

Bard's College

The Bard's college is a prestigious organization of world-class talent. A musician named Drado Windchaser founded the Bard's College in 40,713. The college is located in land of the Island Princes', in the city of Camtas. Drado is a halfling with an adventurous spirit. Later in life, he settled down in the Mineral islands and started teaching his craft. Soon it out grew even Drado and he left it 20 years later to wander the world.

College and the Church

Alister a Bard of the college attended a rather meager service given by Theo (the Holy Light, of the Church of Light). Alister asked if he could perform for his congregation to liven things up. Theo agreed. As the Bard played Theo saw the magical affect, Alister had on people. He saw how song united the whole group. Theo went to the library to search through the many ancient secrets stored there. Theo brought forth a book and asked Alister to write several hymns for the church, both to honor the Children of Light and to give the church as a whole power when a community needed it. Alister accepted the challenge and returned to the Bard College. As Alister worked, seven other bards were intrigued and offered their own help. Within 1 year, Alister and his seven colleagues returned with dozens of compositions of mundane and magical nature to help the church.

The church, in return, gave the college three magical ways to help their abilities inspire people. The church also gave one secret (A Note of Power) to each of the eight professors who helped in the hymns creation. Theo told eight the eight that if they ever share it with anyone but their successor (who could not have a Note of Power already) the note would be lost. As it is with mortals, someone tested this and shared their note of Power. Those involved became stricken with a strange sickness, became deaf, and mute, never to know or remember the beauty of song or music again. They were the creators of mimicry. **The regaining of that one note is the single most important quest in The Bard College.**

The Bardic Festival

The college sponsors a Bardic festival every four years in a different location of the world. The festival also hosts the Bardic competition and those who compete and finish in the upper rankings of their competitions can present themselves to the college for entrance. To gain acceptance into the college is the great opportunity. It is from here that Kings and Queens request entertainment. It is here that a knowledge unsurpassed is learned and you can acquire great power.

This great festival is one of the largest in the known world. Attendees from the four corners of Tereene come for the entertainment and competition. Many of the college's professors will put on a performance and they pack the house. It is rare for anyone on the Board of Governors to perform. The college announces where and when the next festival will be at the end of the current festival.

The Bardic Competition

College professors and those that sit on the board judge the events and cannot compete.

There are nine areas of competition: Poetry, Song, Dance, Theatre, Story Telling, Mimicry, Sacred Poetry, Hymns and Astrology. Each has seven levels of elimination.

Each of the seven levels must have a separate original work. You must create the material you are using and then perform it. You must influence the audience with it. The five judges judge each participant on originality, artistry and execution.

The first level of competition is the weeding out level. There are thousands of would be talents that are challenged. The college staff, judges the preliminaries of all the areas of competition. On the levels 4-6 of the competition, at least one of the Board of Governors is a judge. On the final Level, level 7, all the governors are present.

The governors do partake in all of the festivities. It is then that many of the competitors shower their soon to be professors with gifts and other inducements to vote for them.

In addition, many nobles can hire their Court Jester here. Many of the losers can find gainful employment in a lesser noble's home.

You must meet the SC in each category to move to the next level of the competition.

Those that make it to level four or better can petition the college to allow them admittance to attend the college. If any of the winners in each of the nine categories wish to attend the college they receive a fully paid scholarship to attend the college.

Competition	Performance	Creativity	Influence
Level 1	15	15	12
Level 2	18	18	15
Level 3	21	21	18
Level 4	24	24	21
Level 5	28	28	24
Level 6	32	32	28
Level 7	The best SC wins		

Others who wish to attend must either pledge themselves to service for 10 years. Alternatively they can come up with 2,000 gc for each of the 3 years.

Bard Spell Casting:

- Bards that spell cast can use their type of performance as the a component or components of their spell cast, whether somatic or vocal or both.
- Bards regenerate mana faster while they are performing. Their mana regeneration rate is increased by 1 per round while performing.
- Performing bards make areas that are dangerous, safe, for purposes of healing stress and fear. This can't be used on targets in combat.
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Year 1

You begin learning from day 1. You learn cultural history, languages and of course improving your art. Each day you spend 8 hours per day in study. Then 4 hours doing work for the college: Writing College documents, tending the operations of the college including the tending of its farming and ranching, which is to provide food and drink for the college. It also helps the students clear their minds and think and experience life in different ways.

Year 1 Teachings

These new capabilities you learn to use and gain during your training. That is why there is no associated CP cost. Each gives your entertainment a magical quality to enchant and awe your audience. Your ability does not just come from song, but also from the willful use of your voice or or gestures. Each takes an action to activate and they do not provoke an enemy action.

Defiant-Verse

Prerequisite: 9+ Employment (Perform), Fascinate

You can then use your music and set up a radius around you and all within that area more resistant to all sonic effects. Your radius burst is 1 hex per 2 mana spent. For each point of mana you spend everyone in the area gains a +1 bonus to resist sonic effects. Further, any targets in your area that are currently being affected by sonic effects can make a new resist check with the bonus your song is giving them.

