

A RULES SUPPLEMENT  
COMPATIBLE WITH THE  
**The 5<sup>th</sup> Edition**  
RULES OF  
THE ORIGINAL 1974 ROLEPLAYING GAME



**The Majestic Fantasy Realms**  
**Bards**

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# Bards

## 1<sup>st</sup> Level

### Hit Dice

As a bard you gain 1d8 HP/Level as well as max hit points at first level.

### Proficiencies

While an apprentice, you learn to move, sing, play instruments while wearing light armor. You gain proficiency in Light armor.

Hours of practice have given you proficiency in simple weapons, hand crossbows, longswords, rapiers, and shortswords.

Your training as a bard has given you proficiency in saving throws involving Dexterity, Charisma.

During your apprenticeship, you gain proficiency in three musical instruments of your choice and proficiency in three skills of your choice.

### Bardic Spellcasting

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. You can cast arcane spells.

You learn quick melodies, verses, and tunes that you can use to cast cantrips. You learn two cantrips as shown the spell table.

You learn more complex melodies, verses, and tunes that you can use to cast spells. You learn four spells. As you level you learn additional spells as shown on the spell table.

You can focus the force of your personality into your music, song, or verse to cast a spell. You can do this twice a day between long rests. As you level you can focus on more spells including higher level spells as shown on the spell table.

Your understanding of magic causes your Spell DC to be equal to 8 + your proficiency bonus + your Charisma modifier.

Your understanding of magic causes your Spell attack modifier to be equal to your proficiency bonus + your Charisma modifier.

Your long hours of practice have allowed you to perform bardic rituals. You can cast any bard you know if that spell has the ritual tag.

The focus of your magic is centered on the musical instrument of your choice. You can use a musical instrument as a spellcasting focus for your bard spells.

### **Bardic Inspiration**

You learn to use your voice to inspire others through stirring words or music. you can use a bonus action on your turn to choose a creature within 60 feet and who can hear you. That creature will gain one 1d6 Bardic Inspiration die. You can't target yourself. Creatures can only have one Bardic Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier (minimum of once) between long rests.

When you inspire others with Bardic Inspiration, for the next 10 minutes, the creature can roll the die and add that number to one ability check, attack roll, or saving throw it makes. The creature can wait until after the initial 1d20 roll is made to decide. Once used the Bardic Inspiration fades and is lost.

## **2<sup>nd</sup> Level**

### **Jack of All Trades**

The varied experiences you had as a bard has made you a jack of all trades. you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

### **Song of Rest**

You learn the soothing melodies of the Song of Rest to revitalize your wounded allies. During a short rest anybody who can hear your performance and spends at least one hit dice for healing will gain an extra 1d6 hit points.

## **3<sup>rd</sup> Level**

### **Bardic College**

You begin to focus on the skills taught only by your bardic college. You gain the first feature of your college.

### **Expertise**

Through practice and training you learn expertise in a skill. You can choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

## **4<sup>th</sup> Level**

### **Ability Score Improvement**

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

## 5<sup>th</sup> Level

### Bardic Inspiration

Your skill in inspiring others improves. Your Bardic Inspiration die is now a d8.

### Font of Inspiration

You also become inspired by what your allies accomplish by listening to your words and songs. You regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

## 6<sup>th</sup> Level

### Bardic College

You continue to focus on the skills taught only by your bardic college. You gain the second feature of your college.

### Countercharm

Your skill in arranging musical notes or speaking words of power allows you to disrupt mind-influencing effects. As an action, you can perform for one turn. Until the end of your next turn, you and any friendly creatures that can hear you within 30 feet of you have advantage on saving throws against being frightened or charmed. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

## 8<sup>th</sup> Level

### Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

## 9<sup>th</sup> Level

### Song of Rest

You learn the more complex refrains to the Song of Rest. Now your allies will gain an extra 1d8 hit points during a short rest if they expend any hit dice for healing.

## 10<sup>th</sup> Level

### Bardic Inspiration

Your skill in inspiring others continues to improve. Your Bardic Inspiration die is now a d10.

### Expertise

Your dedication has allowed you to learn expertise in another skill. You can choose two more of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

### Magical Secrets

You have learned or plundered magical secrets from a number of sources. Choose two spells from any class, including bard. A spell you choose must 5<sup>th</sup> level or lower. Or it can be a cantrip. You learn these spells as two of your spells known.

## 12<sup>th</sup> Level

### Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

## 13<sup>th</sup> Level

### Song of Rest

You added complex harmonies to your composition of the Song of Rest. Now your allies will gain an extra 1d10 hit points during a short rest if they expend any hit dice for healing.

## 14<sup>th</sup> Level

### Bardic College

You continue to focus on the skills taught only by your bardic college. You gain the third feature of your college.

