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Generic Bard

Bards. Whether they are loremasters, musicians, poets, mystics, fortune tellers, or any of the many other roles and positions and titles that bards have held, bards are a staple of history and fantasy alike, and this world is chalk full of them! However, you will find that the bards here are a bit more interesting than those from history, they are a focus of life in this world, where there are people, you will find bards. And what bard wouldn't want to find themselves in the middle of history in the making?

You will spend the next ten years in this world as one of these bards, and you will encounter many more. Have fun and make some music, Jumper!

+1000cp

Setting

Choose any of the following.

1. *A Generic World of Your Choice*.
2. *Isekai World*. You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have bards in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Music Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Music Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

Born to the Stage (Free): You would be a poor bard indeed if you were too anxious to even speak to someone. As such, you are able to suppress any social anxiety or stage fright you may naturally have. This doesn't make any actual changes to you, just to how well you can cope with and surpass such things.

Eye of the Beholder (Free/100cp/200cp/300cp): With this perk, you don't really have to worry about your looks all that much. For free, you gain a one time option to alter your appearance. You can also choose to change your race to another humanoid one found in the setting you are going to, such as an elf in a fantasy setting or a humanoid alien in a space opera one. This has no real mechanical benefits for you outside of the change in appearance.

For 100cp, you are always at least a solid 9/10 in appearance and have an airbrushed appearance on top of the changes made with the free version of this perk. You also will never find your level of attractiveness lowered by anything visual. If you were to get dirty, it would look tasteful instead of dirty, if you got a scar, it would accent your appearance instead of detracting from it. This does nothing for non-visual aspects, such as foul smells.

For another 100cp, you find that your body and clothing are constantly cleaning themselves, as if by magic. This means that any dirt or grime that builds up on you will slowly be removed, bad odors will be neutralized and scrubbed, and you will feel like you just got out of the shower. It will generally only take a minute, maybe two, to go from covered in dirt to completely cleaned. You can toggle this on or off at will.

For a final 100cp, you have a supernatural level of attractiveness that wouldn't be out of place on a succubus, one that draws in people even if you wouldn't be their preferred gender. This basically makes you a 12/10 in terms of scale. This is a magical effect and you can turn it off if you so choose.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Skald (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Entertainer (50cp, First Free): Every bard is an entertainer at heart, be they a skilled actor, a dedicated pianist, or a graceful dancer. You have extensive experience in a form of entertainment or with an instrument of your choice.

Wanderer (100cp): You're a bit of a nomad, traveling from place to place to spread whatever entertainment or knowledge you can give out. While traveling, you find that you, and anyone traveling with you, seem to travel just a bit farther than your pace would suggest.

Vocal Qualities (100cp): You are able to shift your voice to your whim and can mimic any sound or voice you've ever heard, even piecemeal to make a unique voice. You can archive such voices and swap between them at will.

Perfect Pitch (100cp): You have an exceptional sense of hearing, beyond the peak of what humans can achieve and reaching into the level of animals known for their hearing. You can hear much higher and lower pitches than a human, can hear sounds from farther away, have perfect pitch, and a great deal more clarity in your hearing.

Charming (100cp): You have a natural pull to you, a personal gravity or magnetism of personality that just seems to draw people in and ingratiate you towards others. You have a natural and easy charm to you that just makes people like you more readily and makes social interaction easier. You are also really good at breaking the ice and getting other people to interact and find common ground with each other.

Dancer (100cp): You have an almost superhuman kinesthetic sense that makes you far more graceful and gives physical balance to the point that you could balance on a single finger if you wanted to. On top of this, you are able to maintain a fairly slender build, able to build strength without increasing the size of your muscles if you don't want them to increase. This all combined together makes you exceptionally graceful.

Orator (100cp): Your voice is able to carry a great deal and can be heard even over the din of combat, more than that, your voice will actually be registered by those that hear you even if they are distracted, though not if they are actively ignoring you. You can also infuse your voice with some small amount of conviction, able to draw attention when you do so, making it so it's much harder to ignore your voice and words. When you talk, people will listen.

