

Bard

College of Mass Media

Wield Influence Built From Extracted Knowledge

Bards of the College of Mass Media are keenly aware that media technology has largely supplanted the ancient beguiling powers once mastered by the fey—an experienced media personality can charm the hearts of millions with nought more than a simple smile and a flick of a wrist. These Bards leverage connections to gather devastating data on their enemies and the most cunning of them can use it to recursively amplify their magic. Their vast and often subtle influence bends crowds, rivals, and even entire institutions to their will.

Level 3: Media Savant

A savvy media personality, you gain the following benefits.

Instant Broadcast. You learn the *Broadcast* cantrip (see next page) and you can cast it as a **Bonus Action**. Whenever you cast it, you can conjure illusory screens no larger than a 3-foot square in up to three spaces within **30 feet** of yourself. Each screen is considered to be a technomantic device that can receive transmissions. It can produce audio, is obviously illusory, and vanishes when the spell ends.

Media Influencer. You have **Advantage** on any **Charisma (Performance) check** you make through a screen, as well as any **Intelligence (Investigation) check** you make to search the Holonet for information

Level 3: Opposition Research

When you expend a use of your Bardic Inspiration as part of an action, a Bonus Action, or a Reaction, you can take the **Study** action as part of that action and attempt to glean information on one creature you can see within **60 feet** of you. The GM decides the appropriate skill based on the creature's type. The **DC** equals 5 plus the creature's CR (rounded down) or—if the creature is concealing its identity—the result of its **Charisma (Deception) check** if it's higher. On a success, you learn one piece of information of your choice about the creature from the following:

- The target's Armor Class
- The target's current Hit Points
- The target's highest ability score(s)
- Whether the target has any Resistances, Immunities, or Vulnerabilities and—if it has any—what they are
- Whether the target has any traits that grant Advantage on saving throws it makes to avoid or end a condition and—if it has any—what those conditions are

- Whether the target has a **Reaction** that hinders attack rolls made against it or reduces its damage taken
- The most dangerous trait or action in the target's stat block (at GM's discretion)

If you exceed the check by **5 or more**, you learn one additional piece of information from the list. The GM chooses this extra information.

Level 6: Advanced Research

The following pieces of information are added to the options of your Opposition Research:

- The target's ability score(s) with the lowest bonus to its saving throw
- Whether the target has any Legendary Resistances and—if it does—the number of uses of it the target has
- Whether the target has any Legendary Actions and—if it does—the number of uses of it the target has
- A piece of history about the target that may expose, undermine, or embarrass the target. The GM decides the extent of this information shared and may declare no such information exists.

Level 6: Inspiring Broadcast

Immediately after you cast *Broadcast*, you can expend a use of your Bardic Inspiration and choose one device that received the spell's message. Each creature of your choice within **20 feet** of the device that can hear or see the spell's effect is subjected to one of the following extra effects.

Bolster. The creature gains Temporary Hit Points equal to your Charisma modifier plus one roll of your Bardic Inspiration die. This roll doesn't expend the die.

Enrapture. The creature must succeed on a **Wisdom saving throw** against your spell **save DC** or become enraptured until the start of your next turn. An enraptured creature can't willingly move away from the device and it has **Disadvantage** on the next attack roll or **Wisdom (Perception) check** it makes.

Level 14: Echo Chamber

Whenever you cast a spell or use a Bard feature that forces two or more creatures you can see to make a saving throw, choose one of those creatures. That creature makes its save last, and you impose a penalty to its saving throw equal to two times the number of other creatures within **10 feet** of it that failed their saves, to a maximum of **-10**. You can use this feature only once per turn.

College of Mass Media Spells

Broadcast

Illusion Cantrip (Technomancy)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 round

Classes: Bard, Cleric, Sorcerer, Wizard

You speak a message and broadcast it to every technomantic device within range. A device receives the message if it has a Hacking Check DC of 10 or lower (typically any basic public-facing device; see page XXX) or

if you have Permissive Access to it. Effects that prevent transmission — such as any thickness of lead, a signal jammer, or a *Blackout* spell — blocks this spell.

If the device has an audio speaker, it perfectly reproduces your message at its safest maximum volume. If the device is or has a holoscreen, you choose whether it reproduces a likeness of your visage speaking or displays a simple image of an object, creature, or graphic of your choice for the duration.

Cantrip Upgrade. The spell's range increases when you reach levels 5 (**60 feet**), 11 (**90 feet**), and 17 (**120 feet**).

