

College of Guardians

Bards of the College of Guardians are well-rounded individuals who learned and polished their skills at royal courts or prestigious academies. They are the anti-jesters: exceptional tutors, elite bodyguards, perfect butlers, all-in-one. They are often assigned dynastic heirs or promising talents as wards and become their dedicated guardians. When traveling they will often pick one of their companions as a ward, if one out of habit.

Bonus Proficiencies

When you join the College of Guardians at 3rd level, you gain proficiency in medium armor, shields, and two skills or one skill and one tool amongst the following: Insight, Persuasion, History, Religion, and Cook's utensils.

Guardian and Wards

Also at 3rd level, you can decide to become the guardian and faithful servant of an ally.

You study another creature that shares a language with you for a day and learn some of their habits, and they become one of your wards. If you spend more than a week away from a ward, you must get reacquainted with them by spending one day in their company. You can have a number of wards equal to a third of your bard level, rounded up.

You can give your wards the following benefits:

- You have fine tuned your bardic magic to protect those close to you. When one of your wards within 30 ft of you that you can see has to make a saving throw or an ability check, you may spend your reaction to grant them a Bardic Inspiration die.
- You have been trained to instinctively shield your wards with your body. When one of your wards takes damage from a weapon attack or a spell, if you are within 15 ft you may spend your reaction to move¹ within 5ft of them and reduce the damage by half. You take damage equal to that amount.

Caretaker

Your attention to details and the well-being of your companions is exceptional. Starting at 6th level, you gain the following benefits:

- When you use your class feature *Song of Rest*, your wards heal for twice as many hit points from it.
- During a long rest, you can prepare a meal that helps you and your allies recover from the rigors of adventuring, provided you have all the required supplies on hand, including cook's utensils. The meal serves up to eight people, and each person who eats it has their maximum hit points increased

¹as it is voluntary, this movement might trigger attacks of opportunity

by 5, and has advantage on one saving throw, attack roll or ability check of their choice till their next long rest. If you are proficient with cook's utensils, their maximum hit point is increased by 10 instead.

Teacher of all trades

At 14th level, your exceptional teaching permeates every aspect of the lives of your wards.

Whenever one of your wards make an Ability check that doesn't include their proficiency bonus, they may add half your proficiency, rounded down, to the roll.