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1 - Acid Excretion (Physical):

"Create acidic fluids from your body to dissolve those that lie before you"

Bonus Hit Points: 35 (55 - Barbarian, Ranger)

Starting Fame: +0

Starting Infamy: +0

Class: C

Strain: Creation

Element: None

Type: Combat

• 1st Level – Corrosion:

- Min Dexterity of 20
- Immune to acid damage
- Nonmagical objects and equipment you are wearing or carrying are immune to damage/destruction from acid
- Whenever you move, if you are using your walking speed on solid ground, you may melt the solid surface beneath you to ignore difficult terrain and other such harmful effects sourced from solid objects on the ground or ice
- As an action, you can corrode non-magical stone, wood, cloth, plastic, masonry, metal, ceramics, earthenware, and concrete with your touch
 - You destroy a cubic inch of material per second you touch
- You can fire concentrated blasts of acid out from your form. You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 80 feet. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. Its damage is acid, and its damage dice is a 3d12. Your acid blasts deal double damage to any targeted object or construct primarily comprised of a material you can corrode through this Arte
 - Whenever you take the Attack action on your turn, you may make 2 additional attacks, these attacks must be your acid blasts.
- As a reaction to a creature hitting you with a melee weapon attack or directly touching you, you may immediately make 1 acid blast attack against the creature

- Whenever you deal acid damage to a creature through an attack, spell, or ability sourced from this Arte, you may cause a random piece of nonmagical equipment (armor, tool, shield, or weapon) worn by the creature to corrode. A corroded piece of equipment suffers a cumulative -1 penalty and completely breaks upon reaching a specific threshold, based on its type
 - For armor, if the AC benefit offered by the armor ever reaches AC 10, the armor is destroyed
 - For a tool, shield, or weapon, if it ever reaches a total of -3, it is destroyed
- You can cast Acid Splash, Primal Savagery, Melf's Acid Arrow, Tasha's Caustic Brew, and Vitriolic Sphere at will
 - Use Dexterity as your spellcasting ability
- Spells you cast with this Arte are cast at 6th-level

- **2nd Level – Meltdown:**

- Acid Blast damage dice: 5d12 (DNS)
- Acid Blast attack range: 160 ft (DNS)
- Whenever you take the Attack action on your turn, you may make 4 additional attacks, these attacks must be your acid blasts (DNS)
- Whenever you use your ability to melt a solid surface while walking, you may move at double your walking speed when doing so
- You gain climb speed equal to your walking speed; however, in order to benefit from this climb speed you must have access to either your hands or your feet and the surface you're climbing must be solid as you melt it to gain traction and create foot/handholds. In trade, you ignore difficult terrain imposed by solid objects or ice on any surface you are climbing in this manner
- As an action, you can create great volumes of acid centered on any spot you can see within 100 ft and shape it into walls, waves, and other shapes. You can control the flow of the acid, and, as a bonus action, you may move the volume of acid up to 50 ft in any direction.
 - The volume of acid must fit within 25 cubic ft.
 - The acid dissipates after 10 minutes
 - To avoid the acid when it forms, creatures in range must succeed on a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Dexterity modifier}$) or take 10d10 acid damage
 - Creatures that enter the space of the acid for the first time on a turn take 10d10 acid damage. Creatures that end their turn in the space of the acid take 10d10 acid damage.

- **3rd Level – Acidic Alteration:**

- Acid Blast damage dice: 7d12 (DNS)
- Acid Blast attack range: 300 ft (DNS)
- Whenever you would take acid damage from another creature, instead you regain that many hit points
- You are now able to corrode magical items and equipment, including mithral and adamantine
 - This ability allows you to apply the cumulative -1 penalty from your acid damage to magical, non-artifact equipment
- As a bonus action, you can transform your entire body into a liquid acid form
 - While transformed, you gain the following benefits:
 - You have a base 100 ft walking and swim speed
 - You have an amorphous body, allowing you to move through a space as narrow as 1 inch without squeezing
 - You are invisible while fully immersed in acid
 - While moving through acid, you move at double speed
 - Double all acid damage you deal with spells, abilities, and attacks from this Arte
 - Double your material corrosion rate (Destroying 2 cubic inches per action)
 - You have resistance to bludgeoning, piercing, and slashing damage dealt by nonmagical weapons
 - Additionally, whenever you are hit by a nonmagical weapon, you may immediately corrode it, applying the -1 penalty
 - As an action, while transformed, you may attempt a touch attack against a creature within melee range using your Dexterity. You are proficient with this attack. On a hit, deal triple your acid damage dice worth of acid damage.
 - For every cumulative minute spent transformed before completing a long rest, you suffer 1 level of exhaustion.
 - You transform back if you are incapacitated, die, or use a subsequent bonus action to revert to your original form

- **Overload – Vanguard of Vitriol:**

- Acid Blast damage dice: 10d12 (DNS)
- High volume of acid damage: 20d10 (DNS)
- High volume of acid max size: 50 ft cube (DNS)
- Whenever you would apply your cumulative -1 penalty to a nonmagical piece of equipment, you may instead immediately destroy it

- Whenever you take the Attack action on your turn, you may make 10 additional attacks, these attacks must be your acid blasts (DNS)

2 – Aerokinesis (Elemental):

“Sync your soul with the eternal path of world’s gales”

Bonus Hit Points: 30 (50 – Druid, Ranger, Sorcerer, Wizard)

Starting Fame: +5

Starting Infamy: +0

Class: D

Strain: Manipulation

Element: Wind

Type: Mixed

• 1st Level – Command Winds:

- As an action, able to manipulate winds and air within 200 feet employing rules as described by the *Manipulation Module*
 - If your wind/air manipulation results in a creature having to make a saving throw, the DC = 10 + your proficiency bonus + your highest ability score modifier
- Proficiency with all ranged weapons
- You can speak and understand Auran
- Your ranged attacks are not impeded by strong winds
- You cannot be unwillingly forcibly moved by strong winds
- You have a fly speed of 100 feet while in an area of flowing air
- You may ignore the verbal and somatic spell components of spells you cast with this Arte
- +10 to attack and damage rolls of ranged weapon attacks you make while air is flowing
- You can sense changes in the air within 200 feet, no matter how subtle, including: temperature differences, movements of creatures that aren’t behind total cover, weather changes, wind speed, etc.
- As a reaction to being targeted by a ranged attack or a creature moving within 10 feet of you, you can create a gale shell around you, lasting until the start of your next turn, deflecting all ranged attacks (taking no damage) and pushing creatures in melee back 10 feet away from you. While this shell is active, whenever a creature

tries to move into or through a space within 10 feet of you, you may force it to attempt a Strength saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failure, the creature does not move and is either knocked prone or forcibly pushed 10 feet away from you in a direction of your choice.

- You can cast Gust of Wind, Wind Wall, Fog Cloud, Zephyr Strike, Stinking Cloud, Fly, Gaseous Form, Gust, Dust Devil, Skywrite and Warding Wind at will
 - Use your highest stat as your spellcasting ability modifier

• 2nd Level – Storm Force:

- Fly speed of 200 feet (DNS)
- Resistance to lightning damage
- As a bonus action, able to use winds to warp up to 30 feet to a spot with flowing air you can see
- So long as air is flowing, you gain blindsight out 300 feet (if you already have blindsight from another source, its range is increased by 300 feet instead)
- As an action, you can summon an Air Elemental in a spot of open, flowing air you can see within 200 feet that is at least 10 ft cubed large. The elemental is under your control for 1 hour, after which it dissipates as the air calms. You may have up to 3 Air Elementals from this Arte under your control at a time.
- As a bonus action, you can create a sudden powerful updraft beneath a creature. If you create it beneath yourself or another willing creature, that creature is jettisoned up to 100 feet into the air and may immediately begin flying (if it has fly speed). If you target an unwilling creature, the creature makes a Strength saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a successful saving throw, the creature keeps its footing against the strong winds; however, on a failed saving throw, the creature is launched up to 100 feet into the air and begins falling. If the creature was already in the air, its flight is disrupted, and it cannot react to the fall until the start of its next turn (if it is still falling).
- You can cast Wind Walk, Steel Wind Strike, Scatter, Control Winds, Investiture of Wind, and Cloudkill at will

• 3rd Level – Master of Air:

- Fly speed of 300 feet (DNS)
- Immunity to lightning damage
- Range of manipulation: 600 feet (DNS)
- Whenever you cast a spell from this Arte with a casting time of 1 action, you may cast it as a bonus action instead
- Whenever you hit a creature with a ranged attack on your turn, if air is flowing, you may double the total damage you deal

- As an action, you can create air flow in an area where no air is flowing of 100 cubic feet for up to 8 hours at a time
- As a bonus action, you can move objects you can see within 600 feet that weigh less than 100 feet while air is flowing as part of your manipulation
- As an action, you can infuse a set of Plate Armor you can see within 200 ft with windy energy, creating an Air Elemental Myrmidon under your control until it dies. You may have up to 3 Air Elemental Myrmidons from this Arte under your control at a time.
- You can cast Whirlwind and Control Weather at will

● **Overload – Hurricane Might:**

- Blindsight: 500 feet (DNS)
- Fly speed of 500 feet (DNS)
- As an action, able to create hurricane-level winds out to a radius of 200 feet
- As an action, able to create tornados at any spot you can see within 200 feet
- As an action, you can summon an Elder Tempest in a spot of open, flowing air you can see within 200 ft that is at least 50 ft cubed large. It is under your control for 1 hour (even if you leave the Overload state), after which it dissipates in a violent flash of lightning. You may only have 1 Elder Tempest from this Arte under your control at a time

3 – Alchemy (Enhancing):

“Employ the alchemical concepts of transmutation and equivalent exchange”

Bonus Hit Points: 25 (45 – Artificer, Rogue, Sorcerer, Wizard)

Starting Fame: +0

Starting Infamy: +5

Class: E

Strain: Manipulation

Element: Arcana/Reality

Type: Utility

• 1st Level – Transmutation:

- You can instantly identify a potion’s properties with a glance
- Proficiency and Expertise in alchemist’s supplies and herbalism kits.
- Once per round, whenever you would be taking damage, you may change the damage type (this does not use your reaction for the round)
- As an action, you can amplify a potion you’re in contact with. If the effect has a time of effect, it is doubled. If not, double the effect of the potion. A potion can only be amplified once. The amplification lasts until you complete a long rest.
- You may transform a small container of water into a potion through a special alchemical ritual. The time of the ritual depends upon the rarity of the potion to be created. The potion must be of a kind you have previously drank. To complete the ritual, you must sit still with the container of water nonstop for the full length of time – you may still perform light activity and even rest, but you must stay within 5 feet of the container for the entire length of time. The times are as follows:
 - Common: 1 minute
 - Uncommon: 10 minutes
 - Rare: 5 Hours
 - Very Rare: 10 Hours
 - Legendary: 24 Hours
- As an action, can alter the properties of an object you are holding. Choose one of the following to apply (you may only maintain up to 2 alterations on a specific object at a time; however, you may remove or swap alterations with future actions):

- Increase or decrease the size of the object by up to 2 ft in a direction
 - Change the texture of the object
 - Change whether the object can float in liquid
 - Change the flammability of the object
 - Change whether the object can float in air
 - Change the conductivity of the object
 - Make the object adhesive
 - Change the magnetic properties of the object
 - Change the state of matter of the object
 - Increase or decrease the weight of the object by up to 100 lbs.
- You can cast Dancing Lights, Light, Minor Illusion, Mending, Mage Hand, Prestidigitation, Bane, Detect Magic, Disguise Self, Identify, Heat Metal, Knock, Locate Object, Magic Mouth, Dispel Magic, Hallucinatory Terrain, Animate Objects, Scrying, Thaumaturgy, Create or Destroy Water, Purify Food and Drink, Find Traps, Meld into Stone, Shillelagh, Entangle, Stone Shape, Comprehend Languages, Illusory Script, Grease, Arcane Lock, Magic Weapon, Fabricate, Passwall, Mage Armor, Major Image, and Creation at will
 - Use your highest ability score as your spellcasting ability modifier
- Spells of 4th-level or lower you cast with this Arte at cast at 4th-level