Presentation (100cp): You have learned how to present yourself effectively to project a specific image, if you want to come off as a goofball and be underestimated, you can easily pull it off, and if you want to present as intimidating and dangerous, you can do so. This can also be used on anything you make, such as making a song sound incredibly upbeat despite having a particularly dark theme to it. This is just an impression, and if forced to back it up, you'll need to rely on yourself for it.

Listening In (100cp): Your mind is able to process and react to stimuli more efficiently, allowing you to filter out information from your senses more easily and effectively. This gives you faster reflexes and allows you to follow multiple points of sensory stimuli at once, such as listening to a dozen conversations at once without missing anything or mixing up who says what.

Social Chameleon (100cp): You have the uncanny ability to shift your demeanor and behavioral patterns to fit into any particular group of people as if you were one of their own, subtle things that give an impression that you belong, even if one wouldn't be able to describe it unless it was pointed out to them. You could walk amongst nobles as a commoner or amongst thieves as a noble without seeming out of place because of the way you hold yourself.

Artisanal (100cp): You know how to repair and make any instrument you know how to play. If you know how to play a flute or clarinet, you are a skilled reedmaker, if you learn how to play a guitar, you become a skilled luthier. Your skill in the craft is proportional to your skill with the instrument in question. This also applies in reverse, if you are skilled in the making of drums, you will know how to play them roughly as well as you can make them. This also gives you a talent for most forms of mundane crafting in general.

Loremaster (100cp): You have a memory that is fundamentally perfect, with instant recall, perfect indexing, tamper proofing, and the ability to suppress, but not forget, memories you don't want to taint anything. You are also well studied in history, gaining a deep knowledge of local history, which updates to an equivalent level of knowledge in future settings. The more history you study, the deeper the knowledge you gain each jump will be.

Virtuoso (100cp): Your skill in all musical pursuits is linked such that your skill in one musical instrument makes your skill with all other instruments just as good, including your own voice, and when one increases so do the rest. This even includes unorthodox or improvised instruments such as a series of pans and buckets.

Storyteller (100cp): You are a truly skilled storyteller, able to compose a clear and compelling story for whoever happens to be listening to you at the time. You can also impart a message or lesson through your stories, though nothing purely academic. Additionally, you have a higher level of creativity and know how to avoid writing yourself into a corner when you make a story.

Heckler (100cp): Every bard hates a heckler, except when they're the ones doing the heckling. You have a knack for getting under people's skin with a variety of insults and some mockery, even being able to throw people off their game and distract them surprisingly well with even simple insults. Just be careful, it's not always wise to make a person angry, you may not like what comes after.

Breathing Control (100cp): You have a deep set of lungs, able to take in a lot of air, control just how fast you let it out and use it, and able to hold your breath for a very long time compared to most, going almost fifteen minutes on a single breath of air if you're just holding it in. This also gives you an incredible amount of stamina as your body effectively uses what air it gets. You can also easily talk or sing while exerting yourself without being distracted.

Jack of All Trades (100cp): Just by living you tend to pick up little bits and pieces. The stance of a fencer dueling in the streets, the quick hands of a con man, or the methods a baker uses to make their bread. Every day you pick up a small number of bits and bobs from everything happening around you and gives you just a little bit of skill in everything. This is roughly equivalent to a few days of training with most mundane skills.

Polyglot (100cp): You have a knack for languages and can speak, read, and write all common languages on this world. You can also learn new languages through exposure rather than needing an instructor or book to translate it for you, on top of learning new languages a hundred times faster than normal.

Life of the Party (100cp): You have the ability to keep yourself optimistic and have an incredible sense of humor that can adapt to pretty much any audience without causing offense. Your optimism, good cheer, and humor bolster others and help keep their spirits up.

Con Artist (100cp): You have the makings of a great thief, able to pickpocket with the best of them, perform sleights of hand, and know several cons, both simple and complex, you could run in order to get someone to let their guard down enough for you to put your skills, as a thief or otherwise, to use. You are also exceptional at picking out people that would be a good mark and, more importantly, can pick up on subtle details to show when someone isn't.

