

College of Confidence

Breathtakingly boisterous bards the world over are known for their astonishing, awe-inspiring arias and astounding ability to inspire anyone. The stupendous stars that study under the College of Confidence are especially extraordinary in their enchanting weaving of words, willing people beyond their limits with their quintessential conviction and confidence. Rumors speak of rebellions roused by only a select few words from courageous college of confidence practitioners.

Bravado

Beginning at 3rd level your courage and kingly confidence lends to your clout. While not wearing armor, your AC is equal to 10 + your Dexterity modifier + your Charisma modifier. You may still use a shield and gain this benefit.

Self Confidence

Also at 3rd level your stirring songs stave off insecurities in yourself and others. When you grant a creature your Bardic Inspiration you can choose to grant it to yourself instead of another creature.

You also gain an additional way to spend your Bardic Inspiration; you may expend a usage of Bardic Inspiration to give a creature within 60 ft. of you, that can hear you (including yourself), temporary HP equal to your Charisma modifier. At 14th level the temporary HP granted by this feature is equal to twice your Charisma modifier.

Countering Cacophony

Starting at 6th level you can use your Counter Charm to bolster your allies resolve, resoluteness, and resilience. When you use your Counter Charm feature, you may target an additional creature beyond the first as long as it is within range. You may also spend a spell slot of 1st level or higher to target an additional number of creatures equal to the spell slot expended.