● 2nd Level – Enchanting Dominion:

- You are immune to curses
- You are immune to the charmed condition
- You may destroy a magic item of Very Rare or lower rarity by spending 30 minutes focusing on it as you hold it; alternatively, you may simply dispel all magic (including any curses) within the object, leaving only a nonmagical, inert object behind
- As an action, you can create a 15 ft. radius ring of arcane symbols on the ground centered on you. Choose one of the following enchantments. For the next minute, all friendly creatures (including yourself) benefit from that enchantment while they are within the area of the ring. You may use subsequent actions while in the ring to either add an additional enchantment, remove one of the enchantments, or add an additional minute to the ring's duration. You can maintain up to 3 separate rings at a time.
 - Spells of 8th-level or lower cast within the ring are cast at 1 level higher
 - Immune to disease, poison, and curses
 - Automatically succeed on all Intelligence and Wisdom saving throws against spells, other magical effects, and supernatural effects
 - Regenerate 35 hit points at the start of turn

- 1 additional attack when taking the Attack action on the creature's turn
- Weapons count as magical and deal 3d10 extra damage of that weapon's damage type
- Proficiency, Expertise, and Advantage on Perception, Investigation, and Insight checks
- Regenerate up to eight levels of spell slots at start of turn
- Cannot gain levels of exhaustion from sources other than the individual's own abilities
- Resistance to fire and cold damage
- Resistance to radiant and necrotic damage
- Resistance to psychic and force damage
- Resistance to lightning and thunder damage
- Resistance to slashing damage
- Resistance to bludgeoning damage
- Resistance to piercing damage
- Spell attacks deal an additional 3d10 damage of the attack's damage type
- You can cast all Enchantment and Transmutation spells of 7th-level or lower at will
 - casting the spells at 7th-level

• 3rd Level – Equivalent Exchange:

- After a 1-minute ritual of holding a nonmagical object, you can transform it into a different nonmagical object of the same size category
- If you have spell slots, whenever you take damage, you may expend one spell slot to negate an amount of damage dependent upon the spell slot level (this does not use your reaction)
 - 1st: 20
 - 2nd: 30
 - 3rd: 40
 - 4th: 50
 - 5th: 60
 - 6th: 80
 - 7th: 100
 - 8th: 120
 - 9th: 200
- After a 1-hour ritual of sitting still in an area of open air where you can see the sky, you may temporarily alter the environment/climate around you. Choose one of the following alterations. For the next minute, the change gradually takes place. After the minute passes, the change is applied to the area extending out in a 1-mile radius centered on you for the next 10 hours. After the 10 hours, the changes revert

gradually over the course of 1-minute. Altered objects removed from the area revert to their original state. If you continue sitting, you may add another change for each additional 10-minutes spent. If changes conflict, the latter change overwrites the former

- Increase or decrease the average ambient temperature by up to 50° F
- Plant life in the area either grows to double size or withers and dies
- The ambient air either becomes extremely humid or arid
- All the water in the area dries up
- All the food in the area rots
- All vegetation begins to burn to ash
- Rain falls lightly, moderately, or heavily
- Wind blows weakly, moderately, or intensely
- Lightning randomly strikes periodically
- Snow falls lightly, moderately, or heavily
- Hail falls lightly, moderately, or heavily
- Acid rain falls lightly, moderately, or heavily
- One of the following blows through the area: A weak whirlwind, a dust devil, a powerful tornado, or a fire whirl
- An earthquake (intensity decided by you) rocks the area
- A meteorite falls on a spot of your choice in range
- Beasts become either placid or violent
- Magic has no effect in the area
- Artes other than your levels in *Alchemy* cannot be used in the area
- Beasts grow to giant proportions
- Either undead, fiends, elementals, fey, or celestials cannot enter the area. If they are already in the area they are restrained until the effect passes
- Spells deal either double damage or half damage
- The area floods
- All dirt turns to mud, stone, or grows grass
- Bright light shines in the area
- Dim light glows in the area
- The area is blanketed by magical darkness
- Creatures other than you within range fall asleep – waking up if they take any damage
- Either light or heavy fog sets in the area – obscuring it accordingly

- **Overload – Universal Miracle:**

- As an action, you can transform a metal object you are in contact with into gold

- As an action, you can magically reduce the physical age of a willing creature you touch (including yourself) by up to 20 years (minimum 1 year)
- As an action, you can fully heal and remove all diseases, poisoning, and curses afflicting a creature you touch. A creature can only benefit from this once per minute.

4 - Alter Fate (Special):

"Change the tides of fate, rewriting events or ensuring them instead"

Bonus Hit Points: 20 (40 - Cleric, Monk, Warlock, Wizard)

Starting Fame: +10

Starting Infamy: +0

Class: S

Strain: Manipulation

Element: Reality

Type: Mixed

• 1st Level – Reversal of Fate:

- After you learn you failed a saving throw, you can turn that failure into a success as a reaction
- You can give yourself advantage on any attack roll, ability check, or saving throw you make before OR POSSIBLY AFTER you learn the results
- As a bonus action, you can reverse the effects of the last damage you took, ending any effects on you due to whatever caused that damage and restoring hit points equal to the amount of damage you took
- As a reaction to suffering damage that would kill or incapacitate you or seeing a creature within 30 ft of you suffer damage that would kill or incapacitate them, you may prevent that damage from occurring, causing a slight alteration in the thread of fate and somehow causing the source of the damage to avoid the target
- As an action, you can alter the outcome of an event you see within 1000 ft that occurred within the last 6 seconds.
 - If creatures would be affected by the outcome of the event change, they must make a Charisma saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score mod}$). The creature has advantage on the save if the event you are changing only concerns them. On a failure, the alteration of fate is successful, and they only have a faint perception of the change, accepting the new reality as truth
 - The ways you alter fate are simple and subtle yet always impactful. You can't change fate to result in an unrealistic or impossible consequence; however,

you can change fate to result in one of the possibilities already laid out in the threads of time. For example, you can change a coin flip's result from heads to tails; or vice-versa. Or you could possibly attempt changing a creature's success at something into a failure; or vice-versa.

- You can only alter fate once per minute

- **2nd Level – Visions of Possibilities:**

- Alteration DC +2
- Alteration range: 2000 ft (DNS)
- You can now alter fate once per 30 seconds (DNS)
- After you learn you missed an attack roll, you can turn that miss into a hit as a reaction

- **3rd Level – Fate Bender:**

- Alteration DC +4 (DNS)
- Alteration range: 4000 ft (DNS)
- You can now alter fate once per 12 seconds (DNS)
- After you learn you failed an ability check, you can turn that failure into a success as a reaction
- When you make a damage roll, instead of rolling, you can declare a damage value within the possible range and use it instead

- **Overload – Unlimited Change:**

- Alteration DC +8 (DNS)
- You can now alter fate once per 6 seconds (DNS)
- After you learn you failed or succeeded on an ability check, attack roll, or saving throw, you can turn it into a critical success as a reaction

5 – Amplification (Supportive):

“Provide divine assistance through the amplification of powers and command over stability”

Bonus Hit Points: 20 (40 – Bard, Cleric, Paladin)

Starting Fame: +5

Starting Infamy: +0

Class: F

Strain: Sync

Element: Soul

Type: Combat

● 1st – Power Manipulation:

- As an action, you may touch another creature and instantly refresh their use of their amp
- After you spend at least 1-minute staring over a creature, you learn what all their Major Artes are
- If a friendly creature you can see within 50 ft uses a Last Stand, you may choose to undertake the required losses for them, using the same rules.
- If your amp or weakness is contingent on a material, you can sense that material while it is within 1 mile of yourself. Sensing the material does not trigger your amp or weakness.
- As an action, as you touch another willing creature, you can revoke their last gained major arte (so long as it isn't their only Arte). They immediately gain 3 arte slots. A creature can only ever benefit from this once.
- As a bonus action, you can protect another creature you touch from power loss. For the next 10 minutes, they cannot lose any of their Artes and are immune to their weaknesses. A creature can only be protected this way once per long rest
- As a reaction, whenever a friendly creature (other than yourself) you can see within 100 ft casts a spell from their Arte, you may double the damage (or healing), range (if the range isn't touch), and duration (if the duration isn't instantaneous) of that spell.
- As a bonus action, you may amplify an ability of one of the major Artes of another creature you can see within 50 ft. Choose one of the features that either defines a

concrete numerical non-multiplicative bonus applied to a roll, a DC, a range that is not touch, a duration that is not instantaneous, or damage dice. The boost lasts 1 minute. A creature may only benefit from one boost at a time. As a bonus action, you may remove any of your boosts at any time. Your boosts are as follows:

- Increase that bonus by +10
- Increase the DC by +3
- Double the range
- Double the duration
- Add 2 more damage dice
- You can cast Heroism, Heroes' Feast, Shield of Faith, Enhance Ability, and Beacon of Hope at will
 - Use your highest ability score as your spellcasting ability
- Spells you cast with this Arte are cast at 9th-level

● 2nd – Supernal Increase:

- Your amp lasts twice as long as normal
- You only need 30 seconds to learn what a creature's major Artes are
- After you spend at least 10-minutes staring over a creature, you may learn what their amps and weaknesses are
- A creature may have up to 2 boosts at once. These may be the same boost and may even be stacked upon the same ability
- As an action, you can make a melee attack roll – using your Strength – as you attempt to touch a creature and disrupt their Arte. If you hit, they cannot use any Artes until the end of your next turn
- Your boosts are now:
 - Increase that bonus by +15 (DNS)
 - Increase the DC by +6 (DNS)
 - Triple the range (DNS)
 - Triple the duration (DNS)
 - Add 4 more damage dice (DNS)

● 3rd – Instant Amplification:

- Your boosts now last 5 minutes (DNS)
- You have advantage on the attack roll to disrupt Artes
- You can now boost up to 2 creatures at once with one bonus action
- You can now apply boosts out to a creature you can see within 100 ft
- You can instantly learn what a creature's major Artes are with a glance
- You only need 1 minute to learn what a creature's amps and weaknesses are

- As an action, you may touch a creature and instantly amp them for the next minute. A creature may only benefit from this once per long rest.
- Your boosts are now:
 - Increase that bonus by +20 (DNS)
 - Increase the DC by +9 (DNS)
 - Quadruple the range (DNS)
 - Quadruple the duration (DNS)
 - Add 6 more damage dice (DNS)

- **Overload – Mastery Over Power:**

- Your boosts now last 1 hour (DNS)
- You are immune to your weakness
- Friendly creatures of your choice within 5 ft of you are immune to their weakness and Arte suppression
- As an action, you may amp all friendly creatures within 100 ft for the next minute. A creature may only benefit from this once per long rest.
- When attempting to disrupt Artes, you can make 3 attack rolls with one action, targeting the same creature or different creatures with each
- Your boosts are now:
 - Increase that bonus by +40 (DNS)
 - Increase the DC by +18 (DNS)
 - Sextuple the range (DNS)
 - Sextuple the duration (DNS)
 - Add 12 more damage dice (DNS)

6 - Amplified Magic (Elemental):

“Employ an absolute mastery over the arcane energies of the universe”

Bonus Hit Points: 25 (45 – Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Starting Fame: +5

Starting Infamy: +0

Class: A

Strain: Constant

Element: Arcana

Type: Mixed

• 1st Level – Omnimage:

- Min Intelligence, Wisdom, and Charisma of 20
- Advantage on all Intelligence, Wisdom, and Charisma-based ability checks
- Natural +10 to Arcana
- Proficiency and Expertise in Arcana
- Proficiency in Intelligence, Wisdom, and Charisma saving throws
- You can attune to up to 7 additional magic items
- You can hold concentration on up to 3 spells at once
- Targets have disadvantage on saving throws against your spells
- You have advantage on saving throws against spells and other magical effects
- You cannot unwillingly lose concentration on spells you cast through this Arte
- You ignore all class, race, and level requirements on the use of scroll, staff, wand, rod, and ring magic items
- You know all cantrips and spells of 3rd-level and below and you can cast 1st-level spells at will (you may still cast those spells with spell slots)
- You no longer need to provide material components for spells you cast with this Arte, unless the material has a listed cost or is consumed by the spell
- You have an arcane grimoire tied to your soul and resides within your soul while not in use. It cannot be lost or destroyed and comes with 3 spells of 4th, 5th, and 6th level of your choice

