



## COLLEGE OF BOOM

### *Boom, Baby*

While traversing multiple planes of existence, an adventuring bard observed a natural outcrop of metal with a unique energy emanating from within. Curious, he harvested the crop and began studying the material upon returning to his plane. What he discovered was the metal had a natural regenerative energy that could be magically charged with the appropriate procedure. Carefully breaking the metal down into chips, he realized he could focus the metal's regenerative ability. With this hunger for cutting-edge firearms, magic and explosives, a new bard college was brought into existence: The College of Boom.

### LEVEL 3: BOOMSMITH

You gain proficiency with the Early-Age firearms, Tinker's Tools, and Smith's Tools. You can use a firearm as a Spellcasting Focus for your Bard spells and crafting a firearm takes half the normal time for you.

### LEVEL 3: BONDED BANGER

You learn a ritual that creates a magical bond between yourself and a firearm. This firearm is called a Banger.

You learn a ritual that creates a magical bond between yourself and one firearm. You perform the ritual over the course of 1 hour, which can be done during a Short Rest. The firearm must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond. The bond fails if another Bard is bonded to the firearm or if the firearm is a magic item to which someone else is attuned.

Once you have bonded a firearm to yourself, you can't be disarmed of that weapon unless you have the Incapacitated condition. If it is on the same plane of existence, you can summon that weapon as a Bonus Action, causing it to teleport instantly to your hand.

You can have up to two bonded firearms, but you can summon only one at a time with a Bonus Action. If you attempt to bond with a third firearm, you must break the bond with one of the other two.

### LEVEL 3: BOOM SHOTS

You have gained access to a variety of Boom Shots which are fueled by your Bardic Inspiration dice. When you hit a creature with a Bonded Banger, you can expend a use of your Bardic Inspiration to cause an additional effect. You can use a Boom Shot only once per turn.

**Buffer Boom.** You, or a creature within 5 feet of the target of your attack, gains a bonus to their AC equal to a roll of your Bardic Inspiration die until the start of your next turn. If you roll a Critical Hit with your Banger when using this Boom Shot, the target of

your attack has Disadvantage on attack rolls until the start of your next turn.

**Bass Boom.** Roll your Bardic Inspiration die and add it to the damage roll and the target is pushed 10 feet away from you. If you roll a Critical Hit with your Banger when using this Boom Shot, you can cause the target to also have the Prone condition after being pushed.

**Vampiric Boom.** Roll your Bardic Inspiration die and add it to the damage roll. Then, choose a creature within 30 feet of your target. That creature regains Hit Points equal to two rolls of your Bardic Inspiration die. If you roll a Critical Hit with your Banger when using this Boom Shot, the creature that regains Hit Points also gains Temporary Hit Points equal to the additional damage rolled from your Bardic Inspiration die.

**Future Boom.** The next attack roll made against that creature has Advantage. If you rolled a Critical Hit with your Banger when using this Boom Shot, attack rolls against that creature are made with Advantage until the start of your next turn. You then regain one Bardic Inspiration die.

### LEVEL 6: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

Additionally, choose a unique Marksman style. When you gain a level in this class, you can change your Marksman style for another.

- **Close Quarter Shooter.** Being within 5 feet of a hostile creature doesn't impose Disadvantage on your ranged attack rolls with firearms.
- **Distant Marksman.** Attacking at long range doesn't impose Disadvantage on your ranged weapon attack rolls with firearms.

### LEVEL 14: SOUL BULLETS

You have learned to suffuse your magic and soul into the bullets used in your Banger. When you finish a Long Rest, you can create a number of Soul Bullets equal to your Charisma modifier. To create a Soul Bullet, you must expend a spell slot of level 5 or lower and one Hit Point Die and infuse its energy into a piece of nonmagical ammunition.

The ammunition then gains a bonus to attack rolls equal to the level of the spell slot expended and deals an additional 1d12 Force damage per level of the spell slot expended.

If you roll a Critical Hit with a Soul Bullet, you regain Hit Points equal to two rolls of the Hit Point Die expended into the ammunition.