Joined a Circus (100cp): You have a much more physical approach to entertainment. You have a much more fit body, have increased flexibility, faster reflexes, and are otherwise more physically capable than you were before. While this doesn't give you any particular skill, it makes you much more athletic and acrobatic.

Seduction (100cp): You are a natural in the art of seduction and can easily get people that are even remotely interested to go to bed with you. You also find that you have a talent for what comes after and can read the needs and desires of whoever you go to bed with, allowing you to satisfy them more easily, so long as you put in the effort.

Improvisation (200cp): You have the rather impressive ability to make up songs and stories on the fly, right off the top of your head, and have them actually be pretty good, maybe not your best, but definitely showing your level of skill. Even more impressive, you can apply this to other things as well. Prototypes you make will be a bit better for a first attempt, techniques made on the fly will have a higher chance of working even if they don't work as well, and lies you make up are more believable.

Dabbler (200cp): Bards seem to just be able to pick things up by going through life, and now, so do you. You may slot up to five skills, abilities, or perks into this perk, and in doing so, allow them to progress as if you were actively training them, though at 1/10th the speed you normally would. Each slot must hold a different skill.

Bardic Gift (200cp): You have learned the art of song magic, a support magic focused on the use of various tones, emotional resonance, and breathing techniques that, if infused with a touch of magic and/or will, can generate a variety of bolstering or hindering effects on those hearing it, with one of the simplest being revitalization and healing. This pairs exceptionally well with dance magic.

Magic Steps (200cp): You have learned how to use dance magic, a martial magic focused on the use of precisely patterned footwork, body positioning, and breathing techniques that, if infused with a touch of will and/or magic, can draw out and channel magic through your body and weapons to, for example, channel supernatural cold through a strike. This pairs exceptionally well with song magic.

Synesthesia (200cp): You have the unique ability to link your senses together in a semipermanent manner. At first, you will only have access to your senses of sight and hearing, but over time you will be able to unlock other senses and combine them as well. You can choose what senses are linked and how they link together. While linked, your senses become more resistant to damage or impairment.

Accompaniment (200cp): You could very easily get by with a song in your lips and an instrument in hand, but why limit yourself to just one instrument? You are able to infuse an instrument with some bit of magic, allowing it to animate and play as if it were you playing it with your full level of skill. With enough practice, you may be able to expand what this can be applied to, both in terms of what counts as an instrument and in what skills can be applied beyond music.

I'm a Lover Not a Fighter (200cp): So long as you aren't actually doing any fighting, you are considered to be a neutral party and will not be targeted in any conflict. If someone does start a fight with you and you choose to not fight beyond simply dodging, running, or otherwise avoiding attacks, no one will hold what happens during the conflict against you. This also enhances your ability to dodge and avoid injury so long as you have not made any attempt to attack anyone in the conflict.

Goldbricking (200cp): You are very good at putting obstacles between yourself and your enemies, including using your allies as shields. However, rather than this being to their detriment, your allies are seemingly bolstered whenever you do this, gaining improved combat skills, resistance to damage, and a decent boost in willpower, though this won't stop them from being annoyed at you for making them the scapegoat.

Set the Mood (200cp): You have an extensive knowledge of how to create or alter an existing vibe, ambiance, or mood anywhere you go and have a number of tricks to help you do it. Once a mood is set, it begins to affect those within it, gearing them slowly towards whatever the mood is. This is a partially geomantic effect and can be used to actually provide some measure of boost, as well, such as an energetic mood giving those within more energy or a sleepy mood making those within more prone to falling asleep.

All Eyes On Me (200cp): You have an internal slider that allows you to manipulate just how noticeable you are, just how magnetic your presence actually is. At its highest level, you will be the center of attention, drawing every eye to see you and make you a focus they can't easily look away from. At its lowest, you gain an SEP field that makes you borderline unnoticeable to the people around you. This isn't quite invisibility, but it is close.