- Whenever you find a spell of 4th-level or higher, you can add it to your grimoire if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it.
- For each level of the spell, the process takes 2 hours and 25 dollars
- You have 4 spells slots of 5th-level and below, 3 spells slots of 6th-level, 2 spells slots of 7th-level, and 1 spell slot of 8th-level. You regain them all on long rests and regain all 3rd-level or lower on short rest. These spell slots are counted separate from any from your class, as are any spells tied to this Arte (meaning, you cannot use spell slots from this Arte to cast spells given by your class and vice-versa)
- Intelligence, Wisdom, and Charisma combined is employed as your spellcasting ability

• 2nd Level – Elemental Mastery:

- Natural +3 to all saving throws
- Proficiency in Constitution saving throws
- Advantage on Constitution saving throws
- You can speak and understand Primordial
- Immune to fire, cold, and lightning damage
- Whenever you cast a spell as a ritual, it takes half as much time to cast
- Your spells that deal fire, cold, or lightning damage deal 5d8 extra damage of that type
- When casting a spell with a casting time of 1 bonus action, you may cast any other spell of a lower spell level with a casting time of 1 action as an action (rather than having to only cast a cantrip)
- You can naturally sense spells and magic within 100 ft of you. This natural sensation informs you of the school of magic and the nature of the magic (spell, curse, enchantment, glyph, etc.)
- Whenever you cast a spell of 1st-level or higher through this Arte, if the spell restores hit points or deals damage, you may add a bonus to one roll of recovery or damage. This bonus equals your total spellcasting ability modifier.

• 3rd Level – Ultima Arcana:

- Minimum Intelligence, Wisdom, and Charisma of 25
- Truesight: 60 ft
- Natural +3 to Spell Save DC
- Advantage on spell attack rolls
- Double the total damage dealt by your cantrips
- You can ignore verbal and somatic casting components

- Able to cast any spell with a casting time of 1 action as a bonus action
- Crafting a magic item of Rare rarity or lower takes half as much time and a quarter as much money
- Whenever a creature succeeds on a saving throw against one of your cantrips, it still takes half damage, rounding down
- You now have 4 spell slots of 6th-level, 3 spell slots of 7th-level, 2 spell slots of 8th-level, and 1 spell slot of 9th-level (DNS)
- As a reaction to taking damage, you may expend a spell slot to magically reduce the damage taken. Reduce the damage by 20 times the spell slot level. If the spell slot expended was 7th-level or higher, also halve the total damage taken.

- **Overload – Mystic Deity:**

- Minimum Intelligence, Wisdom, and Charisma of 30
- Fly speed: 100 ft
- Whenever you cast a spell of 6th-level or lower at its lowest possible level, you do not expend a spell slot
- As an action, if you did not cast a spell last round, you may regain up to 9 levels worth of spell slots
- Whenever you cast a spell of 3rd-level or lower, you may ignore all requirements in that spell, including costly components and casting time (beyond 1 action or bonus action), the spell simply takes effect
- You may triple any numerical facets of any spell you cast through this arte, including values such as healing, conferred hit point bonuses, damage, conferred temporary hit points, maximum hit point pools/values, etc.

7 – Animalism (Transformative):

“Call upon the wrath of nature, wielding the might of beasts within your guise”

Bonus Hit Points: 40 (60 – Barbarian, Druid, Fighter, Ranger)

Starting Fame: +0

Starting Infamy: +0

Class: A

Strain: Transformation

Element: Life

Type: Mixed

• 1st Level – Beastly Form:

- You can naturally speak with beasts
- Proficiency in Perception, Animal Handling, and Nature
- Expertise in Perception, Animal Handling, and Nature
- Advantage on Perception checks relying on smell
- You have Blindsight out 100 ft so long as you can smell
- You can perfectly mimic the sounds of any beast you've studied
- You may ignore difficult terrain invoked by plants, overgrowth, etc.
- While prone and on the ground, if you have use of your arms and legs, you move at double speed
- As an action, you can modify your body by growing an animal feature. This animal feature must be from a Beast-type creature you have studied for at least 1 hour and adapts to your size. You may have up to 5 different features at one time and, as a bonus action, can get rid of any or all of them
- As a bonus action, you can either grow or retract claws or fangs. While you have these claws or fangs, you have proficiency in unarmed strikes and your unarmed strikes deal 3d10 piercing or slashing damage (your choice). You may use either your Strength or your Dexterity for the attack and damage rolls
- While you aren't wearing armor, you have the following benefits:
 - AC +3
 - Speed +20
 - Resistance to slashing, piercing, and bludgeoning damage

- You only need to use 5 feet of movement to come up from being prone
- You can cast Alter Self, Beast Bond, Guardian of Nature, Primal Savagery, Animal Friendship, Animal Messenger, and Beast Sense at will
 - Use your highest ability score modifier as your spellcasting ability modifier

- **2nd Level – Adaptive Guise:**

- Min Strength and Dexterity of 20
- Claw/Fang Damage: 6d10 (DNS)
- Proficiency and Expertise in Survival
- As an action, you can shift your form to adapt to a specific ecosystem. Choose one of the following ecosystems, you gain all the listed benefits until you use a bonus action to dismiss it. You may only have one adaptation set at a time:
 - **Land:** Your muscles expand, and you grow a light coat of fur about your body. Your AC increases by 2, the damage of your claws or fangs increase by 2 damage dice, your walking speed doubles, you have advantage on initiative rolls, you cannot become lost except by magical/supernatural means, you have advantage on checks made to track creatures, and you regenerate 10 hit points at the start of your turn so long as you're in direct contact with plant life or natural stone/dirt
 - **Sea:** You grow gills, a layer of water-adapted scales, and webbing between your fingers and toes. You gain a swimming speed equal to double your walking speed, you gain the ability to breathe underwater, your AC is increased by 4 while you are submerged in liquid, you can speak while underwater, you become immune to the effects of a high-pressure environment while you are submerged in liquid, you gain an immunity to acid damage, and creatures have disadvantage on weapon attack rolls against you while you aren't submerged
 - **Sky:** Your body becomes much lighter, you sprout wings and feathers, and your breathing capabilities expand. You gain a flying speed equal to double your walking speed, you gain advantage on Perception checks that rely on sight, you become immune to the effects of a low-pressure environment, you can hold your breath for up to 2 hours, ranged attack rolls have disadvantage against you while you are flying, your weight decreases by half, and you have advantage on Dexterity saving throws
 - **Mountain:** Your arm and leg muscles tighten and strengthen as you grow a heavy coat of fur. You gain a climbing speed equal to double your walking speed, you are immune to the negative effects of cold environments and elevations above 20,000 feet, you gain immunity to cold damage, you ignore difficult terrain invoked by rocks and ice, you have advantage on Strength

saving throws, and you count as two sizes larger when determining your carrying capacity and what you can push, drag, or lift

- **Arctic:** Your body expands, and you grow a heavy coat of warm fur. You ignore difficult terrain invoked by ice and snow, you are immune to the negative effects of extreme cold environments, you gain immunity to cold damage, you have advantage on Stealth checks while in snow, you gain a burrow speed equal to double your walking speed, and you have advantage on Constitution saving throws
- **Desert:** Your muscles and hairs contract as your skin secretes a cooling agent. You gain a burrow speed equal to double your walking speed, you ignore difficult terrain invoked by sand, you are immune to the negative effects of extreme heat, you cannot gain exhaustion from dehydration and the abilities of other creatures, you cannot be blinded by sand or other such small particulates, you gain immunity to fire damage, you can go up to 10 days without needing water, and you regenerate 15 hit points at the start of your turn while in contact with water
- **Cave:** Your senses amplify as your muscles tighten. You gain a climb and burrow speed equal to your walking speed, you gain Darkvision out 100 ft, you ignore difficult terrain invoked by rock, advantage and +10 to Stealth checks with in darkness, you can hide as a bonus action, you ignore the movement restrictions invoked by webs, you have advantage on Perception checks that rely on hearing, you can go up to 30 days without needing food, and the Blindsight conferred by this Arte increases by 200 ft

- **3rd Level – Continual Evolution:**

- Min Constitution of 20
- Blindsight radius: 300 ft (DNS)
- Claw/Fang damage: 9d10 (DNS)
- You can grow up to 3 animal features with one action (DNS)
- You can have up to 10 different animal features at a time (DNS)
- You can grow a single animal feature with one bonus action (DNS)
- You can now also gain features from Monstrosity-type creatures you've studied
- Use both your Strength and Dexterity modifiers for the damage of your claw and fang attack and damage rolls
- When taking the Attack action, you may make up to 3 extra attacks, so long as these extra attacks only employ the claws or fangs from this Arte

- **Overload – Wrath of the Cornered Beast:**

- Your speed is doubled

- Claw/Fang damage: 15d10 (DNS)
- While you aren't wearing armor, you have the following benefits:
 - AC +5 (DNS)
 - Speed +60 (DNS)
 - Immune to slashing, piercing, and bludgeoning damage
- While at 10 hit points or less, you may use an action to enter a state of bestial fury.
 - While in this state of bestial fury, you attack randomly and indiscriminately
 - Your speed quadruples and the damage from the claws and fangs from this Arte triple
 - The bestial fury only ends if you drop to 0 hit points, die, reach back up to at least half your hit point maximum, go a full round without having dealt damage or taken damage, or if there are no creatures within your Blindsight radius at the end of your turn

8 – Animation (Supportive):

“Through infusion of your own energies, spring life into the inanimate”

Bonus Hit Points: 25 (45 – Artificer, Sorcerer, Warlock, Wizard)

Starting Fame: +5

Starting Infamy: +0

Class: F

Strain: Sync

Element: Soul

Type: Utility

• 1st Level – Life Infusion:

- You can infuse a nonmagical, inanimate object with either limited or total sentience, consciousness, and/or animation after a ritual wherein you sit for a certain length of time, unmoving, while in direct contact with the object for the full duration
 - The size of the object determines how long the ritual takes:
 - Tiny: 1 minute
 - Small: 5 minutes
 - Medium: 10 minutes
 - Large: 30 minutes
 - Huge: 1 hour
 - You cannot animate gargantuan objects
 - You may have up to 20 objects animated at a time
 - You always know the location of all your animated objects
 - Any attacks made by the object that don't have predefined damage dice (such as a longsword's swing) have damage dice dependent upon the object's size. The number of dice as well as the damage type is context sensitive and, as such, is up to the DM to decide. Finally, any attack and damage rolls made by the object may either use your ability scores or the object's (if the DM gives it any) and your proficiency bonus is added to the attack rolls

- Tiny: d2
 - Small: d4
 - Medium: d8
 - Large: d10
 - Huge: d12
- Once the ritual is completed, choose one of the following “modes” for the object, following the appropriate rules. In general, the animation lasts up to 10 days but ends early if you use an action while touching the object to end the animation or if the object is destroyed
- **Servile Animation:** The object gains a very limited sense of consciousness, just enough to allow to it listen and understand to your commands. The object gains a fly speed of 40 ft, understands one of the languages you know, and only moves or acts under your command. Once given a command, the object will act accordingly until the command is completed to the best of its ability. If the object is physically unable to complete the command, it ignores it.
 - **Repeated Animation:** The object – rather than gain any form of consciousness – continually repeats a predefined animation for the entire duration. The animation must be something the object would be physically capable of with a fly speed of 40 ft and with how its currently positioned (such as a door opening and closing itself, a broom sweeping a single spot, a sword flying around in a circle, etc.). A creature may attempt to temporarily halt the animation by grabbing the object (if the creature is capable), but once the creature lets go, the object immediately starts repeating the same action again
 - **Gift of Mind:** The object is infused with a sense of self and consciousness but no actual animation. The object gains blindsight out 100 ft, it learns all languages you know, it gains an Intelligence, Wisdom, and Charisma of 10, and it gains the ability to telepathically communicate with any creature in its blindsight radius. An object has its own personality, memories, beliefs, and so on that it gains upon attaining consciousness, as such, each individual object retains these facets between each use of your animation
 - **Gift of Life:** The object gains both a sense of self through consciousness as well as the capability to move and act on its own. For the most part, this shares the same rules as Gift of Mind, but it also allows the object to move with a fly speed of 40 ft as well manipulate its own facets (Ex. a door has the capability to swing on

its own hinges, a gun can fire itself, an instrument can play itself, etc.). Because this technique combines both the consciousness and the animation, the object counts now as a creature (construct) with specific stats determined by the DM based on the object's size, material, and what exactly it is. The object is in no way bound directly to your command.