### Magical Secrets

You continue to learn magical secrets. Choose two more spells from any class, including bard. A spell you choose must 7<sup>th</sup> level or lower. Or it can be a cantrip. You learn these spells as two of your spells known.

## 15<sup>th</sup> Level

### Bardic Inspiration

Your skill in inspiring others is at its height. Your Bardic Inspiration die is now a d12.

## **16<sup>th</sup> Level**

### **Ability Score Improvement**

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

## **17<sup>th</sup> Level**

### **Song of Rest**

You managed to add the themes of creation itself into the Song of Rest. Now your allies will gain an extra 1d12 hit points during a short rest if they expend any hit dice for healing.

## **18<sup>th</sup> Level**

### **Magical Secrets**

You have discovered many more magical secrets. Choose two spells from any class, including bard. A spell you choose must 5<sup>th</sup> level or lower. Or it can be a cantrip. You learn these spells as two of your spells known.

## **19<sup>th</sup> Level**

### **Ability Score Improvement**

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

## **20<sup>th</sup> Level**

### **Superior Inspiration**

Over time your connection to the wellspring of creation itself has deepened. It connects to your words and songs constantly bringing inspiration to others. When you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

### ***Starting Equipment***

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier, (b) a longsword, or (c) any simple weapon
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) a lute or (b) any other musical instrument
- Leather armor and a dagger

### ***Diplomat's Pack***

A chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

### ***Entertainer's Pack***

A backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

## Class Features

Level	Class Features
1	Spellcasting, Bardic Inspiration (d6)
2	Jack of All Trades, Song of Rest (d6)
3	Bard College, Expertise
4	Ability Score Improvement
5	Bardic Inspiration (d8), Font of Inspiration
6	Countercharm, Bard College Feature
7	-
8	Ability Score Improvement
9	Song of Rest (d8)
10	Bardic Inspiration (d10), Expertise, Magical Secrets
11	-
12	Ability Score Improvement
13	Song of Rest (d10)
14	Magical Secrets, Bard College Feature
15	Bardic Inspiration (d12)
16	Ability Score Improvement
17	Song of Rest (d12)
18	Magical Secrets
19	Ability Score Improvement
20	Superior Inspiration

## Spells

Level	Cantrips Known	Spells Known	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
1	2	4	2	-	-	-	-	-	-	-	-
2	2	5	3	-	-	-	-	-	-	-	-
3	2	6	4	2	-	-	-	-	-	-	-
4	3	7	4	3	-	-	-	-	-	-	-
5	3	8	4	3	2	-	-	-	-	-	-
6	3	9	4	3	3	-	-	-	-	-	-
7	3	10	4	3	3	1	-	-	-	-	-
8	3	11	4	3	3	2	-	-	-	-	-
9	3	12	4	3	3	3	1	-	-	-	-
10	4	14	4	3	3	3	2	-	-	-	-
11	4	15	4	3	3	3	2	1	-	-	-
12	4	15	4	3	3	3	2	1	-	-	-
13	4	16	4	3	3	3	2	1	1	-	-
14	4	18	4	3	3	3	2	1	1	-	-
15	4	19	4	3	3	3	2	1	1	1	-
16	4	19	4	3	3	3	2	1	1	1	-
17	4	20	4	3	3	3	2	1	1	1	1
18	4	22	4	3	3	3	3	1	1	1	1
19	4	22	4	3	3	3	3	2	1	1	1
20	4	22	4	3	3	3	3	2	2	1	1



# Bardic Colleges

## College of the Skald

Skalds are the poets and lore keepers of the Vasans and the other Viking nations. Their spells are cast in the form of a dróttkvætt, a type of poetry with complex rhyming, and heavy in kennings, a type of metaphor.

### 3<sup>rd</sup> Level

#### Bonus Proficiencies

When you join the College of the Skald at 3<sup>rd</sup> level, you gain proficiency with three skills of your choice.

#### Inspiring Words

The power of your poetry is such that when you inspire others around you also become inspired. When you use your bardic inspiration on an ally, a number of other allies equal to your charisma bonus within 60 feet gain +1 to their next attack roll or ability check. This bonus increases to +2 at 8<sup>th</sup> level, +3 at 13<sup>th</sup> level, and finally to +4 at 18<sup>th</sup> level.

### 6<sup>th</sup> Level

#### Additional Magical Secrets

You start reading the ancient Eddas of your people, learning magical secrets found nowhere else. Choose two spells from any class, including bard. A spell you choose must 3<sup>rd</sup> level or lower. Or it can be a cantrip. These spells are in addition to the spell you pick at 6<sup>th</sup> level and don't count against the number of bard spells you know.

### 14<sup>th</sup> Level

#### Peerless Skill

When you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the GM tells you whether you succeed or fail.