Play the Part (200cp): You have gained the ability to use what is commonly referred to as the Mental Palace, an internal, purely mental structure that can be used to sink into a particular identity and leave only what you want to be seen within that identity, effectively changing your own mind and personality to match the persona you have taken on. It also makes anyone trying to look into your mind only see what you let them see from your mental palace, everything else locked away unseen. This does, however, take time and effort to build these alternate personas. Fortunately, you have enough knowledge of people to create believable backgrounds for your personas.

Special Effects (200cp): You possess a minor form of illusion magic, capable of producing images and sounds through various mediums, at least at first. Make smoke take on color and texture to show a series of events to accent a tale you are telling, manipulate the sounds of instruments to have words despite no words being spoken, and similar such forms of illusion. This can be used for most of the basic senses, barring touch. With enough time and practice, you may learn to use these illusions without a medium to focus them.

Harmony (200cp): Your abilities are shockingly easy to mix and combine, even those that should have conflicting natures, allowing you to utilize these abilities or powers in tandem even when they should be mutually exclusive or cause injury when both are used together. You also find that your abilities cannot harm you from their use.

Fine Tuning (200cp): You are able to refine and improve on any and all abilities you may have, even those that should be entirely static or shouldn't be trainable, though such abilities are slow to train. This can also work on abilities given to you by another entity, such as a warlock patron.

Speaking in Tongues (200cp): You are able to make yourself understood regardless of what language you are speaking and can understand anyone regardless of what language they are speaking. Additionally, each language you learn adds potency to your language-based and vocal abilities, as well as allowing you to use any language you know for any ability you possess that is language dependent.

Story Collector (200cp): Legends and myths have always had a seed of truth to them, some aspect that gives them credence. This seed, watered by belief, grows and becomes something more. When you learn a story of myth or legend, one that has been around for long enough to establish itself, you form a Tale within a mental archive. You can then equip one of these Tales to grant yourself some measure of talent in traits expressed in the story until you choose to swap which Tale you have equipped, including possibly developing new abilities you can access while the Tale is equipped.

At first, you will only be able to have a single Tale equipped, but you will be able to learn how to equip more as time goes on and you gain more practice with the ability.

Danse Macabre (300cp): You have learned how to set a flow in battle, a rhythm that you can use to draw in those you fight with and against to control the direction of the battle, turning it from a semi-controlled melee into a Dance of Death. Your foes drawn into this flow have their openings become obvious, their tells become more telegraphed, and their overarching tactics and strategies become plain for you and your allies to see. Your allies within the flow have the opposite effect, seeming to close or obscure openings and tells. While it is possible to overcome these effects, it would take immense skill, willpower, and/or luck for this to happen, but it can happen, so do not think this will give you a free win.

Lucky Bastard (300cp): Over time, you seem to build up a reserve of karmic influence, more so when you face hardship or get into trouble of some sort, even if you caused the trouble in the first place. You can use this reserve to inflict good or bad fortune on others to your whims, having it hang on the target like a cloak. You can choose how quickly this reserve is used up, such as using a lot of power but making it use itself up slowly in order to give someone long term good luck or less power used up all at once to inflict instant bad luck.

Words of Power (300cp): You have learned some words of power and have figured out a method through which you can learn more of them. These words, when intoned, carry a minor magical effect that can be directed somewhat with the will of the caster, however, they can be strung together to create more complex effects which slightly increase the power. Learning new words relies on you knowing the equivalent word in several other languages and figuring out how to combine them into a word of power. These words can be incorporated into spoken supernatural abilities to increase their power or add additional effects.

Chorus (300cp): You know the benefits of cooperating with others in a variety of tasks. You are a team player by default and can work with just about anyone even if you don't like that person, though they may not be willing to work with you. However, the greatest benefit of this is when you combine your supernatural abilities with those of others, especially in regards to magic or using the same power together. For example, if you and an ally were to cast a spell together, the resulting spell would be stronger than the sum of both of your abilities. If you were to cast different spells, however, you could synchronize the effects to tie them together and make both just a bit stronger.