- You can cast Animate Objects, Summon Construct, Identify, Tiny Servant, Fabricate, Creation, Mending, Unseen Servant, Locate Object, and Awaken at will
 - Use your highest ability score as your spellcasting ability modifier
- Whenever you cast *Mending* through this Arte and target one of your animated objects, it regains 6d6 hit points

• 2nd Level – Advanced Object Animation:

- Objects can keep their animation for up to 30 days (DNS)
- You can initiate a telepathic connection to any of your animated objects, no matter the distance
- When using a tool, weapon, or set of armor you've gifted full consciousness, if the object is willing and friendly to you, you count as proficient with it and, in the case of the tool, you count as having expertise
- When *you* make attacks with an object you've gifted full consciousness, if the object is willing and friendly to you, you make these attacks at advantage and you may make 1 extra attack on top of any others you have
- Objects you animate are toughened and enchanted, making it far more difficult for them to break and making them magical. They gain 100 temporary hit points, and their attacks are considered magical, count as +3, and deal 8d4 extra force damage
- As a reaction to being targeted by a weapon attack, you can temporarily imbue your clothing and/or armor with a minor instance of animation – this does not count against your animation limit. You gain a +10 bonus to your AC against the triggering attack and, until the start of your next turn, your apparel counts as magical (meaning it cannot be damaged or destroyed through normal means) and you have advantage on Dexterity saving throws
- Whenever you make a ranged weapon attack with nonmagical ammunition or a nonmagical thrown weapon, you may temporarily infuse the ammunition/weapon with a minor instance of animation – this does not count against your animation limit. The attack counts as +3 and magical, deals an extra 8d4 force damage, and is made at advantage; additionally, if the attack initially misses, you may choose to reroll the attack, using the new roll as the ammunition/weapon supernaturally arcs through the air. You may use this ability once per turn
- When granting an object actual animation, you may allow the object to sprout appropriate sized limbs made from the same material the object is primarily

comprised of. You may give the object arms, legs, or both. An object with legs gains a walking speed dependent on the size and an object with arms gains a Strength dependent on its size

- Tiny: Speed - 60; Strength - 6
- Small: Speed - 50; Strength - 8
- Medium: Speed - 40; Strength - 10
- Large: Speed - 30; Strength - 14
- Huge: Speed - 20; Strength - 18

- **3rd Level – Towering Soulless Soldiers:**

- Objects can keep their animation for an unlimited amount of time (DNS)
- You can now infuse magical objects with animation. If the object already has sentience/a consciousness it can only be expanded, not overwritten and you cannot give it the Servile or Repeated animation forms
- When granting an object actual animation, you may modify the form of the object and allow it to sprout other bodily features formed of the object's material such as a nose – giving it the ability to smell; wings – increasing its fly speed; spikes – giving it an increased source of damage; etc.
- When performing the ritual to animate objects, you may combine multiple smaller objects into a single, larger conglomerate mass with a singular mind and body (as appropriate to the animation). Each object must be in direct contact with you for the full length of the ritual, but once the ritual is complete, the objects become supernaturally combined (retaining their individual physical forms and properties but becoming one, in similar fashion to a golem or swarm – depending on the objects). From then on, while the animation persists, the objects are now a singular object of a larger size category, only counting against your limits as if it were a standard object of that size. In general, it takes 10 objects of the same size category to form an object of the next size category; however, depending on the specific objects used, the DM may increase or decrease the number
- You may now animate Gargantuan objects
 - Ritual Time - 10 hours; Damage Die - d20; Speed - 10; Strength - 25
 - A gargantuan object counts as 15 animated objects

- **Overload – Endless Animated Army:**

- You can give sentient magic objects the Servile and Repeated animation forms
- While an object you have animated is within 1000 ft of you, it is forcibly charmed by you and obeys your every command, no matter the specific animation form it's been given

- There is no limit to the number of objects you may have animated while in this state; however, once you leave the Overload state, objects that go beyond your 20-object limit immediately lose their animation
- As an action, you may immediately animate up to 10 Huge or smaller objects you can see within 100 ft. As part of the same action, you may combine them into a singular animated object of an appropriate size.

9 – Arachnid (Transformative):

“Employ all the abilities of the arachnids, maximizing the full potential of both web and venom”

Bonus Hit Points: 45 (65 – Ranger, Rogue)

Starting Fame: +5

Starting Infamy: +5

Class: C

Strain: Constant

Element: None

Type: Combat

• 1st Level – Powers of Spider:

- Min Dexterity of 20
- Immune to poison damage
- Immune to poisons and the poisoned condition
- You gain Blindsight out 100 ft
- You gain Darkvision out 200 ft
- You can communicate with spiders
- You cannot be restrained by webbing
- You cannot be surprised while you are conscious
- You ignore movement restrictions imposed by webbing
- You have advantage on Perception checks relying on sight
- While in contact with a web, you know the exact location of any other creature in contact with the same web
- You can climb surfaces such as walls and ceilings and adhere to them with your hands and feet – gaining a climbing speed equal to your walking speed while your hands and/or feet are available
- You can naturally sense living creatures within 60 ft of yourself. You are aware of their movements and location even if they are invisible or behind total cover; resultantly, creatures do not benefit from being invisible or hidden from you while within your sensing range

- As a bonus action, you may either extend or retract sharp fangs. While your fangs are extended, you may use your bite as a melee weapon with which you are proficient. When attacking with your fangs, you may use your Dexterity modifier rather than your Strength modifier for the attack and damage rolls. On a hit, a target takes 2d8 piercing damage and, if the target is a creature, the bit creature must succeed on a Constitution modifier ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$) or take an additional 10d8 poison damage.
- As an action, you can fire a web string from your body out to a target you can see within. Make a ranged attack roll with proficiency. On a hit, the target is restrained by webbing, or – alternatively – the webbing sticks to an object. A creature restrained by webbing can use an action to make a Strength check ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$), bursting the webbing on a success. The webbing can be attacked and destroyed (AC 15; HP 40; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). Webbing can hold up to 1000 lbs. and with one action you can fire up to 3 shots of web
- You can cast Web, Darkness, Protection from Poison, Spider Climb, Silence, and Detect Poison and Disease at will
 - Use your highest ability score as your spellcasting ability
- Whenever you cast the *Web* spell with this Arte, it is modified in the following ways:
 - You do not need to concentrate on the spell
 - The webs fill up to a 40-foot cube
 - You do not need to provide verbal components

● 2nd Level – Powers of Scorpion & Acari:

- AC +3
- Blindsight: 100 ft (DNS)
- Darkvision: 200 ft (DNS)
- Creature sensing: 120 ft (DNS)
- Resistance to piercing damage
- You have a swim speed equal to your walking speed
- You can communicate with scorpions, ticks, and mites
- You have a minimum AC of 20 while not wearing armor
- So long as part of your skin is in contact with air or water, your breathing cannot be impeded
- Whenever you deal damage to a creature that isn't a construct, undead, elemental, or ooze with a melee weapon attack, you can absorb some of its blood to heal. You immediately restore hit points equal to a third of the damage dealt (Minimum of 1 hit point)

- As a bonus action, you can extend or retract a stinger from your body. While your stinger is extended, you may use it to make a melee weapon with which you are proficient. When attacking with your stinger, you may use your Dexterity modifier rather than your Strength modifier for the attack and damage rolls. On a hit, a target takes $4d10$ piercing damage + $4d10$ poison damage and, if the target is a creature, they must succeed on a Constitution saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$) or be poisoned for 1 hour.
- As an action, you can latch onto a creature you are touching that is at least one size larger than you. Once you are latched on, you have a speed of 0 but cannot be easily removed if you are unwilling. A creature must spend an action to make a Strength check ($DC = 15 + \text{your proficiency bonus} + \text{your highest ability score modifier}$) to attempt to remove you, successfully removing you on a success. On a failure, the creature you're latched onto takes $10d10$ piercing damage and you heal that many hit points. While latched onto the creature, any damage you take is halved and the creature you're latched onto takes the same amount of damage you take

- **3rd Level – Mastery of Arachnida:**

- Min Strength of 20
- Min Dexterity of 25
- AC +6 (DNS)
- Latch DC +3
- Blindsight: 400 ft (DNS)
- Darkvision: 800 ft (DNS)
- Creature sensing: 200 ft (DNS)
- Web and Stinger Poison DC's +3
- Fang damage: $4d8 + 20d8$ (DNS)
- Stinger damage: $8d10 + 8d10$ (DNS)
- You can fire 5 webs with one action (DNS)
- As an action, you can transform into a spider, a scorpion, a tick, a mite, a giant spider, or a giant scorpion using *Wild Shape* rules. You can revert as a bonus action.
 - When you transform, you gain 70 temporary hit points, losing any temporary hit points upon reverting
 - While transformed through this Arte, replace the attacks of your form with either this Arte's stinger or fangs – as appropriate

- **Overload – Arachne Incarnate:**

- Min Dexterity of 30
- Latch DC +6 (DNS)
- Web and Stinger Poison DC's +6 (DNS)

- Fang damage: 8d8 + 40d8 (DNS)
- Stinger damage: 16d10 + 16d10 (DNS)
- You can fire 10 webs with one action (DNS)
- While transformed using this Arte, you move at double speed, deal double damage, and regenerate 20 hit points at the start of your turn

10 - Arcane Symbols (Enhancing):

"Manipulate the world through runic symbols of arcane power"

Bonus Hit Points: 25 (45 – Artificer, Bard, Cleric, Wizard)

Starting Fame: +0

Starting Infamy: +0

Class: D

Strain: Manipulation

Element: Arcana

Type: Mixed

• 1st Level – Primary Set:

- As an action, through the invocation of a ritual, you weave a set of arcane symbols into the air. These symbols are visible and emit enough light to glow dimly out 5 feet, but they vanish once the full incantation is incomplete. This incantation involves selecting 3 distinct symbols – an ability symbol and two modifier symbols – to define the result of the ritual.
 - If a creature must make a saving throw as a result of this incantation, the DC = 10 + your proficiency bonus + your highest ability score modifier
 - If the incantation relies on your spellcasting ability, use your highest ability score
 - First, select an ability symbol from the following list. These symbols will define the overall effect that will be produced once the incantation is complete. Each ability symbol has specified cooldown condition and, until that condition is met, the symbol cannot be used again
 - **Ventus (Wind):** A linear gust of powerful wind shoots forth from your form, targeting a point you can see within 60 ft of yourself. All creatures in the line must succeed on a Strength saving throw or be pushed 30 feet away from you, in the direction of the point you choose, and fall prone.
 - **Cooldown:** 1-minute passes or you start your turn in an area of strong winds

- **Aqua (Water):** A 10 ft radius sphere of water forms around a point you can see within 60 ft of yourself. Creatures smaller than the sphere fully caught within an area of the sphere must make a Dexterity saving throw. On a successful save, the creature safely makes their way out of the area of the sphere; however, on a failed save, the creature is fully submerged in the water and starts suffocating. The sphere persists for 1 minute and you can end it early as a bonus action
 - **Coldown:** 1-minute passes or you start your turn fully submerged in water
- **Terra (Earth):** 4 small stones rise around you and fly at foes with supernatural speed. For each stone, you may make a ranged spell attack with proficiency at a target you can see within 60 ft of yourself. On a hit, the target takes 4d6 bludgeoning damage.
 - **Coldown:** 1-minute passes or you start your turn standing on unworked dirt or mud
- **Ignis (Fire):** A creature you can see within 60 ft of yourself suddenly ignites and bursts into flame. The creature makes a Constitution saving throw. The creature takes 8d8 fire damage on a failed save, or half as much damage on a successful one.
 - **Coldown:** 1-minute passes or you start your turn in an area of extreme heat
- **Fulgur (Lightning):** A bolt of lightning suddenly streaks from your form, arcs, and crashes down on a point you can see within 60 ft of yourself. All creatures within 5 feet of the point must make Dexterity saving throws. A creature takes 6d8 lightning damage on a failed save, or half as much damage on a successful one.
 - **Coldown:** 1-minute passes or you start your turn under stormy conditions
- **Telum (Weapon):** You summon forth a spectral weapon specially enchanted for your use. The weapon is of a type of your choosing and, while you are wielding it, it counts as a magical, +3 version of the weapon which you wield with proficiency. Additionally, if the weapon uses ammunition, it manifests magically whenever you make an attack and disappears whether you hit or miss. Finally, attacks you make with this weapon deal an extra 3d6 force damage. As part of completing this invocation, you may make 1 attack with the weapon. Any modifier symbols applied to this ability end their effects at the end of your next turn. At the start of your turn, if you

are no longer holding the weapon, it vanishes. If you already have a weapon created from this ability, the first weapon vanishes.