## College of the Troubadour

When the new kingdoms coalesced after the fall of the Bright Empire there was a renewed demand for artists and performers. From these beginnings arose the Troubadour, bards who make their way from noble court to noble singing or reciting epic tales or courtly romances. Often, they are pressed into service as negotiators and diplomats.

### 3<sup>rd</sup> Level

#### Courtly Expertise

Your training as a troubadour has taught how you to navigate the perils of the noble courts, you gain expertise with performance, and persuasion. Your proficiency bonus is doubled for any ability check you make that uses either skill.

### 6<sup>th</sup> Level

#### Commanding Performance

Your command of magical secrets is such that you can use your bardic inspiration to weave magic into your negotiations and performances. After one minute, you can target a number of creatures within 60 feet that can hear you equal to double your charisma modifier. They have to make a Charisma saving thrown. If they fail, they become charmed per the charm person spell. If they succeed, they remain unaware of your magic. This increase to triple your Charisma modifier at 11<sup>th</sup> level, and four times your charisma modifier at 16<sup>th</sup> level.

### 14<sup>th</sup> Level

#### Compelling Suggestion

Your mastery of the arcane arts is such that when you weave magic into even a complex suggestion, the target willing puts all their efforts into seeing it fulfilled. After one minute, you can use your Bardic Inspiration to target a creature within 60 feet that can hear you. They have to make a Charisma saving throw. If they fail, they suffer the effects of a *Geas* and will enthusiastically perform a service or command for 30 days. If they succeed, they remained unaware of your magic.

## College of the Brehon

The Elessarians inhabit crags and dells that dot the peninsulas and rocky shores of the eastern half of the Majestic Realms. Like many cultures they are divided among themselves into multiple kingdoms. One thing that unites them as a people is their respect for the wisdom of the Trehaen. A group of bards, clerics, druids, and rangers united to protect the land and preserve the historic friendship the Elessarians have with the Elves.

The Brehon are Trehaen Bards who wander from clan to clan, realm to realm telling or singing tales to entertain or to instruct. One of their roles to act as judges to adjudicate disputes and crimes. Unlike many cultures the nobility defers justice to the Brehons of the Trehaen.

The Brehons have learned from the elves and their own efforts how to weave mana into their words and songs to give them power beyond mere communication.

### 3<sup>rd</sup> Level

#### Bonus Proficiencies

You gain proficiency in History, Investigation, Insight, and Persuasion.

#### Veritas Aura

Your words and questions concentrate the flow of Forge mana in the immediate area causing all those who come near you to feel compelled only to speak the truth. You can use one of your bardic inspiration as an action to cast *zone of truth* centered around yourself. Anybody who approaches within 15 feet has to make a Charisma save. On a failed save they can't speak a deliberate lie. You know if the person succeeds or failed their save. This last for 10 minutes.

### 6<sup>th</sup> Level

#### Insight of the Trehaen

You learn to speak or sing, words of warning to your allies during combat. The bardic inspiration you give your allies can be used as a reaction to give an enemy disadvantage for one round on their attack rolls.

### 14<sup>th</sup> Level

#### Judgment's Wrath

You learn the Words of Judgement, when uttered they open a pathway to Veritas' light and all enemies near you become aware of the enormity of the wrong they committed. As an action, all enemies within 30 feet of you must make a Charisma saving throw or suffer 4d10 psychic damage plus Charisma Modifier damage. On a successful save, the target takes half of much damage. This can be done once between long rests.

## College of the Dreamsinger

While the Elves respect Veritas as the High Lord of the Gods, their love is for Silvanus. More than just a nature god Silvanus also symbolizes prophecy, mysticism, along with the power that lies within the deep woods that can be harness to create refuge for when the darkness falls.

The Dreamsinger are elven devotees of Silvanus who has taken his teachings and woven it into their songs. As a result, their music not only grants immediate insight, but also glimpses of possible futures and the deep past.

### 3<sup>rd</sup> Level

#### Whispers of the Wind

Your training as a dreamsinger has taught you how to listen to the winds of the world, you gain expertise with insight. Your proficiency bonus is doubled for any ability check you make that uses insight.

In addition, if you take one minute and use one of your bardic inspiration, you gain knowledge of the surrounding territory. You are given knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

### 6<sup>th</sup> Level

#### Murmurs of the Mind

You can weave magic into a song before battle to give insight to your allies to aid them in countering their foes. You can use a bardic inspiration to grant up a number of allies equal to your charisma bonus and within 60 feet, advantage on their initiative. You can do this as a reaction before initiative is rolled.

## ***14<sup>th</sup> Level***

### **Echoes of the Past**

You and your allies can form a circle and names or describe a person, place, or object. As your song of remembrance is played everybody enters a light sleep and dreams about what was named or described. After a 10 minute performance, what you named or described will bring to your mind and the minds of all your allies within 30 feet, a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is. The information you learn is accurate but might be couched in dream-like metaphors.

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