Song of the Spheres (300cp): You have been touched by the song of reality and now have the ability to focus on and listen to this song, and possibly manipulate it to your own ends. Regardless of what this song actually is, it grants you the ability to hear songs inherent to specific places, people, or happenings around you, which you can interpret to navigate the world entirely on this psychic song. This acts as a form of danger sense and empathic sense, however, you need to learn to interpret the songs you hear rather than it being automatic.

Additionally, you can use your own, personal aspect of this song as a medium to use any of your vocal or song-based abilities without needing to physically vocalize.

Hymns of the Ancients (300cp): You have managed to earn the favor of a god or goddess of some variety and have gained some of their divine nature in the process, how you got this favor is up to your imagination. This makes you more receptive to the blessings of higher powers as a whole and allows you to maintain them even in future jumps. Additionally, even if the gods do not exist in the setting you are currently in, you can act as if they did for your abilities, even drawing blessings from nonexistent gods.

Theater of the Mind (300cp): You have gained a form of postcognitive psychometry, allowing you to see the events of the past within your mind through the memory of an object, location, or creature. Important or impactful events are easier to view with this ability, however, if you know of an event then you can hone in on that event with this ability. This has the added effect of allowing you to figure out how to use any item with just a touch.

If you have the Special Effects perk, you can project the events you witness to others, allowing them to view it exactly as you do. This also allows you to "save" any such effects to project later. If you also have Set the Mood, you can create false histories you can project, though people will know they are false.

If you have the Story Collector perk, you are able to imprint a historical event on an object or location experienced in its past and make a Tale that affects the item or location, providing its own benefits. An object can create more than one Tale, but this requires they be a part of significant events and act as major points in those events to form the necessary potential for additional Tales to form.

Legendary Fertility (300cp): Something every bard seems to need at some point or another. You gain complete control over your fertility, either to guarantee a child from any coupling to temporary sterilization. You are also compatible with literally anything and could, for example, have a half-breed child with a dragon, an arachne, a minotaur, or a wolf. Even things normally not able to be bred, such as an earth elemental or artificial intelligence, could be coupled with and produce a child in some capacity. Though what the offspring of a bard and an AI or World Spirit would look like I have no clue.

Additionally, whenever you manage to take a new partner to bed, you gain a benefit. If you were to, for example, bed a Yuki-Onna, you would gain an affinity for ice magic while bedding a lycanthrope would grant you some of their supernatural regenerative abilities. While these bonuses are small, they stack up with each new partner you manage to bed.

You cannot use a Music Token to gain this perk.

Chameleon (300cp): You have gained a pool of nebulous Experience that you can temporarily invest into various traits, skills, and talents in order to gain some measure of artificial training and talent in those qualities. This is a process that can take up to an hour to complete and lasts for about a day, the process involving the fabrication of a history that you must get into the mindset of, but grants several years (roughly five years worth to start) worth of experience in the skills that history would grant you. It is possible to shed this mindset, and the benefits it grants, over the course of a few minutes. Such a mindset must be shed before a new one can be constructed.

The amount of Experience within the pool will grow over time, every three hours adding another hour of Experience to the pool that you can use in the future. You can specifically train up this pool to increase it to one hour of gained Experience for every two hours spent training. The duration of the investment will also increase with training.

You cannot use a Music Token to gain this perk.

Items

You gain two additional Music Tokens that can be used in this section only.

Instrument (Free): You gain a single instrument of your choice. It is well-made, durable, easy to use, and seems to boost how easily you learn to play it. If you prefer, you can instead gain a set of lozenges and throat spray that impart a similar quality to your voice, making it sound better, reduces any strain you would feel, and makes it easier to control your voice when used regularly.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Perfumes (100cp): A collection of perfumes, colognes, soaps, and lotions that all have wonderful scents that can ward away even the worst of odors. These scents also have the effect of increasing your attractiveness to certain types of people while averting the attention of others. There is also an odor neutralizer that completely removes all traces of scent from you. Each item has a label describing its effects.