- **Cooldown:** 6 seconds pass (1 round)
- **Armis (Armor):** You summon forth a spectral set of armor specially enchanted for your use. The armor is of a type of your choosing and manifests on your body. While you have it equipped, it counts as magical and offers a +1 bonus to your AC; additionally, you wear the armor with proficiency. If you start your turn and you are no longer wearing the armor, it vanishes.
 - **Cooldown:** 6 seconds pass (1 round)
- **Scientia (Skill):** You imbue a friendly creature you can see within 60 ft of yourself with a supernatural level of enhanced capabilities. For the next hour, the creature gains a +10 bonus to all ability checks they make and count as proficient with all skills, tools, and languages.
 - **Cooldown:** You complete a long rest
- **Itinerantur (Travel):** You and up to 5 other willing creatures that you can see within 60 ft of yourself instantaneously teleport to a location you name that is located within 10 miles. If you know of a specific locale in the area you may declare it or you may declare a general area type (like a river embankment or forest clearing) or direction and distance (like 5 miles north) and you will instead teleport to a safe area in the closest region to what you declared. If no such region exists or is impassable the invocation fails.
 - **Cooldown:** You complete a long rest
- **Vita (Life):** You restore vitality to a friendly creature you can see within 60 ft of yourself. The creature regains 6d6 hit points and one effect causing the creature to be poisoned, paralyzed, blinded, or deafened ends.
 - **Cooldown:** You complete a short or long rest, or you start your turn with 0 hit points
- **Magicae (Magic):** The invocation fully replicates the effects of a single spell. Choose a spell of 5th-level or lower with a casting time of 1 action. You immediately cast that spell at its lowest possible level as if it were the effect of this ability symbol (applying all valid modifier symbols to it). No components, including even costly material components, need to be provided, the spell simply takes effect.

- **Cooldown:** You complete a short or long rest, or you are targeted by a damaging spell or otherwise harmful magical effect
- **Lux (Light):** You create a mote of brilliant light that floats in an unoccupied space within 5 ft of yourself. The mote emits bright light out 30 ft and dim light out an additional 30 ft. This light temporarily suppresses magical darkness while its area of bright light overlaps with it. The mote persists for 1 hour and you can dispel it early as a bonus action. Finally, at any time while the mote persists you can use an action to cause it to flare in a brilliant burst of light. All creatures within the area of the mote's bright light (other than you) make Constitution saving throws, taking 6d8 radiant damage on a failure or half as much on a success. After which, the mote dissipates.
 - **Cooldown:** You complete a short or long rest, or you start your turn in an area of magical darkness
- **Tenebris (Dark):** You create a mote of blanketing darkness that floats in an unoccupied space within 5 ft of yourself. The mote emits magical darkness out 60 ft. If you have darkvision, you can see through this magical darkness. This darkness temporarily suppresses magical light while its area of darkness overlaps with it. The mote persists for 1 hour and you can dispel it early as a bonus action. Finally, at any time while the mote persists you can use an action to cause it to burst, releasing a wave of deleterious shadows. All creatures in the area of the mote's darkness (other than you) make Constitution saving throws, taking 6d8 necrotic damage on a failure or half as much on a success. After which, the mote dissipates.
 - **Cooldown:** You complete a short or long rest, or you start your turn in an area of magical light
- **Aspectu (Sight):** The invocation infuses your eyes with a supernaturally charged capability to perceive. You gain Truesight out 50 ft and Darkvision out 200 ft; additionally, you make Perception checks relying on sight with advantage and can see in all directions. These benefits last 1 hour and you can end them early as a bonus action.
 - **Cooldown:** You complete a long rest, or you spend a full hour conscious with your eyes shut
- **Salutem (Safety):** The invocation surrounds an area around you in a shimmering dome of protective energy. This 15-foot-radius immobile dome of force appears around and above you, remaining

stationary for 8-hours, after which it dissipates into nothingness. When you create the dome, all creatures within its area (including yourself) can freely pass through the energy field while all other creatures are barred from passing through. Additionally, you may define up to 5 other creatures of Large size or smaller who may freely pass through the field. Creatures within the energy field receive a +10 bonus to their AC against attacks made by creatures outside of the field and have a +15 bonus any saving throws against effects incurred by creatures outside of the field. Attacks, spells, Artes, and other such abilities sourced by creatures within the field cannot extend outside of it. The interior of the energy field is comfortable and dry, regardless of the weather outside.

- **Cooldown:** You complete 1d4 long rests
- **Discite (Learn):** The incantation entreats otherworldly, eldritch beings for knowledge. You may immediately ask the DM 1 question concerning a creature, a location, an item, a spell, or a phenomenon (natural, arcane, supernatural, etc.). The DM answers your question truthfully; however, depending on the nature of your question – they may choose to answer the question cryptically.
 - **Cooldown:** You complete a short or long rest, or you truthfully reveal a personal secret to a creature (the creature must not already know the secret)
- **Tempus (Time):** The incantation slows time to a steady, gradual crawl around a point you can see within 60 ft of yourself. A 20 ft radius sphere of slowed time manifests centered on the targeted point. All creatures in the area of the sphere when it forms must succeed on a Wisdom saving throw or be caught within slowed time. A creature that moves into the sphere for the first time on a turn or ends its turn in the sphere also makes the save. A creature caught in slowed time loses its turn and is stuck in time. During this time, the creature is unaware of its surroundings and cannot take actions or reactions; however, the creature cannot be damaged and is unaffected by otherwise harmful effects. This lasts until the creature ends its next turn. The sphere persists for 1 minute and you can end it early as a bonus action.
 - **Cooldown:** You complete a short or long rest
- **Fatum (Fate):** The incantation allows for the dictation of the course of a single event to occur within the next 6 seconds. At any time before the end of your next turn, you may use your reaction to declare the result (from 1 to 20) of one ability check, attack roll, or

saving throw you can see being made by a creature within 60 ft of you. You must be actively aware of the creature's action in order to use this reaction and you may use the reaction to declare the result of one of your own rolls. Once you have declared the result, rather than roll, the creature uses your declaration as if that were its roll and applies any appropriate bonuses, penalties, benefits, etc. If a modifier symbol effects this ability's duration, while the effect is active you may

- **Cooldown:** You complete a short or long rest; however, if you declared a 1 or 20, you must instead complete 1d2 long rests
- Once the ability symbol is selected, then you will select two different modifier symbols from the following list (Note: You MUST select two). Similarly to the ability symbols, each modifier symbol has a specified cooldown condition that must be met before it can be used again; however, unlike the ability symbols, many modifier symbols have differing effects depending on the order they are used in the incantation, meaning one must be careful with the exact order of declaring and weaving these symbols when manifesting the effects. Cooldowns for positions are independent, meaning even if a modifier is on cooldown for its First position effect it may still be used for its Last position effect
 - **Pullulate (Multiply):** If this is the first modifier symbol, halve any numerical values involved with the ability. If this is the last modifier symbol, double any numerical values involved with the ability. This ignores abilities that set values such as **Fatum** and **Magicae**'s spell level
 - **Cooldown (First):** None
 - **Cooldown (Last):** You complete a long rest
 - **Longitudinem (Length):** If this is the first modifier symbol, double the duration of any lasting effects sourced from the ability. If this is the last modifier symbol, triple the duration sourced from the ability.
 - **Cooldown (First):** You complete a short or long rest
 - **Cooldown (Last):** You complete a long rest
 - **Ruina (Ruin):** If this is the first modifier symbol, ignore the ability rune - ending the invocation without triggering any cooldowns. If this is the last modifier symbol, ignore the effects of the first modifier symbol while resetting all its cooldowns.
 - **Cooldown:** None
 - **Cooldown (Last):** 1-minute passes

- **Novus (New):** If this is the first modifier symbol, reset the cooldown of the ability rune after its use. If this is the last modifier symbol, reset all cooldowns of the first modifier symbol after its use.
 - **Cooldown (First):** You complete a long rest
 - **Cooldown (Last):** You complete a short or long rest
- **Imperium (Power):** If this is the first modifier symbol, double any damage or healing sourced from the ability. If this is the last modifier symbol, triple any damage or healing sourced from the ability
 - **Cooldown (First):** You complete a long rest
 - **Cooldown (Last):** You complete 1d4 long rests
- **Nihil (Nothing):** No effect.
 - **Cooldown:** None
- **Confodio (Pierce):** If this is the first modifier symbol, any damage sourced from the ability bypasses resistance. If this is the last modifier symbol, any damage sourced from the ability bypasses immunity
 - **Cooldown (First):** 1-minute passes
 - **Cooldown (Last):** You complete 1d2 long rests
- **Sorbere (Absorb):** If this is the first modifier symbol, any damage sourced from the ability heals the targets instead. If this is the last modifier symbol, whenever a creature takes damage that is sourced from the ability, you regain hit points equal to half the total damage dealt
 - **Cooldown (First):** 1-minute passes
 - **Cooldown (Last):** You complete a short or long rest
- **Fortunae (Fortune):** If this is the first modifier symbol, you make any ability checks, attack rolls, or saving throws resulting from the ability at advantage. If this is the last modifier symbol, other creatures make any ability checks, attack rolls, or saving throws resulting from the ability at disadvantage.
 - **Cooldown (First):** You complete a short or long rest
 - **Cooldown (Last):** You complete a long rest
- **Artis (Trade):** If this is the first modifier symbol, you may reset all the cooldowns of one other modifier symbol by putting a different modifier symbol into total cooldown (if it possibly can be in cooldown and already isn't in total cooldown). If this is the last modifier symbol, you may reset the cooldown of one other ability symbol by putting a different ability symbol into cooldown (if it

possibly can be in cooldown, isn't already in cooldown, and has a cooldown longer than 6-seconds)

- **Cooldown (First):** You complete a short or long rest
- **Cooldown (Last):** None

• 2nd Level – Advanced Invocation:

- You may now employ a third modifier symbol when performing an invocation. This modifier symbol is considered the Middle symbol and the following list will outline the new effects the previous modifier symbols gain if they are positioned in the Middle.
 - **Pullulate (Multiply – Middle):** If possible, trigger the effect of the last modifier symbol twice.
 - **Cooldown (Middle):** You complete 2d4 long rests
 - **Longitudinem (Length – Middle):** Any lasting effects from the ability are set to a duration of 10 minutes
 - **Cooldown (Middle):** You complete a short or long rest
 - **Ruina (Ruin – Middle):** Ignore the effects of the last modifier symbol while resetting all its cooldowns
 - **Cooldown (Middle):** You complete a short or long rest
 - **Novus (New – Middle):** Reset all cooldowns of the last modifier symbol after its use
 - **Cooldown (Middle):** You complete 1d2 long rests
 - **Imperium (Power – Middle):** Halve any damage or healing sourced from the ability
 - **Cooldown (Middle):** None
 - **Nihil (Nothing – Middle):** Choose either the first or the last modifier symbol – after the chosen symbol is used in this invocation, it does not enter its cooldown period
 - **Cooldown (Middle):** You complete a short or long rest
 - **Confodio (Pierce – Middle):** The first time a creature makes a saving throw sourced from this ability, you may force them to reroll. You choose the result they'll use
 - **Cooldown (Middle):** You complete a short or long rest
 - **Sorbere (Absorb – Middle):** If damage sourced from this ability brings a creature with 20 or more hit points to 0 hit points, you may reset all the cooldowns of one other modifier symbol
 - **Cooldown (Middle):** You complete a long rest

