

## **College of Revolution**

With each turning point in history, an anthem is sung by the masses, and the bards of the College of Revolution are the writers of those anthems. Geniuses, creatives, or madmen, these artists are the catalyst of change. Their artwork inspires people with the courage to take control of their own fate, and accelerate their future.



### **Power Slide**

Starting at 3rd level, you're an expert at moving around in the chaos of a crowd. As a reaction to the start of initiative, a dexterity saving throw, or a melee attack against you, you can slide on your knees horizontally to a distance equal to half your movement without provoking attacks of opportunity. If your movement leaves the range of the triggering attack or effect, you avoid any damage it may have dealt.

You can use this feature a number of times equal to your dexterity modifier, regaining all uses upon finishing a long rest.

### **Explosive Inspiration**

Starting at 3rd level, your Bardic Inspiration is designed to spread across the masses. Your Bardic Inspiration feature gains the following properties.

- Its range increases to 120 ft
- Your Bardic Inspiration is capped at a d6 even as you level up.
- When a creature uses your Bardic Inspiration die and rolls a 6+, instead of the Bardic Inspiration being spent, you can transfer it to another creature within 120 ft of you.

## Spell Shredder

Starting at 6th level, when you cast a Bard Spell from the Enchantment or Illusion school, you can spend a bonus action to add your dexterity modifier to the initial Spell Save DC. You can use this feature once per long rest.

## Feedback Loop

Starting at 6th level, if a use of your *Bardic Inspiration* rolls a 6+, instead of transferring to another target, you can instead regain a use of *Power Slide* or *Spell Shred*, losing the *Bardic Inspiration*.

## Revolutionary Solo

Starting at 14th level, you tear into an incredible solo that alters the flow of battle. As an action, you start a solo performance. While performing this solo, you can not use the Attack action or use normal movement. You gain the following benefits.

- Your damaging cantrips deal an extra 1d6 *thunder* damage
- Allies can add your Dexterity modifier to your Bardic Inspiration dice.
- Your *Powerslide* feature now equals your full movement.
- Your *Explosive Sound* and *Feedback Loop* feature is increased from transferring on a 6+ to a 5+
- Allies that have *Bardic Inspiration* gain one use of your *Power Slide* feature
- *Spell Shred* applies to all schools of magic

The solo lasts for one minute, until you lose concentration, or choose to end it. You can use this feature once per long.