

COLLEGE OF LYRICAL GENIUS

STREET SWAGGER

When you join the College of Lyrical Genius at 3rd level, your gain proficiency with Deception and Intimidation. If you already proficiency with a skill you can select another of your choice.

If you are making a Deception check to lie about your hit points, AC, or general toughness, you gain advantage on that check.

LYRICAL FLOW

Starting at 3rd level, when your land a line, you're on a roll; when you cast *vicious mockery* if the target fails their saving throw you can expend a Bardic Inspiration to unleash your lyrical genius to...

Engrandize Yourself: Roll the Bardic Inspiration die and gain temporary hit points equal to that + the damage dealt by *vicious mockery*.

Double Down: Roll the inspiration die and the target takes additional damage equal to amount rolled, and has disadvantage for an additional attack from *vicious mockery*.

Make it Personal: If the target attempts to attack anyone besides you until the start of their next turn, you can roll a die equal to your inspiration die and subtract it from their attack roll.

SICK BURNS

Starting at 6th level, when you cast a spell that deals Psychic damage, you can add your Charisma modifier to one damage roll of that spell.

Additionally, as a reaction to the end of an incapacitation effect another creature suffered from one of your spells or to them missing an attack from the disadvantage caused by your *vicious mockery*, you can deal a verbally devastating follow up dealing Psychic damage equal to your Charisma modifier.

LINGO OF THE PEOPLE

Additionally at 6th level, your ability to communicate transcends barriers of language. You can communicate basic concepts to creatures that don't share a language with you as long that creature speaks at least one language through intonation, body language, gestures, attitude, and swaggering about.

Using this method you can get information such as how much something should cost, where a notable locations are, who the toughest person or thing around is, where the best intoxicants are served, what might be edible, and which paths or alleyways should be avoided, as well other things your DM might find appropriate for you to be able to learn from them.

You also gain the ability to read these basic concepts from written thieves' cant.

SPITTING FIRE

Starting at 14th level, your can deliver verbal components to spells with blinding speed and precision. You can expend a use of Bardic Inspiration to cast a spell with the cast time of one action as a bonus action as long as it only has verbal components.

Additionally, you learn the cantrip *message*, and can cast it as a bonus action.