

Bard College of Archery

Bonus Proficiencies

When you join the College of Archery at 3rd level, you gain proficiency with the longbow.

If you're proficient with a simple or martial ranged weapon, you can use it as a spellcasting focus for your bard spells.

Fighting Style

At 3rd level, you adopt a style of fighting as your specialty. You gain the archery fighting style. You can't take a Fighting Style option more than once, even if something in the game lets you choose again.

Archery: You gain a +2 bonus to attack rolls you make with ranged weapons.

Bow Song

At 3rd level, you have learned magical songs that make your ranged weapons hum with magical energy. All attacks you make with a ranged weapon are considered magical for purposes of overcoming damage resistance. Additionally you can create magical effects with your ranged weapon attacks.

Whenever you take the Attack action on your turn and if a ranged weapon attack that you make as part of this action hits a creature, you can use one of the following Bow Song options of your choice. You can use only one Bow song option per turn.

Song of Duplicity. You can expend one use of your Bardic Inspiration to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. The target must make a wisdom saving throw if it fails its vision blurs causing it to see double, until the end of your next turn it has disadvantage on all attacks, if the target has blindsight it is unaffected.

Song of Duality. You can expend one use of your Bardic Inspiration to cause your ranged weapon to deal extra damage to the target you hit and to any other creature of your choice that you can see within 5 feet of your original target, as your arrow veers away from your first target to a second spurred on by the magic of your song. The damage equals the number you roll on the Bardic Inspiration die.

Song of Force. You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You can also push the target up to 10 ft away from you.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Song of the Bow Master

Starting at 14th level, whenever you use a Bow Song option, you can roll a d6 and use it instead of expending a Bardic Inspiration die.