Entertainer's Book (100cp): A book of several songs, plays, stories, and skits that are almost guaranteed to entertain and are surprisingly easy to learn even for a neophyte. It will update each jump (or every ten years) to include contents suited to the setting (or current trends) of the world you go in.

Wardrobe (100cp): You've got an enchanted wardrobe that is much larger on the inside than it is on the outside that comes preloaded with a great many outfits for nearly every occasion. You can walk into the wardrobe to browse or have it redress you automatically to suit your needs, picking out something fitting, stylish, and to your preferences.

Any clothing put into this wardrobe will be taken in or let out to fit your physique.

Battle Ready Instrument (100cp): Your instrument has been altered, reinforced so it can be used as an effective weapon or shield. You may import a weapon or shield into this role to fuse your instrument and weapon together. If you don't have a weapon and instead have the lozenges, you can choose to impart minor magical effects that reinforce your body instead.

"Party Favors" (100cp): Also known as social lubricant or alcohol. You have a massive supply of various forms of alcohol in a nearly bottomless, chest-like cooler that keeps them all at the perfect temperature. This alcohol has a unique property where it doesn't cause hangovers or addiction. Additional purchases can be used to gain other recreational drugs of the sort, similarly altered to have reduced negative effects and an inability to cause addiction.

Travel Bag (100cp): A decently sized pack that is roughly ten times larger on the inside and doesn't express the weight of what is put into it. It also comes with a carry case for an instrument that keeps said instruments in stasis while inside, becoming impossible to damage without destroying the case directly.

Traveling Stage (200cp): This rather large, covered cart is much larger on the inside, having room and amenities to house a troupe of up to twenty performers, however, it can also unfold into an actual, tavern-like building that can house hundreds and has a built in stage for performances. While in this unfolded form, entertainers will have fewer missteps in their performances, so long as their performance is done on stage.

Enchanted Instrument (200cp): Your instrument has been enchanted such that it acts as a focus and amplifier for supernatural forces, only requiring you to play the right notes. The instrument has an intuitive nature and you can "feel" what notes are, learning the effects the instrument can have fairly easily. This is akin to a metamagic effect more than anything else, modifying the manifestations of the supernatural powers channeled through the instrument.

Singing Weapon (200cp): A singing weapon has come into your possession. These weapons resonate with their wielder and act almost as an extension of their body, are perfect channels for supernatural powers, and can produce a tone that can substitute for any verbal requirements for a supernatural power.

Trained Beast (200cp): A tame, but not necessarily docile, beast of some description, be it a monkey or a lion, that has been trained for performances alongside your own skill. They are exceptionally intelligent for their species, are surprisingly loyal and affectionate towards yourself, and are easily trained. They are about equivalent to the average dog in terms of physical ability, however, you can trade some of their physical abilities and prowess to grant them magical qualities and abilities equivalent to the sacrificed level of physical ability.

Additional purchases provide additional physical or magical qualities to the beast or gain an additional beast.

All purchases after the first are discounted.

Muse (200cp): A spirit of creativity and inspiration has bonded with you. They take the form of a beautiful human or human-like creature, sometimes with animal features, but at a size where they could fit into the palm of a man’s hand, though few can see them as they are naturally invisible to those not bonded to them. Just having the bond allows you to see the supernatural that would otherwise be hidden, improves your intuition, and makes you more sensitive to emotions, your own and those of others.

Additionally, muses bonded to a person produce and store up a power that can be channeled into an individual, their bonded or someone they touch, to provide a temporary boost in creativity and spark new ideas. This power can also be used by the one bonded to the muse in order to infuse any supernatural power with an emotional resonance, altering and empowering the manifestation with the emotion infused into it.

