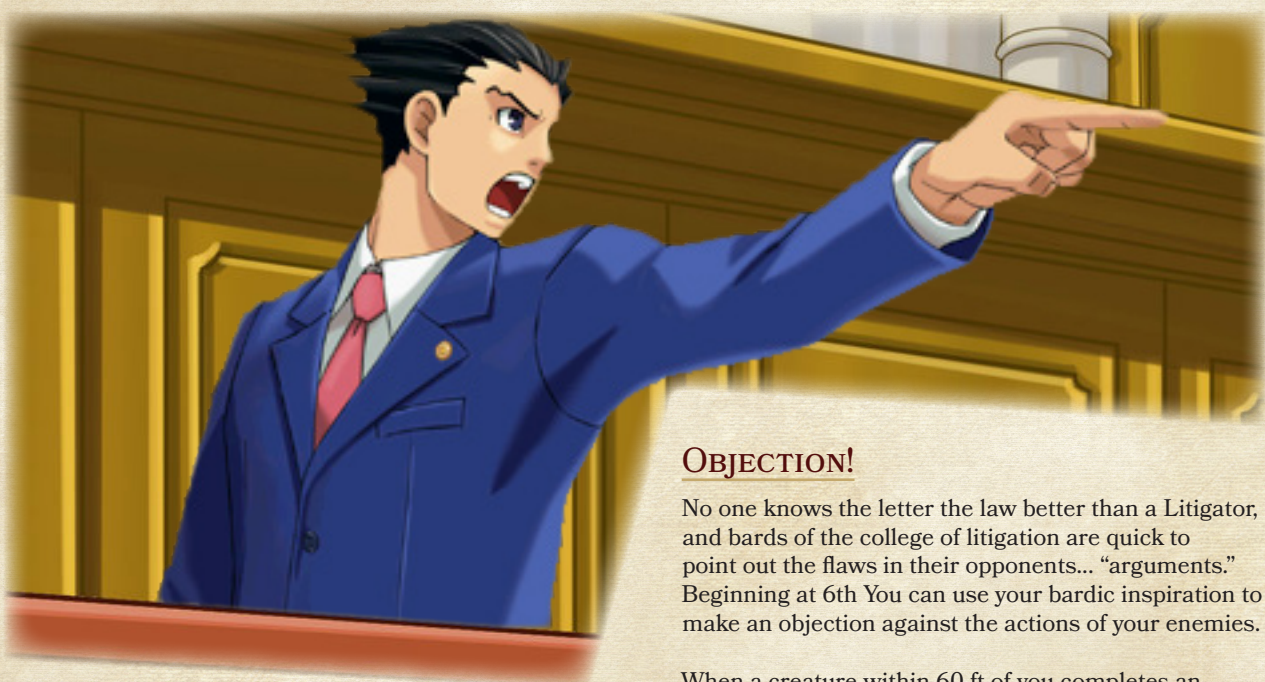




BARD: COLLEGE OF LITIGATION

All bards are drawn to the stage. But there is one stage above all others that draws the ear of the powerful and the wealthy, and that is the Theatre of a Court of Law

Bards of the college of litigation do not bother themselves with the petty trivialities of song or dance, instead they prefer to delve deep into the great and powerful trivialities of law. Matching wit against nobles, merchants, kings, and even gods, these “Litigomancers” as they are sometimes called, take pride in nothing more than pointing out the fallacies of their opponent, and overwhelming the opposition with fallacies of their own.

LEGAL PROFICIENCY

When you choose this college at 3rd level, you gain proficiency in charisma saving throws, and have advantage on charisma checks as they relate to laws, rules, and litigation.

Additionally, you gain proficiency with a lawyer's kit and a judge's gavel and can use these objects as a focus when casting bard spells.

LEGAL JARGON

Whatever language they speak, bards of the college of Litigation speak it in such a way that few can understand their meaning without a translator.

You can speak, read, and write legalize, a special language used only in courts. Characters who do not speak legalize can only decipher the language with a DC 25 intelligence check, regardless of any spells such as comprehend language or tongues

LEGAL FEE

Any litigator worth his salt knows that you never work for free. Starting at level 3 when you choose this college, whenever you use your bardic inspiration feature to aid an ally, you can choose to charge that ally a fee to increase their odds of success. For every 100 gp you charge, increase your bardic inspiration die value by one.

OBJECTION!

No one knows the letter the law better than a Litigator, and bards of the college of litigation are quick to point out the flaws in their opponents... “arguments.” Beginning at 6th You can use your bardic inspiration to make an objection against the actions of your enemies.

When a creature within 60 ft of you completes an attack roll, skill check, or saving throw, you may spend a use of your bardic inspiration as a reaction to change your place in the initiative order and take your turn immediately.

EXPERT WITNESS

By the time you reach level 10, your fame as a litigator has put you in contact with experts in every field that you can call on to help make your point. Whenever you use your bardic inspiration feature to aid in an intelligence or charisma check, you may instead pay an amount of gp equal to 100 x the dc of the check to succeed automatically.

This feature replaces the *Magical Secrets* class feature found in the Player's Handbook.

CROSS-EXAMINATION

Beginning at 14th level, your practice in the courtroom allows you to cross examine opponents on the battlefield as well.

When a creature within 60 ft of you completes an attack roll, skill check, or saving throw, you may spend one use of your bardic inspiration as a reaction to cross examine the creature's action. Roll a persuasion check using the triggering roll as the DC, on a success, the action is negated, and the target of the objection is stunned until the end of your next turn.

OVERRULED!

When you reach 20th lvl, Your proficiency in legal matters has granted you nigh-omnipotence over the laws of the land. Once between long rests when a creature within 60 ft of you makes an attack roll, skill check, or saving throw, you may spend a use of your bardic inspiration to treat the triggering roll as either a critical success or critical failure.

This Feature Replaces the *Superior Inspiration* feature listed in the Player's Handbook.