

## College of Omen

Some have a special ability to lose themselves in songs and music, performing their ballads as if they were one with the music. Allowing themselves to connect their song to the very threads of fate itself. Perhaps this is a result of a divine gift, or a practiced skill from intense study, or merely natural talent. The bards of the College of Omen are varied, but all share one thing, their songs can discern and influence fate in all of its intrinsic glory. They tell the stories as they unfold, and change events as they seem fit.

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### Song of Warning

When you join the College of Improv at 3rd level, You gain the ability to decipher the flow of events through magical song and music.

You can begin this song as an action on your turn, for the duration of 1 minute, you can use your reaction to allow a willing creature that can hear you within 30 feet of you to reroll an attack roll or saving throw. They must take the new roll.

For the duration of the song you cannot maintain concentration or cast any spell that requires concentration. You can choose to end the song early as a bonus action on your turn.

Once you use this feature, you cannot do so again until you complete a long rest.

### Innate Premonition

Also at 3rd level, you are more able to discern people's threads of fate. You gain proficiency in Insight (wisdom) skill checks.

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### Ominous Hymn

Starting at 6th level, you gain the ability to terrify enemies with prophecies of their fate through your magical song. When a creature that can hear you and that you can see within 60 feet of you makes an attack roll, saving throw, or ability check, you can use your reaction to force that creature to make a wisdom saving throw against your spell save DC.

On a failed saving throw, the creature becomes frightened of you until the end of its next turn, and is forced to reroll. They must take the new roll. On a successful saving throw, the creature is unaffected.

You can use this feature a number of times equal to your charisma modifier (minimum of one), regaining all uses when you complete a long rest.

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### Self Fulfilling Prophecies

At 14th level, you can advise your own actions by letting your song and music overwhelm you. When you or a creature you can see within 30 feet of you rolls an attack roll, saving throw, or death save that is below a 10 on the die, you can use your reaction to influence the threads of fate; allowing you to treat the result of the die as if it was a 20.

Once you use this feature, you cannot do so again until you complete a long rest.