

BARD: COLLEGE OF THE HEARTH

One may have a blazing hearth in one's soul and yet no one ever came to sit by it. Passers-by see only a wisp of smoke from the chimney and continue on their way.

Bards of the college of the hearth have their origin rooted in the north, where the cold winters and harsh environment is breaking down the moral of everyone. They come with their songs about joy and warmth, family and happiness, giving a new smile and hope to the downtrodden and the lost.

POIGNANT HOPE

Your tales bolster the moral of the broken and the downed. Beginning at 3rd level, when a creature rolls a 1 using one of your Bardic Inspiration dice, they can reroll the dice until the result is different from a 1. At 5th level, they can reroll a 1 or 2 until they get a different result, at 10th level, they can reroll a 1, 2 or 3. Finally, at 15th level they can reroll a 1, 2, 3 or 4.

ENDURANCE OF THE HEARTH

At 3rd level, the warmth that you bring washes away the fatigue from the journey. When a creature adds one of your Bardic Inspiration dice, they can remove one point of exhaustion. You can use this ability a number of times equal to your Charisma modifier, and you regain all expended uses when you finish a long rest.

FIRE IN THE HEART

Upon reaching 6th level, you can take one minute to sing about the strength your companions brought from home. Choose up to 8 creatures, they gain advantage on ability checks using skills that they are proficient in, for the next hour. You can use this ability a number of times equal to half your Charisma modifier (rounded up), and you regain all expended uses when you finish a long rest.

PROTECTIVE SHELTER

Beginning at level 6, you learn the *magic circle* spell, it counts as bard spell for you but doesn't count against the number of bard spells you know. A delightful warmth reigns inside the circle when you cast it.

In addition you can cast this spell at its lowest level without expending a spell slot, as an action without providing any material component. You must complete a long rest before using this ability again.

LINGERING MEMORIES OF HOME

At 14th level, when a companion adds one of your Bardic Inspiration dice, the tale stays stuck in their mind and brings them comfort. They can keep the inspiration dice for up to 8 hours instead of 10 minutes. In addition while holding on to the dice, a creature is immune to fear.