- **Fortunae (Fortune – Middle):** Other creatures apply no benefits or bonuses sourced from Artes to any ability checks, attack rolls, or saving throws they make as a result of the ability
 - **Cooldown (Middle):** You complete a long rest
- **Artis (Trade – Middle):** Choose either the first or last modifier symbol. Replicate its effects as though it were positioned in the middle.
 - **Cooldown (Middle):** You complete 1d4 long rests

- **3rd Level – Mastered Invocation:**

- As an action, you can employ a quick incantation to use a single ability symbol without triggering its cooldown. You may not use any modifier symbols when doing so; additionally, you may not use an ability symbol that is already in cooldown. You may do this quick incantation a number of times equal to your proficiency bonus and uses of this ability refresh after completing a long rest.
- You may now include a second ability symbol when performing an invocation. When doing so, choose an ability symbol other than the first one in the incantation that isn't in cooldown. This ability symbol triggers immediately after the first ability resolves. You may choose whether the modifier symbols of the invocation affect the second ability; however, it is all or nothing, either all modifiers also affect the second or none of them do. Modifiers with instantaneous effects that don't directly alter an ability (such as a **Middle Novus** or **Last Ruina**) do not trigger an additional time.
- The base effects of a select set of ability symbols are upgraded as follows:
 - **Ventus:** The line of wind is now 120 ft long and pushes creatures 60 ft away; additionally, creatures that fail the saving throw also take 8d8 slashing damage from the powerful gales
 - **Aqua:** The sphere is now a 20 ft radius sphere of water formed centered on a point within 120 ft and persists for 5 minutes
 - **Terra:** 6 stones rise and can fly out 120 ft, now dealing 8d6 bludgeoning damage on a hit
 - **Ignis:** The creature can now be within 120 ft and takes 12d8 fire damage if it fails the save
 - **Fulgor:** The bolt can now strike a point 120 ft away and affects all creatures within 10 ft of the point; additionally, creatures that fail save take 10d8 lightning damage
 - **Telum:** The weapon is now a +6 weapon and deals an additional 6d6 force damage on a hit; additionally, you may make up to 2 attacks with the weapon as part of the action that created it

- **Vita:** The targeted creature may now be within 120 ft and regains 12d6 hit points; additionally, this may now end one effect causing the creature to be frightened, charmed, or petrified
- **Lux:** The burst mote now deals 12d8 radiant damage
- **Tenebris:** The burst mote now deals 12d8 necrotic damage
- **Aspectu:** You now gain Truesight out 100 ft and Darkvision out 400 ft

- **Overload – Endless Invocation:**

- As an action, you may immediately refresh the cooldowns of all ability and modifier symbols. You may use this ability a number of times equal to a quarter of your proficiency bonus (min. 1) and uses of this ability refresh after completing a long rest.
- As part of a single action, you may perform two complete invocations. These invocations are separate and cannot employ the same symbols but are treated independently for all other respects. The second invocation resolves immediately after the first one concludes.

11 – Avarice (Special):

“Pay to win with the money’s cardinal sin as your power generator”

Bonus Hit Points: 35 (55 – Bard, Rogue)

Starting Fame: +0

Starting Infamy: +15

Class: D

Strain: Gain

Element: None

Type: Combat

• 1st Level – Power of Greed:

- Proficiency and Expertise in Insight and Sleight of Hand
- Natural +7 to Insight and Sleight of Hand
- You can sense money within 1000 ft of you
- You know the exact value of any object you touch
- Whenever you make an ability check or saving throw, you can spend money from your repository – removing it and warping it to a random location within 1000 miles. For every 20 dollars spent, you gain a +1 bonus to the ability check or saving throw. The money must be spent before you know the result of the roll. No matter how much you spend, the maximum bonus that can be applied to a single ability check or saving throw is +30
- Whenever you make an attack or cast a spell, you can spend money from your repository – removing it and warping it to a random location within 1000 miles. For every 50 dollars spent, you may apply a +1 bonus to one attack roll, one damage roll, or a DC involved with the attack made or the spell cast. Each increment of 50 may be spent on different bonuses and on different rolls. No matter how much you spend, the maximum bonus that can be applied to a single attack roll, damage roll, or DC is +20.
- You have a special repository only you can summon and access. It takes the form of a small container of your own design that opens to a cosmic demiplane. While the space the container leads to can hold any weight, the opening of the container – no matter its design – is 1.5 feet on all dimensions. Additionally, the space has no air

and time does not pass within it. It only accepts money into it but once accepted it acts as a bank account from which you can draw at any time. If you die, all money stored in the repository appears next to your corpse. Summoning or dismissing the repository takes a bonus action

- You cast Locate Object, Tiny Servant, Mage Hand, Unseen Servant, and Fabricate at will
 - Use your highest ability score as your spellcasting ability

- **2nd Level – Master of Money:**

- Your repository now accepts treasures and other valuable objects worth at least 100 dollars, adding their value to your money hoard
- Whenever you complete a long rest, credits worth 100 dollars are deposited into your repository. While these credits are physically worthless and cannot be removed from the repository, they can be spent on any abilities from this Arte that allow you to spend money from the repository
- As an action, you can spend money to cast a spell. The chosen spell must have a casting time of 1 action and be, at the highest, 8th-level. To cast the chosen spell, you must spend 500 dollars per level of the spell (spending 250 dollars to cast a cantrip). After doing so, the spell takes effect, you do not need to provide any other components, even costly ones. You may use this ability to cast a spell at a higher level than its base level – to a maximum of 8th-level, spending money as appropriate
- Whenever another creature that you can see within 500 ft of you makes an attack roll, damage roll, ability check, or saving throw, you may offer to spend money from your repository to boost them (this doesn't use your reaction). If the creature accepts your offer, you spend money using the same rules as if it were your own roll; however, after spending the money, you can choose to mark the creature with an I.O.U – representing their monetary debt to you. A creature with an I.O.U mark from you cannot gain one again until the first one fades. While a creature has an I.O.U, it may deposit money and valuable objects into your repository by speaking a command word determined by you while holding what it wants to deposit. Once the creature has deposited money and objects with value equal to double what you spend, their I.O.U vanishes, but, if after 1 month the creature hasn't fully paid you back, they become bound to your will for one full month. During that time, their I.O.U mark slowly fades, and the creature exacts any command you make of it to the best of its abilities (apart from commands that would be directly harmful to the creature); additionally, as an action, you can teleport the creature into an unoccupied space within 10 feet of you – no matter their distance. Once the month ends, their I.O.U fully fades, and their debt is considered fulfilled.

- **3rd Level – Almighty Affluence:**

- Min Charisma of 20
- Money sensing range: 1 mile (DNS)
- The maximum bonus that can be applied to a single attack roll, damage roll, or DC is +40 (DNS)
- The maximum bonus that can be applied to a single ability check or saving throw is +60 (DNS)
- Every real dollar spent on your own attack rolls, damage rolls, DC's, spellcasting, ability checks, or saving throws counts as 2
- After spending at least 100 real dollars towards another willing creature's attack roll, damage roll, ability check, or saving throw, credits worth 1000 dollars are deposited into your repository. These credits are physically worthless and cannot be removed from the repository; additionally, they can only be used on your own attack rolls, damage rolls, spells, DC's, ability checks, and saving throws. Finally, these credits fade after you complete a long rest or the next time you earn this increment.

- **Overload – Ultimate Cash-Grab:**

- The maximum bonus that can be applied to a single attack roll, damage roll, or DC is +80 (DNS)
- The maximum bonus that can be applied to a single ability check or saving throw is +120 (DNS)
- Every real dollar spent on your own attack rolls, damage rolls, DC's, spellcasting, ability checks, or saving throws counts as 5 (DNS)
- As an action, you can call upon an indebted creature early. Choose a creature that you can see within 500 ft which currently has an I.O.U mark. The mark immediately fades, and the creature enters the servile state for the next minute. During this time, it cannot be given another I.O.U mark.

12 – Balance (Enhancing):

“Gain power through absolute dictation over order, equalizing your abilities”

Bonus Hit Points: 50 (100 – Artificer, Bard, Fighter, Monk)

Starting Fame: +0

Starting Infamy: +0

Class: E

Strain: Manipulation

Element: Reality

Type: Mixed

• 1st Level – Equalizer:

- All your ability scores become min 18
- No attack roll has advantage against you while you aren't incapacitated
- As a reaction to taking a critical hit, you may change it into a normal hit.
- Whenever you make a damage roll, you can choose to use the average of the total dice instead of rolling
- You are immune to magical and supernatural effects sourced from other creatures that would reduce your speed, hit point maximum, or ability scores
- Whenever you make an attack roll, ability check, or saving throw, you may choose to forgo the roll and instead use a 10 as if it were your roll. Whenever you use this ability, you must wait 1 minute before you may use it again
- Whenever you would receive any form of magical or supernatural healing from another creature, you may set the amount of healing to half your hit point maximum. You may do so a number of times equal to your proficiency bonus and regain all expended uses upon completing a short or long rest

• 2nd Level – Equal and Opposite:

- Resistance to all damage
- Min AC of 18 while you aren't wearing armor
- As a reaction, you can halve all damage you take from a single source
- Able to use 15 instead of rolling for ability checks, saving throws, and attack rolls (DNS)

- As a reaction to getting hit by an attack, you may cause the assailant to take the same amount of damage that you take from the attack. The damage the assailant takes is the same damage type as the damage dealt
- Your attacks, spells, and damaging abilities ignore damage resistance; additionally, whenever you deal damage with an attack, spell, or otherwise damaging ability, you may amplify this feature and ignore damage immunity. You may do so a number of times equal to your proficiency bonus and you regain all expended uses upon completing a long rest

- **3rd Level – Balanced Power:**

- Double your total proficiency bonus
- Able to use max damage instead of rolling (DNS)
- You gain proficiency in all skills and saving throws
- Able to use 19 instead of rolling for ability checks, saving throws, and attack rolls (DNS)
- Whenever you roll for percent chances, you may roll the percentile die 3 times. Each roll counts as a possible success
- As an action, you can invoke the power of balance and exert a balancing will against others. When using this ability, choose one of the following statistics: current hit points, walking speed, one ability score of your choice, one saving throw bonus of your choice, one skill bonus of your choice, proficiency bonus, or AC. Any creature within 30 ft of you immediately makes a Charisma saving throw. A creature may willingly fail this save. On a failed save, your chosen statistic is forced upon the creature, setting them equal. For the next minute, the creature replaces the value it had for the chosen statistic for the value that you had at the time of using this ability. During this minute, the creature ignores any bonuses and modifiers to that statistic. You may revert any of these changes early as a bonus action; otherwise, the effect only ends after the minute passes. If the chosen statistic was current hit points, it only goes up the creature's maximum hit points and does not revert when the effect ends. After using this ability, you cannot choose the same statistic again until you complete a long rest
- As a reaction, whenever you see a creature cast a spell with a casting time of 1 action, you may cast that same spell at no cost
 - Use your highest ability score as your spellcasting ability

- **Overload – Divine Equality:**

- All your ability scores become min 20 (DNS)
- Quadruple your total proficiency bonus (DNS)
- Min AC of 36 while you aren't wearing armor (DNS)

- Able to use a natural 20 instead of rolling for ability checks, saving throws, and attack rolls (DNS)

13 – Ballistician (Combative):

“Employ a supernatural aptitude with wielding guns and laying waste to all who oppose you”

