD COLLEGE

Once you understand the class chassis, you're one step closer to building a subclass. You'll also want to review existing subclasses to get a feel for their design and balance. This section will aid you in understanding what your subclass features should accomplish.

Before starting on the formal work to build your subclass, devise its theme and role. What is your subclass's purpose? What roles does it fill in an adventuring party? How are its mechanics interesting and unique? Why would a player choose your subclass?

Let's start by looking at some existing bard subclasses.

Lore. With the College of Lore, the bard becomes ever stronger as a spellcaster, getting to pick spells from other spell lists as early as 6th level, exposing spells like fireball, spirit guardians, and summon fey to the bard. Players choose this college because they want to play the most versatile spellcaster and back it up with even more skill proficiencies, becoming truly the master of knowledge.

Valor. The College of Valor is the most martially inclined of the bard subclasses, gaining access to all weapons, medium armors, and shields. This is the bard that best mixes weapons and magic. Players choose this college to create a warrior poet, whether as a ranged attacker or one classing with weapon and shield while casting support spells to see its party to victory.

Swords. Inspired from the Blades bard kit of 2nd edition, the College of Swords is an alternative to Valor for melee-oriented bards. It has some flexibility into how it uses its Bardic Inspiration. Players choose this college in order to excel in melee combat as a bard, tapping its flourishes to maximize its attacks.

Eloquence. Specializing in the social pillar, the College of Eloquence takes the bard's panache for speaking to another level. Charisma checks usually succeed for this subclass, and its Bardic Inspiration uses rarely go to waste. Players choose this college to be the party's face and to use words for more than conveying messages.

Hexes. The College of Hexes adds curses to the bard's repertoire. It leans heavily into its spellcasting, picking up a few extra tricks to support those roles. Players choose this college because they want a bard that doubles as a witch in feel, often picking enchantment spells and illusions to create a more social hexer.

Each bard subclass expands what it means to be a bard, adding new tools to its kit, but at its core, each is a bard, tapping the bard's support and debilitating spells and its knack for skills.

BUILDING THE SUBCLASS

This guide covers building a Bard College consistent with official published material. Each Bard College has a certain flavor that differentiates it from its peers. While each is a bard, the way the character feels and how it plays are distinct.

Subclass features are granted at 3rd, 6th, and 14th level. Except for 3rd level, each Bard College feature should only grant one subclass feature. Consult the Bard Subclass Features table for when you should grant features.

There are exceptions for the rule of only granting a single subclass feature:

- Ribbon features are frequently weak on their own, so in certain cases you may grant a second, minor feature, which could be another ribbon feature.
- The feature has some complex interactions that are much clearer when separated. Often this is indication that something should be cut, but in rare cases, it makes sense to split a feature for comprehension.
- You are expanding an existing feature in a minor way. Sometimes it's better to include the enhancement in the core feature, and at other times it could be a note in another feature.

BARD SUBCLASS FEATURES

Bard Level	Feature
3rd	Inspiration Feature, Utility Feature
6th	Enhancement Feature
14th	Enhancement or Expansion Feature

INSPIRATION FEATURE

3rd-level [Your Bard Subclass] feature

The core feature of a Bard College, the Inspiration feature will do one of two things: enhance the existing mechanic of Bardic Inspiration or expand what the bard can do with uses of the Bardic Inspiration feature. It is important that the mechanic you select is unique to your bard subclass. Most bards expand the kit of the Bardic Inspiration feature because there aren't an many enhancements you can make when it already can modify ability checks, attack rolls, and saving throws.

Consult the Inspiration Features table to see how existing bards utilize this feature.

INSPIRATION FEATURES

Bard College	Type	Inspiration Effect
Bombast	Expansion	taunt target and reduce damage
Creation	Enhancement	adds a rider effect that improves each option
Eloquence	Expansion	reduce target's saving throw
Forgotten Echoes	Enhancement	grants extra effect buff with inspiration die
Glamour	Expansion	grants temporary hit points to select targets and allows them to move
Hexes	Expansion	curse target to trigger misfortune
Lore	Expansion	reduce ability check, attack roll, or damage roll as reaction
Motion	Enhancement	one-time Dodge as bonus action per combat
Swords	Expansion	can use Flourish on a hit when taking Attack action
the Planes	Expansion	limited damage resistance
Valor	Enhancement	increase damage or AC
Whispers	Expansion	extra psychic damage on a hit with a weapon

UTILITY FEATURE

3rd-level [Your Bard Subclass] feature

For a bard, you want a Utility feature that helps to define its theme. Often, you can accomplish this by granting it bonus proficiencies or even an extra cantrip or two. You can also use this feature to enhance the bard's ability to use skills, such as how the Colleges of Eloquence and Motion raise the floor for skill checks of their specialties.

Another, more challenging option, is to grant the bard a special function that could tie into a skill, such as performance. The Colleges of Forgotten Echoes and Whispers have features that do something special for performing for 1 minute.