Rhythm and Tap

Prerequisite: 9+ Employment (Perform), Fascinate

Everyone around is humming or mimicking along, tapping the fingers and it spreads your effect. Your radius burst is 1 hex per 2 mana spent.

Suggestion

Prerequisite: 9+ Employment (Perform), Fascinate, Language

You can make a suggestion to any creature that you currently have fascinated. Your target makes a 2nd resist check and if they fail that they will carry out your suggestion as best they can. The suggestion does not eliminate common sense nor does it negate the targets alignment and values. If the target succeeds their Resist check by 5 or more they also break the fascination. This has a 100' range.

War Chant

Requirement:	Employment (Perform) 12+	Pages:	1
Casting Time:	2 Minutes of chanting	Cost:	50 gc

Duration: 1 Hour after chant ends or until the end of the encounter.

Effect: The bard gets some singing started and every person who joins in and chants with the bard for at least 1 minute will gain the benefit. The benefit is +2 Initiative, +2 all Resist Checks and +2 to defense. The range is 20' but spreads 20' beyond each person who joins the chant.

Further, you gain 1 CP for any purpose and 4 for your Employment (Perform). Finally, you gain 4 skill points toward your Cultures Skill. [You are now called a Troubadour.](#)

Year 2

You begin learning from day 1. You learn cultural history, languages and of course improving your art. Each day you spend 8 hours per day in study. Then 4 hours doing work for the college is in a completely new area then your 1st year and it may include tutoring younger students. You then work on your own performing talents for 4 hours in groups.

Year 2 Teachings

Harmony

Prerequisite: 13+ Employment (Perform), Suggestion

All of your Performing becomes richer and filled with a choir of sights and sounds that make it wonderful to watch you perform. Further, if any of your contacts are affected you can upgrade them to a retainer. They are a retainer as the Networking skill outlines. These retainers are extra and don't count against your limits under your Networking skill.

Haunting Performance

Prerequisite: 13+ Employment (Perform), Suggestion

You may use your Perform to create a type of fear affect. It sows mistrust and fear into those who fail an opposed Resolve (Morale) check. Your radius burst is 1 hex per 2 mana spent. Anyone you affect with haunting performance becomes *shaken*. The resist check is = to your perform check.

Inspire Bravery

Prerequisite: 13+ Employment (Perform), Suggestion

When performing you inspire bravery in all those who hear or see you. They gain a bonus to Resolve or Prowess Resist Checks. The bonus is = to your charisma modifier. The affects lasts for a number of rounds afterward = to your command score. Further, those that are shaken or dazed are brought out of it, if within range at the time of your performing. Finally, if you spend an Action Die the affects last minutes instead of rounds.

Suggestion, Mass

Prerequisite: 13+ Employment (Perform), Suggestion, Language

This ability functions like suggestion, above, except that you can make the suggestion simultaneously to any number of creatures that he has already fascinated. Mass suggestion is an enchantment, mind affecting.

Thirsty/Hungry

Prerequisite: 13+ Employment (Perform), Suggestion, Language

This ability makes patrons thirsty and hungry. All those who failed their suggestion resist check will consume 50% faster, increasing profits by 25%.

Alteration Spell Effect

		SC	Ability	Mana	LOC	VPT
Glued		28	Chr	23	Yes	Special
Resist	None					
This causes non-magical surfaces to become sticky. It takes an Athletics Brawn SC 15 to break free. You can increase the SC by 1 per 3 more mana you spend. Those stuck can take off whatever is stuck to the surface of course.						
20	You gain an extra burst increment or you gain 8 mana back. Further, if you spend an action die you can increase the SC by 5 more.					
2-3	You stick yourself and the break SC is 5 higher then you had cast. Further your mana regeneration rate is 1 less until you get lose.					

You gain 1 CP for any purpose and 4 CP for your Employment (Perform). Finally, you gain 4 skill points toward you Cultures Skill. [You are now called a Bard.](#)

Year 3

You begin learning from day 1. You learn history, languages and of course improving your art. Each day you spend 8 hours per day in study. Then 4 hours doing work for the college is in a completely new area then your 1st year and it may include tutoring younger students. You then work on your own performing talents for 4 hours in groups.

Year 3 Teachings

Inspire their Skill

Prerequisite: 21+ Employment (Perform), Suggestion

You use your perform skill to inspire all those who hear or see your performance and are working to accomplish one goal. They gain a bonus to whatever skills they use related to achieving the desired goal. *Like building a pyramid!* The bonus is = to your Charisma modifier. The affects lasts for a number of rounds afterward = to your Command Score. Further, if you spend an Action Die and the effect last minutes instead of rounds. Finally, if you also have the leadership capability it last hours instead of minutes.

