

## COLLEGE OF FOOLS

The College of Fools is a motley lot, varying from bumbling beggars to the eyesores of a noble court, decked out in the finest eye-bleeding frippery. One can tell at a glance they are not to be taken seriously, but beneath the facade there is... well, usually a fool, but also a sharp mind, quick hands, and an uncanny understanding of how to manipulate any situation.

The College of Fools is tolerated much like an assassin's guild might be, hiding in the brilliant outfits in plain sight more surely the darkened leather in the shadows, they gather information, poke and prod their enemies, bolster the allies, and, just occasionally, toss a knife in the air and forget to catch it before it hits someone.

### JESTER'S JUGGLING

When you join the College of Fools, you master the art of juggling nearly anything. You gain proficiency in Performance. If you already have proficiency in Performance, you can select another skill of your choice to gain proficiency in.

Additionally, you can draw or stow any number of items or weapons during your turn. You can hold an more weapons or objects than you have hands, but when you do so, at the end of your turn you must make Dexterity (Performance) check with a DC of 5 times the additional number of hands you need to hold all the items you are holding (for example, to hold 3 daggers would be a DC 5, while to hold 3 daggers and greatsword would be DC 15). On failure, you drop any that you don't have sufficient hands to hold.

### FOOL'S FUMBLE

Also at 3rd level, when you fail an ability check or attack roll, you can expend a use of Bardic Inspiration to fail to pass it off as an intentional failure, recovering in spectacular fashion. When you do so, reroll the check and add your Bardic Inspiration to the result.

### ACROBATIC ANTICS

Starting at 6th level, your acrobatic mastery gives you proficiency in Acrobatics. If you already have proficiency in Acrobatics, you can select another skill of your choice to gain proficiency in. You can use your acrobatic foolery to tumble around the most dangerous places safely. You gain the following benefits:

- You gain a climbing speed of 20 feet, falls of 20 feet or less deal no damage to you, and you can choose to land on your feet.
- As a bonus action, you can leap and tumble, spending up to 10 feet of movement while ignoring difficult terrain, not provoking opportunity attacks, and moving through creatures' spaces (including hostile creatures).
- You gain advantage on a save or ability check to avoid falling.

### FATAL FLOURISH

Additionally at 6th level, when you use your Action to make make an ability check, cast *vicious mockery*, or make a weapon attack with a light melee weapon, you can make a single weapon attack with a melee weapon or dart as bonus action.

### ENERGETIC ENCORE

Starting at 14th level, you can build off the success of others and encourage them to greater heights. When another creature scores a critical strike while within 30 feet of you, you can use your reaction to make a single weapon attack against the same target. When you deal a critical strike or a creature fails a saving throw against one of your spells by 5 or more, you can use your reaction to take the Help action to encourage an ally to follow up on success.

You can expend a use of Bardic Inspiration to take one of these reactions even when the attack was not a critical hit.



## **CREDITS**

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