Bonus Hit Points: 55 (75 – Artificer, Fighter, Paladin, Ranger)

Starting Fame: +5

Starting Infamy: +5

Class: C

Strain: Gain

Element: None

Type: Combat

• 1st Level – Ballistic Savant:

- Min Dexterity of 20
- Natural +5 to Perception
- Proficiency in Perception
- Proficiency with Sidearms and Longarms
- You have resistance to ballistic damage
- You ignore the Loading property of sidearms and longarms
- Double the normal range and long range of sidearms and longarms
- Deal an extra 2 damage dice of damage with sidearms and longarms
- Ignore disadvantage imposed by attacking a creature at long range with sidearms and longarms
- Your ranged weapon attacks with sidearms and longarms ignore half cover and three-quarters cover
- You can reload one sidearm or longarm you’re wielding as your free object interaction on your turn
- In combat, you may draw or stow up to 2 sidearms or longarms as your free object interaction on your turn
- Advantage on ranged weapon attacks rolls with sidearms and longarms against creatures in normal range
- You gain proficiency with gunblades; additionally, you may treat them as a sidearm or longarm (as appropriate) when wielding their ballistic counterpart

- As a reaction, you may make a ranged weapon attack with a sidearm or longarm you are wielding against a creature that you can see that moves within your weapon's normal range
- As an action, you can make one of the following special attacks with a longarm or sidearm you are wielding:
 - **Homing Shot:** The ammunition supernaturally arcs toward the opponent. Make a ranged weapon attack roll at advantage against a creature you are aware of within your weapon's range. If you cannot see the creature and it has total cover, but there is a clear path in range to bypass the cover, the creature does not benefit from the total cover nor being hidden from you against this attack. If you can see the creature, apply a +10 bonus to the shot's attack roll. Deal normal weapon damage on a hit.
 - **Recycle Shot:** The firearm you wield forms a supernatural shot from the currently loaded ammunition and fires it in the ammo's place. Make a ranged weapon attack roll against a creature within your weapon's range. You do not expend any ammunition, nor do you need to reload or refill the gun as a result of this attack; however, the gun does need to be loaded with at least one valid form of ammunition for it. This supernaturally formed ammunition copies the properties of the topmost ammunition in the bullet but loses any magical properties as soon as it either hits or misses the target and vanishes into nothing after 6 seconds.
 - **Incendiary Shot:** The ammunition becomes supernaturally infused with searing energy. Make a ranged weapon attack roll. The attack deals an extra 6d6 fire damage and can burn objects. This attack deals double damage to plants and Plant-type creatures
 - **Burst Shot:** The ammunition supernaturally splits into multiple individual fragments. Make a ranged weapon attack roll, reducing the ranges by half. All creatures within 10 ft of the target take half the damage dealt if the attack hits. If the attack misses, up to 2d4 random creatures within 15 ft of the desired target (inclusive of the target) take half of the damage that would've been dealt. After using this technique, the ammunition is destroyed.
- You can cast Mending, Protection from Ballistics, Ensnaring Strike, True Strike, Hunter's Mark, Conjure Barrage, and Conjure Volley at will
 - Use Dexterity as your spellcasting ability modifier

- **2nd Level – Bullet-Time:**

- Natural +10 to Perception (DNS)
- Extra 3 damage dice with sidearms and longarms (DNS)
- You cannot be surprised while you are conscious

- Whenever you are targeted by a ranged attack, as a reaction, you may increase your AC against the attack by 10
- You may ignore the Two-Handed property of longarms that lack the Heavy property (e.g., Hunting Rifle)
- If you reduce a creature to 0 hit points with a sidearm or longarm you are wielding, if you don't kill them outright, you may instead choose for them to fall unconscious while staying stable
- When you take the Attack action and attack with a sidearm or longarm that you're holding in one hand, you can use a bonus action to attack with a different sidearm or longarm that you're holding in the other hand.
- If you have a loaded sidearm within easy reach or in hand, as a reaction, you may make a ranged weapon attack at advantage against a creature that makes a melee attack against you. Your attack connects before the creature's attack, potentially even stopping it if the creature dies or is knocked unconscious.
- Whenever you use your action, on your turn, to make a special attack with your longarm or sidearm, you may apply the **Homing Shot** attack benefits on top of any other benefits from the attack you chose. If you chose **Homing Shot**, apply an additional +10 bonus to the attack roll on top of any other benefits
- As an action, you can completely unload the rest of the clip, cylinder, or magazine of a sidearm you're wielding into a single creature. If the sidearm has no clip, cylinder, or magazine, you cannot perform this special attack (e.g., Shooting Stun Gun). For each individual piece of ammunition left in the clip, cylinder, or magazine (if for whatever reason, the sidearm has infinite ammunition, cap off at 10), make an attack roll against the target. If you hit, deal half normal weapon damage. Once the attack is complete, you must wait until the end of your next turn before you can reload the sidearm and you do not benefit from any ability to ignore the weapon's reload or loading property.

• 3rd Level – Omnidgun Mastery:

- Min Dexterity of 25
- Extra 4 damage dice with sidearms and longarms (DNS)
- Whenever you take the Attack action and attack with a melee weapon that you're holding in one hand or make an unarmed strike, you can use a bonus action to attack with a sidearm or longarm that you're holding in the other hand
- Whenever you use your action, on your turn, to make a special attack with your longarm or sidearm, you may apply the **Recycle Shot** attack benefits on top of any other benefits from the attack you chose. This does not apply if the chosen attack destroys the ammunition. If you chose **Recycle Shot**, you may make 2 attacks as part of the action, expending no ammunition for either
- You learn the following special techniques:

- **Ricochet Shot:** The ammunition fired bounces from creature to creature in a swift, supernaturally guided path. Make an attack roll against a creature in range. On a hit, deal normal weapon damage. If there is a creature within 40 ft of the just hit target, you may then make an attack roll against that creature as the ammunition jumps to it (if there are multiple creatures in range, it jumps randomly). After jumping, it deals normal weapon damage with an extra damage die per jump made. You may then repeat the jumps up to 4 more times, each time using the new target as the center. The ammunition may only jump to the same creature up to twice.
- **Squall Shot:** After firing the ammunition skyward, it supernaturally splits and rains upon a 20-ft radius area within the weapon's normal range. Make an attack roll. Each creature in the radius must make a Dexterity saving throw, the DC being equal to the total of the attack roll made. Roll damage with one extra damage die per creature in the radius. A creature that failed the saving throw takes full damage while a creature that succeeded only takes half. After using this technique, the ammunition is destroyed.
- **Ruination Shot:** You infuse your weapon with a massive amount of energy, super charging your next attack with the weapon. Your next normal ranged weapon attack made with the weapon within the next minute has double range and deals triple damage if it hits. Whether you hit or miss, after using this technique, the ammunition is destroyed.
- **Armor-Piercing Shot:** You make a super-focused shot, supernaturally charging the ammunition to rend a creature's defenses. Make an attack roll at advantage against a creature in range. On a hit, deal normal weapon damage and reduce the target's AC by 5 until the end of its next turn. If this brings their AC to 0, they are also stunned during the time.
- **Full-Line Shot:** Through supernaturally enhanced precision and power, you fire right through entire ranks of foes. Make an attack roll against all creatures in a line going out to your weapon's long range. On a hit, deal normal weapon damage.
- **Blinding Shot:** After infusing your weapon and its ammunition with radiant energy, fire out a flashbang to blind your foes. Choose a point within the weapon's normal range. All creatures that can see within 100 ft of the point must make a Constitution saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Dexterity modifier}$). On a failure, the creature is blinded for the next minute. At the end of each of the creature's turns, they may repeat the saving throw, ending the effect on a success.
- **Warning Shot:** Using the weapon's overpowering presence, fire off a supernaturally precise shot to amplify an effort of intimidation. Choose a creature within the weapon's normal range that can see and hear you. It

makes a Wisdom saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Dexterity modifier}$). On a success, it is immune to the effects of **Warning Shot** for the next 24 hours. On a failure, for the next hour, it is frightened of you and you have advantage on Intimidation checks against any of its allies that were within 30 ft

- **Focused Shot:** Employing absolute precision and supernatural aim, instantly hit and deal normal weapon damage against any creature you can see in range.
- **Oblivion Shot:** You supernaturally charge your aim with deathly precision, with the vicious intent to send a creature directly beyond. Choose a creature you can see within your weapon's range. You enter a state of absolute focus, primarily aiming for the most vital part of the creature. Your next normal ranged weapon attack against the creature within the next minute has 5 extra damage dice, if it hits. On subsequent turns during this duration, you may forgo your action to add an additional 5 damage dice. If you forgo at least 5 actions, the attack is a guaranteed auto-hit so long as the creature is still in range, and you can still see them. Upon releasing the shot, the ammunition becomes super charged with the energies of death. If this technique reduces a creature to 0 hit points, they instantly die as their soul is ripped from their body.

- **Overload – Absolute Ballistic Prefect:**

- Min Dexterity of 30
- Extra 8 damage dice with sidearm and longarms (DNS)
- Triple the normal range and long range of sidearms and longarms (DNS)
- Immunity to ballistic damage
- Whenever you use your action, on your turn, to make a special attack with your longarm or sidearm, you may make up to 3 different special attacks – other than **Ruination Shot** or **Oblivion Shot** – as part of that same action

14 – Battery (Elemental):

“Store electrical energies within yourself for use with both combat and technology”

Bonus Hit Points: 40 (60 – Artificer, Sorcerer)

Starting Fame: +5

Starting Infamy: +0

Class: B

Strain: Emission

Element: Lightning

Type: Mixed

• 1st Level – Energy Storage:

- Immune to lightning damage
- Whenever you would take lightning damage, you instead regain that many hit points.
- While in contact with a source of electricity – such as a battery or outlet – you can spend time to drain electricity from it and store it within yourself as power units. For every 1 minute you spend draining electricity, you gain 1 power unit. While draining electricity from an energy source doesn't require any actions, you must stay in contact for the full time, and you are considered concentrating during that time. If the source has no constant inflow of power (like a battery) you can possibly drain it entirely in an amount of time depending on the size of the source (Tiny – 1 minute; Small – 5 minutes; Medium – 20 minutes; Large – 1 hour; Huge – 10 hours; Gargantuan – 40 hours). You can hold a maximum of 20 power units at a time.
 - You can use the power units in the following ways:
 - As an action, you can expend the units to fire blasts of electricity from your hands. For each unit expended, you may either create a blast of lightning out in a 15 ft line dealing 3d8 base lightning damage, extend the range of one of your blasts by 15 ft, increase the damage of one of your blasts by 3d8 lightning damage, or increase the DC of the save against one of your blasts by 2. A creature caught in a blast makes a Dexterity saving throw (DC = 10 + your

proficiency bonus + your highest ability score modifier), taking full damage on a failed save or half as much on a successful one.

