DUALINK

College of the Soul King

Bard Subclass



One Piece Edition

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Bards of the College of the Soul King perform with a presence that feels larger than life, because part of them has already crossed the threshold of death. Their music tugs at spirit and memory, their blade sings with the chill of the underworld, and their performances can steady the living or unnerve the bold.

Soul King Training

Soul King Training. Starting at 3rd level, you gain proficiency in the Acrobatics skill. If you are already proficient in Acrobatics, you gain proficiency in Intimidation instead.

In addition, you gain proficiency with one martial melee weapon of your choice.

Soul Hymns

Soul Hymns. Starting at 3rd level, you learn to channel your Bardic Inspiration through music that stirs the soul and through strikes that carry the weight of the grave.

When you use your Bardic Inspiration, you can choose to expend the die in one of the ways described below, called Soul Hymns. You learn two Soul Hymns of your choice at 3rd level. You learn one additional Soul Hymn at 6th level and 14th level.

You can use only one Soul Hymn per turn.

Soul Hymn Save DC. If a Soul Hymn calls for a saving throw, the DC equals your spell save DC.

Soul Hymn Options

Dirge of Dread. When a creature you can see within 60 feet of you makes an attack roll, you can use your reaction to expend one Bardic Inspiration die, rolling it and subtracting the number rolled from the attack roll. If the attack misses, the attacker must succeed on a Wisdom saving throw or be frightened of you until the end of its next turn.

Lullaby of the Long Night. As an action, you expend one Bardic Inspiration die and choose one creature you can see within 60 feet of you that can hear you. Roll the die. The target must make a Wisdom saving throw. On a failed save, it is incapacitated until the end of its next turn, and it takes psychic damage equal to the number rolled. On a successful save, it takes half that damage and is not incapacitated.

Soul-String Parry. When you are hit by a weapon attack, you can use your reaction to expend one Bardic Inspiration die. Roll the die and reduce the damage you take from the attack by the number rolled + your Charisma modifier, minimum reduction of 1. If this reduces the damage to 0, you can immediately move up to 10 feet without provoking opportunity attacks.

Soul-Edged Flourish. When you hit a creature with a weapon attack, you can expend one Bardic Inspiration die to deal extra damage to the target equal to the number rolled, and you can push the target up to 10 feet away from you, no saving

throw, if it is no more than one size larger than you.

Speak with the Departed

Speak with the Departed. Also at 3rd level, you learn the *speak with dead* spell. It counts as a bard spell for you, but it does not count against the number of bard spells you know.

You can cast *speak with dead* once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

Extra Attack

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

Chills of the Underworld

Chills of the Underworld. Also at 6th level, your soul's cold seeps into your performance and steel.

When you use a Soul Hymn on your turn, you can choose one creature you can see within 30 feet of you. That creature takes cold damage equal to your Bardic Inspiration die, roll the die, no action required. If the creature took damage from your Soul Hymn or from one of your weapon attacks this turn, its speed is reduced by 10 feet until the start of your next turn.

You can use this feature a number of times equal to your Charisma modifier, minimum of once, and you regain all expended uses when you finish a long rest.

Soul Walk

Soul Walk. Starting at 14th level,

you can slip your spirit free for a heartbeat.

As a bonus action, you become partially incorporeal until the end of the current turn. During this time, you have a flying speed equal to your walking speed, you can move through creatures and objects as if they were difficult terrain, and you do not provoke opportunity attacks.

If you end your turn inside a creature or an object, you are immediately shunted to the nearest unoccupied space you can occupy and take force damage equal to twice the number of feet you were moved.

Once you use Soul Walk, you cannot use it again until you finish a short or long rest, unless you expend a Bardic Inspiration die to use it again.

King's Encore

King's Encore. Also at 14th level, death has already missed you once, and your will refuses to yield.

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead, and you immediately use Soul Walk, no action required. In addition, each hostile creature of your choice within 30 feet of you that can see you must succeed on a Wisdom saving throw against your spell save DC or be frightened of you until the end of its next turn.

Once you use this feature, you cannot use it again until you finish a long rest.