



Spell-less Bard for DnD 5e and Primeval Thule

Bard		
Level	Prof	Abilities
1 st	+2	Bolster Allies, Inspiration Dice (d6)
2 nd	+2	Jack of All Trades
3 rd	+2	Inspiring Presence, Expertise
4 th	+2	Ability Score Advance
5 th	+3	Extra Attack
6 th	+3	Inspiration Dice (d8), Unifying Will
7 th	+3	Countercharm, Bard Songs
8 th	+3	Ability Score Advance
9 th	+4	Keeper of Secrets
10 th	+4	Inspiration Dice (d10), Expertise
11 th	+4	Rare Weapon Techniques
12 th	+4	Ability Score Advance
13 th	+5	Improved Bolster Allies
14 th	+5	Peerless Skill
15 th	+5	Inspiration Dice (d12)
16 th	+5	Ability Score Advance
17 th	+6	Silver Tongue
18 th	+6	Forbidden Lore
19 th	+6	Ability Score Advance
20 th	+6	Superior Inspiration

Class Abilities

As a Spell-less Bard you gain the following class abilities:

Hit points, Proficiencies, Equipment

As standard Fighter, but choose any three skills and your saves are Charisma and Dexterity. You gain the Performance and Persuasion skills for free.

Bolster Allies

As a short action, your party members (including yourself) within 120 feet who can see or hear you gain 1d8 + your Charisma modifier + your level temporary hit points. Once you use this ability, you must finish a rest before you can use it again.

Inspiration Dice

As standard 1st level bard, but your dice refresh after a rest (instead of an extended rest).

Jack of All Trades

As standard 2nd level bard.

Expertise

As standard 3rd and 10th level bard.

Inspiring Presence

By 3rd level, your natural charm and leadership, combined with your growing repertoire of legendary tales, allows you to motivate the next generation of heroes. Your party gains the following benefits if they are within 120 feet and can see or hear you:

- *Fighting Spirit*
During combat, if a member of your party (including you) is reduced to less than half maximum hit points, they may use an action to spend up to half their hit dice to heal as if spending hit dice when taking a rest. After using this ability, the target must rest before benefiting from it again. This ability does not function if you are incapacitated.
- *Battle Inspiration*
As standard 3rd level bard.
- *Cutting Phrase*
As standard 3rd level bard.

Extra Attack

As standard 5th level fighter.

Unifying Will

At 6th level, your unifying presence enhances the party's ability to resist all manner of external attacks. As a reactionary action, one party member of your choice (including yourself; no action) may add your Charisma bonus to a saving throw. You may use this ability after seeing the saving throw roll.

Countercharm

As standard 6th level bard.

Bard Songs

At 7th level, you may use songs or oratory to mimic the effects of one of the following spells (including casting time, range, duration, concentration and so on): *Animal Friendship*, *Bane*, *Bless*, *Charm Person*, *Calm Emotions*, *Enhance Ability*, *Aid* or *Heroism* (note these are mundane effects, you do not actually cast a spell).

You may mimic using a higher level spell slot as if a full caster of half your Bard level. Use your Charisma stat and proficiency attack bonus to determine any related saving throws and so on. After using this ability you must rest before using it again.

Keeper of Secrets

At 9th level, your intimate knowledge and experience with obscure lore opens new secrets to you:

- You gain the 13th level rogue ability *Use Magic Device*.
- You may spend an action to gain the effect of the *Legend Lore* spell (this is a mundane effect, you do not actually cast the spell). After using this ability, you must finish an extended rest before using it again.

Rare Weapon Techniques

At 11th level, you employ a mix of rarely seen fighting techniques learnt during your wide ranging travels. Whenever you hit with a weapon attack, you cause 1d8 bonus damage (same damage type as the weapon).

Improved Bolster Allies

At 13th level, your Bolster Allies effect increases to 2d12 + double your Charisma bonus + your level temporary hit points.

Peerless Skill

As standard 14th level bard.

Silver Tongue

At 17th level, when you make checks related to persuasion, roll twice and use the higher result.

Forbidden Lore

At 18th level, you learn one spell of 6th level or lower from any class list. You may cast this spell once per extended rest.

Superior Inspiration

As standard 20th level bard.