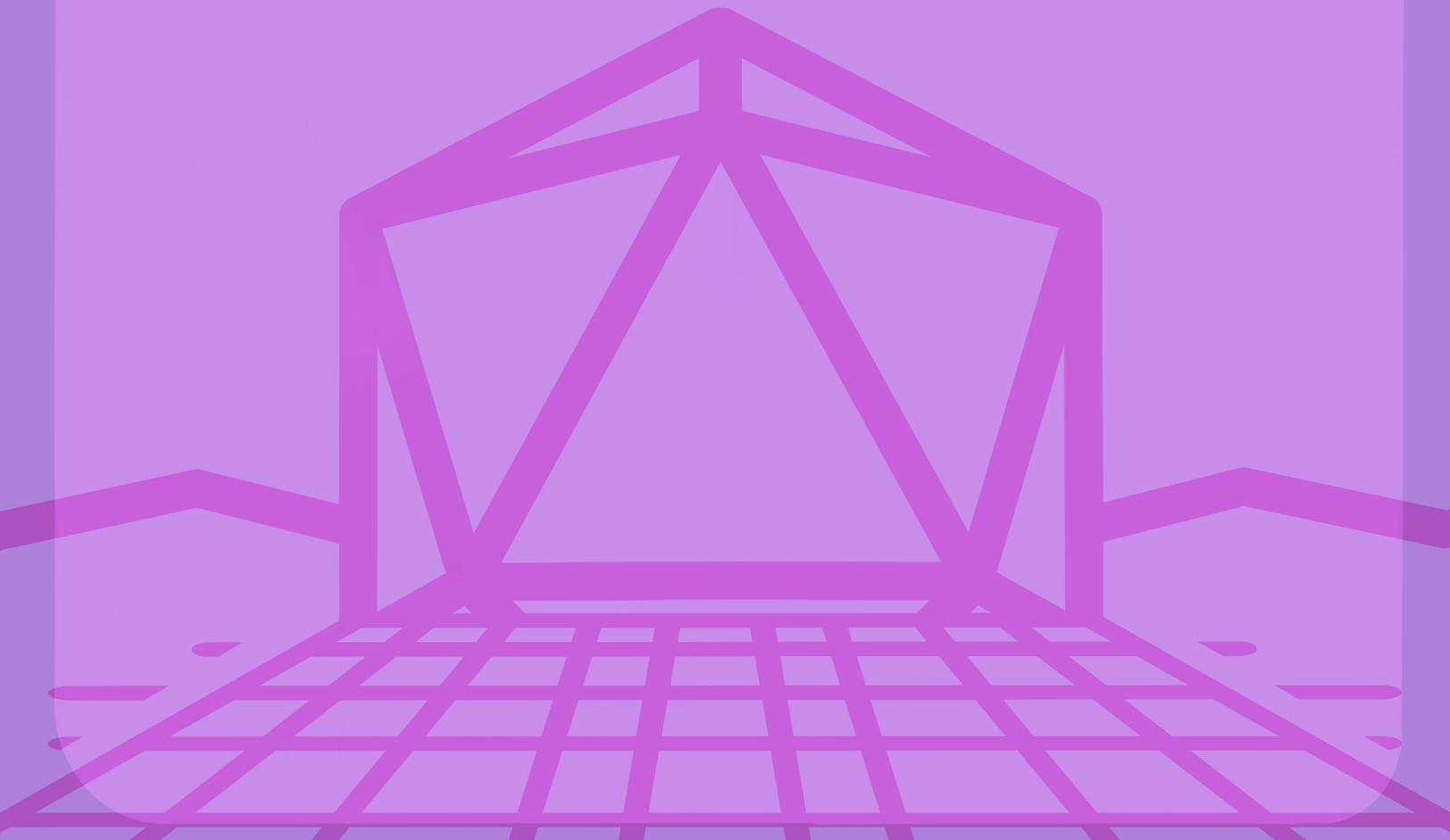
Wellspring of Ego

Also at 6th level you can use your own confidence to you or other's advantage. As a bonus action you may heal yourself an amount equal to 1d10 + your Bard Level. As an action you may grant this healing to one creature you can see that has a use of your Bardic Inspiration. You may use this ability a number of times equal to your Charisma modifier, regaining all expended uses upon finishing a long rest.

Additionally, when you grant creature temporary HP through your Self Confidence feature, you gain the same amount of temporary HP.

Rabble Rouser

You are a master at instilling inspiring insurgence into large groups. Starting at 14th level when you grant a creature a use of your Bardic Inspiration or temporary HP through your Self Confidence feature, you may grant the benefit to another creature within range that can hear you. Doing so only uses one use of your Bardic Inspiration.



College of Confidence

Breathtakingly boisterous bards the world over are known for their astonishing, awe-inspiring arias and astounding ability to inspire anyone. The stupendous stars that study under the College of Confidence are especially extraordinary in their enchanting weaving of words, willing people beyond their limits with their quintessential conviction and confidence. Rumors speak of rebellions roused by only a select few words from courageous college of confidence practitioners.

Self Confidence

Beginning at 3rd level your stirring songs stave off insecurities in yourself and others. When you grant a creature your Bardic Inspiration you can choose to grant it to yourself instead of another creature.

You also gain an additional way to spend your Bardic Inspiration; you may expend a usage of Bardic Inspiration to give a creature within 60 ft. of you, that can hear you (including yourself), temporary HP equal to your Charisma modifier. At 14th level the temporary HP granted by this feature is equal to twice your Charisma modifier.

Bravado

Also at 3rd level your courage and kingly confidence lends to your clout. While not wearing armor, your AC is equal to 10 + your Dexterity modifier + your Charisma modifier. You may still use a shield and gain this benefit.

Countering Cacophony

Starting at 6th level you can use your Counter Charm to bolster your allies resolve, resoluteness, and resilience. When you use your Counter Charm feature, you may target an additional creature beyond the first as long as it is within range. You may also spend a spell slot of 1st level or higher to target an additional number of creatures equal to the spell slot expended.

Wellspring of Ego

Starting at 6th level you can use your own confidence to you or other's advantage. As a bonus action you may heal yourself an amount equal to 1d10 + your Bard Level. As an action you may grant this healing to one creature you can see that has a use of your Bardic Inspiration. You may use this ability a number of times equal to your Charisma modifier, regaining all expended uses upon finishing a long rest.

Additionally, when you grant creature temporary HP through your Self Confidence feature, you gain the same amount of temporary HP.

Rabble Rouser

You are a master at instilling inspiring insurgence into large groups. Starting at 14th level when you grant a creature a use of your Bardic Inspiration or temporary HP through your Self Confidence feature, you may grant the benefit to another creature within range that can hear you. Doing so only uses one use of your Bardic Inspiration.