Bardic College (300cp): You have come to be the owner and headmaster of a school. This school has a primary focus on history and the arts by default but you can choose whatever subjects you want to be taught here. Any student learning in this school will gain the benefits of any teaching perk you possess, with a minimum of learning twice as fast as they would in another environment, and will have talents emphasized while studying here. You can choose the requirements for entry into the school as a student, such as requiring them to pay to attend, that they show a level of existing proficiency, or that they have some innate quality. You cannot benefit from this bonus.

The school is fully staffed with teachers and support staff necessary to run the school, and they do such a good job of it that you really don't have to put in any effort to run the school yourself. The teachers are akin to NPC followers rather than proper, living beings, having no need for food, drink, sleep, or air. If you have companions take the place of teachers, they can apply their own teaching perks to their students in addition to what the school provides normally.

You can import this school into any world you go to at any time, having it appear before you if you didn't import it at the start of a jump. If you do the latter, people will hear about the school and start to apply even if it’s in an obscure location. No one will find this strange unless you want them to.

Good Luck Charm (300cp): You have a small keepsake or memento of some sort that provides you with a boost in your overall luck, as well as slowly replenishing your stamina (physical, mental, spiritual, and magical), improving your senses by a fair margin, and giving a minor increase in both physical and supernatural might.

With an additional purchase, this charm can save your life from a lethal strike once each jump, being in just the right place to prevent the lethal blow or otherwise causing something to happen that prevents you from dying. This second tier needs to be bought separately, with a **Music Token** only counting towards a single purchase.

If you spend a **Music Token** on this item, you can spend a second one without it counting towards the limit on the number of 300cp options you can purchase.

The Music Box (300cp): A beautifully crafted and exquisitely tuned music box carries a potent effect. Anyone that turns the dial and listens to the song will develop bardic abilities similar to those described above. Should you, however, touch the box and will it, the music box will disintegrate into song and spread across the world, spreading bardic abilities across the entire setting. If you do so, then you will gain another at the start of the next jump.

You cannot use a Music Token to gain this Item.

Companions

You may spend your Music Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Music Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Bard (50cp): This option allows you to create a new companion with 800cp and 5 Music Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Hecklers (+50cp): You have a dedicated group of people that just love to poke fun at your performances and be disruptive. They are harmless and can be removed or otherwise pacified fairly easily, at least with only a single purchase of this drawback. An additional purchase causes them to be more mean spirited and dedicated to making sure they can cause you problems in your performances and are next to impossible to get rid of. Another purchase makes them even worse, throwing fruit, stones, and sticks to try and disrupt your shows. And a final performance has them trying to cause problems even in dangerous situations, rather than only when you are performing.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Stage Fright (+50cp): You do not gain the Born to the Stage perk until the end of the jump and have a severe case of stage fright, making performing in front of a large audience a very difficult task for you. In dangerous situations, you won't have much trouble, unless you purchase this a second time, in which case performing in front of your allies and enemies is just as difficult as in front of a crowd.

Take a Tumble (+50cp/+150cp): You are clumsy and have some common pratfalls. If you'd see it in old-timey slapstick comedy, such as the Three Stooges or Charlie Chaplain films, they'll happen to you. This won't actually put you in danger all that often and you will survive, but it is embarrassing and painful. For an additional +100cp, however, changes this and causes you to be put in danger by your klutziness.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Rumormill (+100cp): There is a common opinion on bards, about them sleeping with just about everything and anything, and that stigma has followed you into this world. Everywhere you go, people will accuse you of sleeping with someone close to them and pick fights over it. While they will eventually back off and listen to reason for individuals, the reputation will persist.

With another purchase, they are much less likely to back down and you will end up seeing a lot of fights and attempted muggings as "revenge" for the perceived sins you have committed.

For a third purchase, the rumors around you in particular will be even worse, to the point that important people, such as the king of a land, will come after you over them.

Offensive (+100cp): You have an unfortunate inability to read your audience and make offensive missteps repeatedly. For a single purchase, these are not too bad and will result in some disruption in your performances due to the mood being brought down, which may affect your profits. For another purchase, however, your missteps are bigger and harder to put down as an honest mistake, leading to you potentially having people getting up in arms, metaphorically, about the offenses. For a final purchase, the previous statement is less metaphorical and you may need to actually fend off attacks from your audience.

