DUALINK

College of the Sea Shanty

Subclass



On[illegible]e Edition

College of the Sea Shanty

Bard subclass

Some songs are meant for courts, some for mourning, some for heroes. A sea shanty is meant to get something done. Bards of this college learned their craft on the decks of the Grand Line, keeping a battered crew hauling the same rope through storm and cannon fire. Their power lies not in the singer but in the answer: when the crew sings back, strangers move like nakama who have sailed together for years, and enemies learn the song was never for them.

3rd Level: Salt and Song

You gain proficiency with navigator's tools and water vehicles. If you already have either proficiency, you choose another tool or vehicle proficiency for each redundant one.

You also have advantage on Charisma (Performance) checks made to lead a group in a communal song, chant, or work song.

3rd Level: Crew Shanties

When you give a creature a Bardic Inspiration die, you can attach one of the following shanties to it. The shanty stays with that die until the die is expended or lost, and a die can carry only one shanty. The creature gains the shanty's effect when it expends the die, provided it can hear you.

Haul Away! Immediately after rolling the die, the creature can move up to 10 feet without provoking opportunity attacks. This movement

requires no action or reaction, and the creature can't use it if its speed is 0.

Hold Fast! Immediately after rolling the die, the creature gains temporary hit points equal to the number rolled + your proficiency bonus. These temporary hit points last for 1 minute.

Fire as One! If the die is added to an attack roll that hits, the target is marked until the start of your next turn. The next attack roll another creature makes against the marked target gains a bonus equal to the number rolled on the die, and the mark then ends.

6th Level: Call and Response

Once per round, when a creature within 60 feet of you expends a Bardic Inspiration die carrying a Crew Shanty, you can choose another willing creature within 30 feet of it that can hear you. That creature can use its reaction to answer the shanty. The answering creature doesn't need to have a Bardic Inspiration die.

Haul Away!* → *Heave! The answering creature chooses a Large or smaller creature within 5 feet of it. The target must succeed on a Strength saving throw against your spell save DC or be pushed up to 10 feet away from the answering creature or knocked prone (answering creature's choice).

Hold Fast!* → *Shoulder to Shoulder! The answering creature moves up to 10 feet toward the creature that expended the die without provoking opportunity attacks. Until the start

of your next turn, each of the two creatures gains a +2 bonus to AC while it is within 5 feet of the other.

Fire as One!* → *Combination! The answering creature makes one weapon attack against the marked target, if it is within range, and the attack gains the mark's bonus. This attack can't benefit from Sneak Attack or other effects that can be used only once per turn.

6th Level: Never Let the Song Die

You can use Countercharm as a bonus action. On each of your later turns, you can use a bonus action to extend the performance until the end of your next turn, for up to 1 minute. The performance ends early if you are incapacitated or unable to speak or produce music, or if you end it (no action required).

14th Level: Binks' Sake

The old song of the Rumbar Pirates was never meant for one voice. As a bonus action, you raise it and begin a Nakama Chorus, choosing a number of willing creatures up to your Charisma modifier (minimum of one) within 60 feet of you that can hear you. You can choose yourself. The Nakama Chorus lasts for 1 minute and ends early if you are incapacitated or unable to speak or produce music. A chosen creature counts as a member of the chorus while it is within 60 feet of you and can hear you.

While the Nakama Chorus lasts, you gain the following benefits:

Every Voice a Call. Once per round,

when a member of the chorus hits a hostile creature with an attack or succeeds on a saving throw, you can choose a Crew Shanty. That member gains the shanty's effect as if it had expended a Bardic Inspiration die carrying it, without expending a die. Roll your Bardic Inspiration die whenever the effect needs a number. You can choose Fire as One! only if the trigger was a hit. Another member of the chorus can then answer the shanty with Call and Response; this answer counts as that feature's use for the round. An attack made with Combination! can't trigger Every Voice a Call.

The Song Can't Be Silenced. Members of the chorus have advantage on saving throws against being charmed or frightened.

Once you use this feature, you can't use it again until you finish a long rest.