ENHANCEMENT FEATURE

6th-level [Your Bard Subclass] feature

Typically with the 6th-level subclass feature, you want to expand part of the bard's core kit or the Inspiration feature from its subclass kit. Extra Attack is a decent option for a martially inclined bard. A spellcasting bard could gain additional spells with this feature, but you should only do so if that matches the theme for the subclass. For instance, the College of Lore is about expanding the bard's knowledge, so it gets two spells from any spell list, while the College of the Planes is a summoner, and therefore, thematically gains access to select conjuration spells.

In certain cases, you may find that an Expansion feature is more fitting, such as done with the Colleges of Glamour and Creation. This can be a preferable option to simply granting the bard bonus spells, and allows you greater control.

While this feature can add power to the bard, it frequently adds that power horizontally. Horizontal power means increasing a sub-facet of the bard's power to make it as good as the bard's spellcasting option (under routine use). Of course, spellcasting will (and should) provide better spikes in what the bard can accomplish, but in between the major spells, the bard

should see more flexibility in what is viable. Extra Attack typically moves the bard's Attack action to a point that is better than using a bard cantrip. Do note that this doesn't mean the bard's power won't indirectly increase. Often, more combat-focused subclasses will see their other features improved, creating an indirect boost to its damage potential. This is another reason bard subclass design uses horizontal expansion.

ENHANCEMENT OR EXPANSION FEATURE

14th-level [Your Bard Subclass] feature

With the final feature, you will either want another enhancement feature or an expansion feature. Recall that Enhancement features improve upon an aspect of the class kit, such as actions like the Attack action, the spellcasting feature, or a feature granted through the subclass itself. An Expansion feature adds a new mechanic or facet to the class kit — something it couldn't do before in any capacity.

For the bard, this feature should tie into its core theme. Since a bard subclass only has four features, you really need to focus those features to create the best play experience. As such, you can be fairly flashy with this feature. Try to be creative with this feature if it expands, especially if expanding the bard's utility options. If enhancing a feature, do it in a way that fits with the bard's role. For instance, the College of Swords improves the bard's ability to combat foes, the College of Valor allows the bard to weave spells and weapon attacks, and the College of Eloquence makes Bardic Inspiration able to spread through success, reflecting their respective roles as skirmish attacker, magic warrior, and wielder of words.

APPENDIX: PLAYER OPTIONS

NEW EQUIPMENT

In this section, a selection of weapons is presented.

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Kukri	2 gp	1d4 slashing	1 lb.	Finesse, light, thrown (range 20/60)
<i>Martial Melee Weapons</i>				
Parrying Dagger	10 gp	1d4 piercing	1 lb.	Blocking, finesse, light
Saber	20 gp	1d8 slashing	3 lb.	Finesse

PROPERTIES

A new property is included with the weapons.

Blocking. While wielding a weapon with the blocking property, when you are attacked, you can use your reaction to increase your AC by 2 the end of the turn.

NEW SPELL

The *dimensional anchor* spell is presented below. Other classes can use the spell if the DM chooses, as shown on the table.

Level	Spell	School	Conc.	Class
4th	Dimensional Anchor	Conjuration	Yes	Sorcerer, Wizard

DIMENSIONAL ANCHOR

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a miniature lead anchor)

Duration: Concentration, up to 10 minutes

A green beam strikes one creature or object. The target is bound to its current plane of existence and can't be teleported. A creature must make a Charisma saving throw, which it can choose to fail. On a failed save, the creature can't be transported to another plane, nor can it teleport through any means. Additionally, the target can't be the target of spells and powers which attempt to relocate the target, such as the *banishment*, *imprisonment*, and *maze* spells.

UPDATE NOTES

VERSION 0.2PT

- College of Bombast added.

COLLEGE OF HEXES

- One change with this version was to remove the extra spells, pushing the bard to use Magical Secrets feature to get the spells it wants, rather than force it to use select spells. This is also why certain features work with both curse and charm effects.
- Thematically this class is more centered on misfortune through fate and curse, and is more of a societal witch than a wild coven witch.
- Witchcraft no longer modifies skill proficiencies.
- Hex can now affect saving throws
- Wicked Tongue has a new effect and its beast speaking portion was moved to a ribbon feature.
- Beast Speak is a new feature.
- Accursed Hex altered to interact with spells as well as the Hex feature.

COLLEGE OF MOTION

- This subclass is more focused on dazzling display and pageantry, such as sword dancing. Mechanically and thematically, it is a different beast than the College of Dance bard WotC is introducing. To further delineate the differences, there is more direct reference to weapons with the subclass.
- Dancer Extraordinaire has a new effect so it doesn't overlap with the College of Valor.
- Poise no longer grants bonus proficiencies, but now also affects Strength (Athletics) checks.
- Harmonic Strike merged into Grace which has a slightly different effect. It functions similar to the *absorb elements* spell by adding defense that then adds a bonus to the next attack. In light of how much the subclass uses Bardic Inspiration dice, Grace no longer uses it as a resource (originally, Grace was a personal on-demand use of Dancer Extraordinaire, hence the cost).
- Dazzling Display simplified to a saving throw, which makes it harder to consistently land, but it remains a powerful effect.

COLLEGE OF THE PLANES

- Planar Fortitude has a new effect instead of stepping on Glamour's toes.
- Sylvan added to the list of languages you can choose.
- Effortless Binding replaced with a new feature.