

[abilities cont.]

## **BARD**

**Bardic Inspiration (d8):** can be given to another player as a die to add to their rolls, can give out # = Charisma modifier.

**Jack of All Trades:** add half of proficiency bonus rounded down for all ability checks.

**Song of Rest (1d6):** add die amount to allies healing.

**Font of Inspiration:** regain all Bardic Influence after short rest.

**Countercharm:** as an Action, may perform to counter charms or fear, everyone within 30' gain advantage on saving throws.

**College of Lore:** +3 skills.

**Cutting Words:** may use Bardic Inspiration to subtract from foe's rolls, foe must be within 60'.

**Actor:** +1 Charisma, advantage on Charisma (Deception) and Charisma (Performance), mimic voices - their Wisdom (Insight) vs. your Charisma (Deception) check.

