College of fame

Bards of the College of Fame are in the public's eye by day, while working for an agency or organization by night. These bards might simply be famous because who they are, or they may have earned their status because what they've done.

Bonus Proficiencies

When you join the College of Fame at 3rd level, you gain proficiency with the Deception, Performance and Persuasion skills.

Winning Smile

Also at 3rd level, while you are not wearing any armor, your AC equals to 10 + your Dexterity modifier + your Charisma modifier. Additionally, choose one skill from Deception, Performance or Persuasion. You add twice your proficiency bonus to any check you make with that skill. You learn the enthrall and suggestion spells.

Compelling Performance

At 6th level, as a bonus action, you can expend one use of Bardic Inspiration. If you do so, for the next minute you can cast the command spell at 1st level as a bonus action on each of your turns without using a spell slot a number of times equal to your Charisma modifier. Additionally, whenever any of your charm spells ends while using this feature, the creature or creatures affected don't realize they were charmed by you unless you want to.

Utterly Convincing

Starting at 14th level, when you make a Charisma-based ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add twice 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 DM tells you whether you succeed or fail. Additionally, when a creature use one of your Bardic Inspiration

dices to improve some Charisma-based ability check, it also adds twice the number rolled to its ability check.

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