

# THE COLLEGE OF METTLE

In a world of whispers and silences, these bards intend to make themselves heard. By any means necessary.

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# BARD: COLLEGE OF METTLE

## LOUD AND PROUD

These bards don't enjoy the normal confines of culture and take it upon themselves to break free from the Man's Machine. Their success in this endeavour depends in part on the following they can conjure, as well as the level of volume their instruments can reach.

## HARD ROCK

When you join the College of Mettle at 3rd level, you gain immunity to the Deafness condition, as well as resistance to Thunder damage. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

## POWER CHORD

Also at 3rd level, you learn to strike a note that creation fundamentally disagrees with. You may expend one use of your bardic inspiration to cause one of the following effects as an action:

**Destructive Sound:** Cause a massive wave of power to emit from your instrument in a 20ft cone causing all creatures within the area to make a Constitution saving throw with a DC equal to your Spellcasting DC. On a failed save, the creatures take 2d8 Thunder Damage and lose concentration on any spells they cast. Objects and structures take twice as much damage from this ability and automatically fail the save. This amount is increased to 3d8 at 10th level, 4d8 at 15th level, and 5d8 at 20th level. They take half as much damage on a successful save.

**Tarantismic Tune** Cause a thundering beat to emerge from you in a 15ft radius sphere. All creatures within this area must make a Wisdom saving throw with a DC equal to your Spellcasting DC. On a successful save, nothing happens. On a failed save, these creatures begin to dance. A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. As an action, a dancing creature makes a Wisdom saving throw to regain control of itself. On a successful save, the effect ends. This effect can last for up to 10 minutes, but requires the bard to use its action continuing the effect. Once a creature successfully saves, they're immune to this effect for the next 24 hours.

## DISTRACTING PERFORMANCE

At 6th level, you gain the ability to enthrall people to an extent that can reach magical levels. You can spend a minute making a performance check with a DC based on the creatures' disposure towards you.

Hostile = DC(20)

Neutral = DC(15)

Friendly = DC(10)

Should you succeed on the check, the creatures are under the effects of the *Enthrall* spell. This effect applies to the amount of people listening to you, and the DC is based on the crowds general disposure towards you. Should you exceed the check's DC by 10 or more, you regain a spell slot of a level equal to your roll - 10, divided by 5 (Round up). You may use this feature a number of times equal to your charisma modifier.

## UNSTOPPABLE BEAT

At 14th level, you become in tune with the beat of reality itself, and that rythm is radical. You are now immune to the *Grappled* condition and may use an action to end any effect restraining you. You also become proficient in Wisdom saving throws, because screw the man.