

BARD

ROAR OF THE KAIJU

Within the unique shouts of each kaiju lies strings of musical magic. Their distinct roars can be captivating to those with the right ear and some musicians are able to recreate them with strange, homemade instruments. The "music" they create is eerie and threatening, having the ability to channel just a portion of the kaiju's energy. The few who actually enjoy this music become diehard fans, doing whatever it takes to get another dose of their favorite kaiju indie song.

STRENGTH SIPHON

At 3rd level, you can harness some of the empowering strength you bestow with your music. Whenever a creature uses the Bardic Inspiration you give, you gain +1 to your Strength modifier until the end of your next turn (maximum of +5).

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SMASHING SOUND

At 3rd level, your sound begins to take some aspects of a kaiju's strength. Whenever you cast a spell that deals thunder damage, the spell gains an additional damage dice. Objects and structures within range of the spell take double damage.

MIGHTY MAGIC

At 6th level, you can use the echoes of the kaiju screech to bolster your own strength. You can bestow Bardic Inspiration to yourself, but it can only be used for melee and ranged attack rolls. If us in this way, you can choose to add the Bardic Inspiration result to the damage of the attack as well. You can do this a number of times equal to your Charisma modifier (minimum of once) before finishing a long rest.

At 14th level, your allies can use the Bardic Inspiration you grant them in the same way but can only do so once before finishing a long rest.

SONG OF SUMMONING

At 14th level, you can call upon your muse directly. As an action, you summon the spirit of any gigantic or larger sized creature with a CR equal to or less than your bard level. The creature makes one attack against a target of your choice within its attack range and then disappears (It must be an attack, not an effect like Frightful Presence and any remaining effects from the attack ends at the end of your turn). You can use a bonus action as part of this action to use Bardic Inspiration and add the result to your bard level to increase the CR of the creature you can summon. You can use this feature a number of times equal to your Charisma modifier (minimum of once) before finishing a long rest.

Attacks that require a recharge (such as a dragon's breath weapon), can only be used once before finishing a long rest, regardless of remaining attack uses.



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BALLAD OF THE ULTRAS

Even rarer than bard who seek music from the throats of a kaiju, are those who study the strength of the Ultras. Giant warriors who often fought against the kaijus, or sometimes along side them. Their music is even more difficult to create than the thunderous reports of their opposites; the Ultras having left many universes long ago, leaving the bards with nothing to directly study and emulate. Instead they must rely on ancient sheets of music and the teachings of rapidly fading predecessors to learn the songs of the Ultras. Their powers focus on defending smaller creatures and serve as a counterbalance to the destruction of the kaiju.

ULTRA'S SLAM

At 3rd level, your songs inspire heroism and serve as protection for those that hear them. If a creature makes a successful melee attack against an ally creature within 60 feet, you can use your reaction to summon a slam attack from an Ultra. Make an attack roll using your Charisma modifier against the attacking creature, you are proficient with the attack. On a hit, the attack deals damage equal to your Bardic Inspiration dice + your Charisma modifier force damage. You can use this attack a number of times equal to your Charisma modifier before finishing a long rest.

KAIJU BLASTER

At 6th level, you are able to summon the strength to take on the mighty kaiju. When you cast a spell against a Gargantuan sized or larger creature, you can choose to double the damage. Only one use of this effect is needed per spell cast, even if the spell hits more than one Gargantuan target. Smaller creatures take normal damage from the spell, even if a Gargantuan sized target was also affected. You can use this feature once before finishing a long rest. At 14th level, you can use it once before finishing a short rest.

Ultra Force

At 6th level, you begin to harness the Ultra's unique combination of power and presence. When you make a Strength based attack roll or ability check, you can use a bonus action to add your Charisma modifier to the attack and damage roll or ability check. If making a spell attack, you can use a bonus action to add your Strength modifier to the spell attack and damage rolls, or just to the damage of a spell that requires a saving throw. You can use this feature once before finishing a short rest, increasing to twice at 14th level.

STRENGTH SIPHON

At 14th level, you can bring the power of an Ultra to revitalize and protect you and your allies. Choose up to 4 creatures that can hear you and are within 60 feet of you and roll a Bardic Inspiration dice. You and the chosen creatures are healed hit points equal to double the roll and gain a bonus to their AC equal to your Charisma modifier (minimum of one) until the start of your next turn. You can use this feature once before finishing a short rest.

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