Tone Deaf (+100cp/+200cp): You have a hard time actually carrying a tune, always off by just a step unless you are really focusing on your performance, and it's even harder for you to learn how to perform a song as you often mishear the tunes and play them wrong due to your tone deafness.

For 200cp instead, you aren't just tone deaf, you are actually deaf and can't hear anything at all. This will make any performance based on the auditory arts much more difficult than even tone deaf would.

The Cat (+200cp): You are incredibly curious, to the point of putting yourself into dangerous situations just to satisfy your curiosity. It'll take a lot of effort to not be like the cat in the stories, because satisfaction will not bring you back if you don't put in the effort and practice your self control.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Music Token.

Delayed Gratification (+300cp): You don’t get access to any purchases from this jump, save for Born to the Stage, Entertainer, Eye of the Beholder, Hobbyist, Craftsman, Career Path, Combat Skills, Instrument, A Place in the World, and whatever freebies you gain from your Music Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of Born to the Stage, Entertainer, Eye of the Beholder, Hobbyist, Craftsman, Career Path, Combat Skills, Instrument, A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Bard (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Music Tokens. They don’t like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don’t stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Himbo (+300cp): You are a bit of a fool, a prat, and just a bit naive. You are no less charming than you once were, but you are overly trusting, have a hard time taking things seriously, and don't think things through, essentially to the point that you would knock yourself out to swat a fly that landed on your forehead because you didn't think it through before doing it. And you'd miss the fly.

Lay the Dragon (+300cp): No two ways about it, you are the stereotype of the bard that will seduce and sleep with literally anything. Not just the tavern wench, but also the wererat skulking in the sewers, the dragon you were sent to slay by the king, an ancient lich, and an eldritch abomination that would rend the mind of a normal person. If it is of your preferred gender, your first instinct will be to try and seduce them. It will take a lot of willpower to exert any kind of self control over this instinct.

Art Suppressors (+400cp/+600cp): There is a group out there trying to suppress any form of artistic expression through any means they can find or think of for reasons you cannot fathom. They are an entire shadowy organization that is more than willing to infiltrate governments, perform assassinations, and do pretty much anything to make the world as dull and lifeless as possible. As a bard, you are their natural enemy and will be on their radar just like every other bard out there.

For an additional 200cp, you are not just a target of opportunity in the same way as the average bard, you are a prime target and will actively be hunted and harried by the agents of this organization by any means they can use without revealing themselves too early.

Battle of the Bands (+400cp/+600cp): You arrive in this world in the midst of a war between various communities of bards and their associated groupies. You will be embroiled in a war against these other factions and genres and must fight against them for your time here. This need not be direct, sabotage and subversion are viable strategies and expected, from both sides. You may have a war between musicians and theater performers or one between circus folk and storytellers, and more may flair up in the future.

For an additional +200cp, it isn’t just one other faction with a stake in this war, but all other factions. Carnies fighting against historians fighting against musicians fighting against actors fighting against magicians. It will be chaos, but at least it will be entertaining chaos.

Choices

Now at the end of the jump you have one final choice to make... do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

As with all of My Generic Jumps, you can import items from past jumps into similar items you purchase here.

As with all of My Generic Jumps, if you have questions about specifics, just use what is narratively appropriate for your story, this is a generic jump and it is meant to be flexible and open ended for interpretation by the Benefactor for the story, and thus the writer of the story.

The various magics offered by Bardic Gift, Magic Steps, and Words of Power work well in tandem to greatly empower each other's effects and open up new options. Funneling the energies from Magic Steps into the Words of Power that are sung with Bardic Gift can create composite effects such as creating a shower of icy shards that cover those caught by them with frost to slow their movement.

In D&D terms, having one of the above perks would give you the capacity for up to 3rd level spells or so. A second would bring that up to 6th level if you got enough training and practice in how to combine them. All three would let you get up to 9th level spells. Roughly.