Inspire Heroism

Prerequisite: 23+ Employment (Perform), Suggestion

You can use Perform to inspire tremendous heroism in yourself and those within your radius of 1 hex burst per 1 mana spent. To inspire heroism, you must perform and the targets in the burst must hear or see your performance. A creature so inspired gains a bonus to Athletics and Acrobatics Checks. The bonus is equal to your starting action dice. Further, they also gain a bonus to defense and their initiative of +2 on the round after you start performing. The effect lasts for as long as the ally has the ability to hear or see you and for a number of rounds = to your charisma score. If you have the inspiration capability this doubles the bonus to the Athletics and Acrobatics checks.

Unravel the Charm

Prerequisite: 17+ Employment (Perform), Defiant-Song

You can use your Perform check to break the enchantment of a spell that has affected one of your allies. Using this ability requires you to perform uninterrupted. You must concentrate, and it functions only on a single target within a range of 1 hex per 3 mana spent. You cannot use Unravel the Charm on yourself. Your Perform check needs to overcome the original SC used by the target to avoid the charm effect. You must concentrate and thereby you provoke Enemy Actions. If your initial playing is not enough you may each round after the 2nd of playing push 1 mana, to increase your Skill Check, into removing the affect until you break the charm or you give up.

Dramatic Pause

Prerequisite: 22+ Employment (Perform), Defiant-Song

With a perform check of SC 35. You can pause to take an action and then must resume playing the next round. Doing this does not interrupt any ongoing affects you are using your Perform skill to maintain. If you fail the skill check you just keep playing.

You gain 1 CP for any purpose and 4 for your Employment (Perform). Further, you gain 4 skill points toward your Cultures Skill. Finally, your Perform and Cultures skill cap is now 3x any ability score that backs them and your result cap is removed. **You are now called a Master Bard.**

College Membership or Not

Now that you have completed all 3 years, you are now a 'Bard'. The title is both one of respect and awe. The college has requests year round for entertainment. If you have not paid off your tuition, you begin your service to the college now. The college will send you anywhere they can to fulfill the requests from those around the world that request them.

Tuition Paid Off

If your tuition is paid, you are now a free agent. You can still ask college to act as your agent. They will bargain on your behalf, and the fee they collect comes down to your talent and Fame. The college collects the payments and pays your expenses to go to the location. Those hiring you will support you as your fame allows. When the performance(s) is complete you can collect your fee from the college or it can be sent to you, usually through the adventurer's guild.

If you wish to teach at the college, you may do so. You may teach up to 3 years. If you wish the college to consider you for the Board of Governors you must perform at least 60 times for the college, prior to applying.

You may leave the college to seek your own fortune. You can travel and learn about the world plying your profession. You can earn a good living this way. But the best jobs often fall to the college. But still the freedom and comfort of a Bard's life is well known. Any small town graced by the presence of a bard is a festival waiting to happen. This is also a good way to gain fame worldwide quickly.

Many organizations and governments have bards on their payroll for information about the places they visit and the people they meet. Some are even employed as spies. For this reason they often pick up skills that aid in this endeavor. The college frowns on such things but when ever a student returns the college pays all their expenses while at the college if they will write down all that they have learned and experienced. Many failed bards that have fallen on bad times have created some interesting tales for room and board. Luckily a Bard failing is a very rare thing.

The Board of Governors has 54 members. The board of governors chooses new members when one of the board members dies or retires. To be accepted you must receive 27 favorable votes. Those on the board, serve for life or until they retire. Occasionally a board member will create a work and bestow it on someone as a reward. They generally are a great success in world after that.

The Board members have great knowledge and are culturally diverse. Those with money and power call on them to give advice. Often the bards will offer this service in trade for great works of art or knowledge or even relics or artifacts important to the college.

Notes of Power

Each of the 7 Notes have a specific power when sung or played by a bard. To find one is of great significance in a bard's life. There is also the lost note.

There are 7 notes in each of the 8 Octaves. It is said also there is a ninth octave that only those from the Palace of Light can hear. It is this octave the legends say that the great symphony was written for.

To recover this note or find the lost Octave would be the two greatest discoveries in music.

Octaves are numbered 1-8

Notes of Power are lettered A-G

So 2B would be the 2nd Octave's B note of Power. As you might imagine as the octaves get higher so does the power of the notes that are in the octave.

A's are protection and defense

B's are building and creating

C's are capturing and holding

D's are deceit and deception

E's are Unknown – no one has found any of the 8.

F's are damaging and destroying

G's are used to alter people, places and things

The Lost note might be communication or divination. Speaking directly with the god's maybe.

Note Examples:

1-A: Protects 1 target individual from a chosen form of magical damage for a number of rounds = to your command modifier.

2-B: Constructs a wall out of local materials.

8-G: Alter an old dilapidated castle's defenses to be completely new strong and intact.