- As an action, you can expend a power unit to surround yourself in a spherical burst of electricity. The burst radiates out in a 10 ft radius sphere centered on you and has a base damage of 3d10 lightning damage; however, you may expend additional units to either increase the damage by 3d10 lightning (for every 1 unit spent) or increase the DC of the save by 2 (for every 1 unit spent). All creatures (other than yourself) within the area of the burst make a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failure, a creature takes full damage or half as much on a successful one. A creature that failed the save and takes 40 or more lightning damage is also stunned until the end of its next turn.
 - As an action, you can charge technology that runs on electricity by expending power units as you touch the tech. For each unit expended, it runs for a certain amount of time depending on the size of the technology without requiring any other power source. (Tiny – 40 hours; Small – 10 hours; Medium – 1 hour; Large – 20 minutes; Huge – 5 minutes; Gargantuan – 1 minute)
 - As a bonus action, you can expend as many of your power units as you wish to revitalize yourself or a creature you touch. For each unit expended, 3d8 hit points are recovered. If at least 3 units are expended, the healing also offers the benefits of the *Lesser Restoration* spell. If at least 7 units are expended, the healing also offers the benefits of the *Greater Restoration* spell. If at least 10 units are expended, the healing also offers the benefits of the *Regenerate* spell.
 - As a bonus action, you can expend as many of your power units as you wish to teleport to an unoccupied space you can see within range. The range is 50 ft per unit expended.
- You can cast Lightning Lure, Lightning Bolt, Storm Sphere, Shocking Grasp, On/Off, Haywire, Shutdown, Absorb Elements, Thunder Step, and Chain Lightning at will
 - Use your highest ability score as your spellcasting ability

- **2nd Level – Full Power State:**

- Min Dexterity of 20
- Max 30 power units (DNS)
- Immune to thunder damage

- Your spells cast from this Arte that deal lightning damage deal double damage
- Whenever you would take lightning damage from the attack, spell, or ability of a creature other than yourself, gain 1 power unit.
- While touching a living humanoid, you can draw from their life energy to gain power units. If the humanoid is unwilling and/or unconscious, it may make a Wisdom saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$) when you start draining their energy. On a successful save, the creature resists your attempt and gains immunity against it for the next 24 hours. An unconscious humanoid that succeeds on the save also wakes up. On a failed save, you may drain from the creature using your object draining rules; however, for every power unit you drain, the creature gains 1 level of exhaustion. If the creature failed the initial save, it may repeat the save whenever you gain a power unit from it, gaining a cumulative +5 bonus to the save for each power unit you successfully drained from them – resetting the bonus upon succeeding.
- As an action, you can expend 20 power units to transform into a state of pure electricity. Objects you are wearing and carrying meld with you. While in this state, you gain the following benefits:
 - Resistance to all nonmagical damage
 - After a creature hits you with a melee attack, it takes 3d10 lightning damage
 - You can move through a space as narrow as 1 inch without squeezing
 - You gain 100 ft of fly speed
 - You can travel through power lines and wires – moving at quintuple your fly speed while doing so
 - Your melee attacks deal an extra 3d10 lightning damage.
 - You give off bright light out 30 ft and dim light out an additional 30 ft
 - This state lasts 1 hour, ending early if you reach 0 hit points or use a subsequent action to end it
- While you have 20 or more power units, you gain the following benefits:
 - You move at double speed
 - You have resistance to all damage
 - Any creature of your choice that ends its turn within 5 ft of you takes 2d8 lightning damage
 - At the start of your turn, you regenerate 5 hit points if you have at least 1 hit point
 - Your electricity blasts and spherical bursts deal double damage
 - AC +2
 - Advantage on Dexterity checks and saving throws
 - All melee weapon attacks you make deal an extra 2d8 lightning damage on a hit

- Whenever you take the Attack action, on your turn, you may make one additional attack on top of any others you already make as part of the same action

- **3rd Level – Grand Conduit:**

- Max 50 power units (DNS)
- Every single power unit you expend counts as two (DNS)
- Technology you charge lasts double the time
- Once per turn, whenever you use an attack, ability, or spell that deals lightning damage, you may expend 5 power units to deal maximum damage rather than roll
- As a bonus action, you may immediately gain 5 power units, gaining 1 level exhaustion after doing so. This ability ignores any abilities that prevent the gaining of exhaustion.
- As a reaction to lightning or electrical current coming within 100 ft of you, you may act as a lightning rod, drawing it all into yourself as the sole target of whatever sourced the lightning or current
- While you have 40 or more power units, you gain the following – along with other valid benefits:
 - You move at triple speed (DNS)
 - Any creature of your choice that ends its turn within 10 ft of you takes 4d8 lightning damage (DNS)
 - At the start of your turn you regenerate 10 hit points (DNS)
 - All melee weapon attacks you make deal an extra 4d8 lightning damage (DNS)
 - You gain 60 ft of fly speed

- **Overload – Electric Mastery:**

- Every single power unit you expend counts as three (DNS)
- As a bonus action, if you are at 10 or less power units, you may immediately gain 10 power units at no cost
- Technology you charge while in this Overload state lasts triple the normal time, even after the Overload ends

15 - Beast Command (Supportive):

“Control the mightiest of beasts, dominating their will with your mental acuity”

Bonus Hit Points: 50 (70 - Barbarian, Druid, Ranger)

Starting Fame: +5

Starting Infamy: +0

Class: D

Strain: Sync

Element: Life

Type: Mixed

• 1st Level – Animal Domination:

- Min Strength of 20
- Proficiency and Expertise in Nature, Survival, and Animal Handling
- Natural +15 to Nature, Survival, and Animal Handling
- Advantage on Nature, Survival, and Animal Handling checks
- You can sense all beasts within 1 mile
- You can naturally communicate with beasts
- You have proficiency in unarmed strikes, and you use 1d12 as the base damage die
- Your unarmed strikes can deal bludgeoning or slashing (your choice)
- As an action, you can take control of any beast you can see within 150 ft for up to 1 hour; however, if the beast has 6 or more Intelligence or is under another creature's control, it must instead make a Charisma saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Strength modifier}$), falling under your control on a failure. On a successful save, it is immune to this ability for the next 24 hours. While under your command, on your turn, you may issue it a command that it must follow to the best of its ability (this does not take an action). After it completes the order (or while it doesn't have an order to complete), it simply follows you and tries to protect you from harm.
 - You always know the location of any beast under your control, so long as you are on the same plane
 - As a bonus action, you may perceive through the senses of one of the beasts under your control. While perceiving this way, your body is blinded and

deafened; however, you use all the senses of the beast, gaining any relevant benefits

- Once you gain control over a beast, you may apply to it up to 3 of the following benefits (a benefit ends if you lose control over a beast):
 - The beast's AC is increased by 5
 - All the beast's attacks deal an extra 4d6 of a relevant damage type
 - The beast's hit point maximum increases by the total amount of bonus hit points you receive from this Arte
 - The beast gains Truesight out to its vision range
 - The beast gains a +10 bonus to all its attack and damage rolls
 - The beast moves at double speed
 - The beast gains a +5 bonus to all saving throws it makes
 - The beast gains immunity to 2 damage types of your choice
 - The beast's Intelligence score becomes equal to yours and it gains the ability to speak all languages you know
 - The beast gains a +15 bonus to Stealth checks
 - The beast gains a +15 bonus to Perception checks
 - The beast gains a +15 bonus to Athletics checks
 - The beast gains a +15 bonus to Acrobatics checks
- You may have up to 10 beasts under your control at a time
- Your control ends early if you die or if you or an ally targets the beast with a harmful effect or attack; alternatively, you may end the control early as a bonus action
- You can cast Locate Animals and Plants, Animal Friendship, Summon Beast, Animal Messenger, Beast Sense, Beast Bond, Conjure Animals, Dominate Beast, Alter Self, Giant Insect, Commune with Nature, Animal Shapes, and Speak with Animals at will
 - Use Strength as your spellcasting ability
- Whenever you cast *Conjure Animals* through this Arte, it is cast at 6th-level

- **2nd Level – Acute Control:**

- Min Dexterity of 20
- Unarmed strike base damage: 2d12 (DNS)
- You can maintain your control over a beast for up to 7 days (DNS)
- A small or tiny beast under your control counts as only 1/10 against your beast control limit
- While you control a beast, as a bonus action, you may gain any of the features of a single beast you control. On future uses of this feature, you may either rid yourself

- of any or all the features you have or gain more features (either from the same beast or a different beast under your control)
- As an action, you can form any or all the beasts under your command that are within 20 ft of each other into a mass swarm. While swarmed, the beasts have their combined health and attack in unison, making up to 4 total attacks with one action (A beast in a swarm can only attack once per action). Additionally, the swarm gains resistance to damage from nonmagical weapons but uses the AC of the beast with the lowest AC in the swarm. If the swarm is only comprised of small or tiny beasts, they attack all at once and deal an extra 1d6 of a relevant damage type for each beast that's part of the swarm. The swarm parts once only one beast remains, if you lose control over any of the beasts, if you fall unconscious or die, or if you end it with a subsequent action

● 3rd Level – Maximized Command:

- You can sense beasts within 5 miles
- Unarmed strike base damage: 3d12 (DNS)
- You can control an unlimited number of beasts
- You can take control of any beast you sense, no longer needing to see them (still using an action)
- At the start of your turn, if you have at least 1 hit point, you regain 1 hit point for each small or larger beast under your control
- Beasts under your control do not need to sleep, they do not need food, and they do not need to drink (this includes beasts you have conjured)
- You can hold your control over beasts for an unlimited time (DNS)
 - A beast with 6 or more Intelligence (whether naturally or through means such as this Arte) makes a Charisma saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Strength modifier}$) at the end of each day. On a successful save, it breaks free from your control and is immune to the ability for the next 24 hours; however, it may willingly choose to stay friendly and servile to you, depending on how you treated it. If it does so, it retains any benefits you gave it while under your control, only losing them if it ever willingly leaves or turns hostile towards you
- Whenever you cast *Conjure Animals* through this Arte, it is cast at 9th-level

● Overload – Dominion of Beasts:

- Min Strength and Dexterity of 25
- You can forgo your action to have all beasts under your control attack at the same time
- Your melee weapon attacks deal 1 extra damage for each beast under your control to a max of 100

- Beasts under your control deal triple damage and take half damage (this includes beasts you have conjured)
- As an action, you can conjure up to 5 different beasts of any CR that immediately are under your command and last for the next hour. You may apply up to 3 of your special benefits to each beast. A beast conjured through this ability vanishes into nothingness when it dies. Any beasts conjured through this ability that are still alive when you either leave this Overload state or use this action again immediately vanish into nothingness

16 - Blood Control (Medical):

"Both control blood and gain power from it – manipulating the sanguine"

Bonus Hit Points: 70 (90 - Barbarian, Fighter, Ranger, Rogue, Warlock)

Starting Fame: +0

Starting Infamy: +15

Class: A

Strain: Manipulation

Element: Water/Life

Type: Combat

• 1st Level – Sanguine Manipulation:

- As an action, you can manipulate blood you can see within 200 ft employing rules as described by the *Manipulation Module*
 - Any saving throws resultant of your manipulation have a DC of 10 + your Constitution modifier + your proficiency bonus
- Min Constitution of 20
- Immune to disease
- You can sense living creatures that have blood flow within 1000 ft
- As a bonus action, you can slow your own bleeding. If you are damaged, gain 20 temporary hit points. If you are not damaged, gain resistance to all damage until the end of your next turn
- Whenever a creature hits you with a melee attack, you may spread your blood as a reaction – infusing it into the creature. If the creature was damaged, any poisoning affecting you, magical effects of your choice affecting you, and/or supernatural effects of your choice affecting you copy over to the creature, lasting a maximum of 30 seconds each
- After a 5-minute ritual wherein you spend the time touching another creature's blood, you learn the following details about the creature: their name, age, race, all their Major and/or Minor Artes, all diseases afflicting them, all poisoning afflicting them, all curses afflicting them, their current location (as of completing the ritual), and whether they are currently alive or dead

- As an action, you can fire bullets of your own blood. Take up to 100 damage - this damage cannot be avoided or reduced in any way. Make 1 + one extra ranged attack roll for every 10 points of damage you dealt to yourself using either your Dexterity or your Constitution out to a range equal to your blood manipulation range. On a hit, each attack deals $4d8$ necrotic damage + either your Dexterity or Constitution modifier
- As an action, you can attempt to manipulate the blood flowing through a creature you can see. You cannot use this feature against undead, constructs, or oozes
 - When you do so, that creature must make a Constitution saving throw equal to your Blood Manipulation DC
 - On a success, the creature resists your attempt
 - On a failure, the creature's blood is then under your control until the end of your next turn, giving you the following options. It requires an action to apply one of the effects; however, after the creature fails the initial saving throw you may apply one of the effects for free. Each individual effect can only be applied once per saving throw failure:
 - **Bodily Manipulation:** For the next minute, you can use your action to use the creature's own blood and control their body. When you do so, you may have the creature move up to half its speed in a manner of your choosing and you may have it take one of the following Actions: Attack or Use an Object, targeting a creature or object of your choice. During this minute, the creature has disadvantage on attack rolls it makes during its own turn.
 - **Coagulate:** You begin gathering blood within the creature's body in an attempt to instantly kill it. For the next minute, at the end of each of the creature's turns, they must make a Constitution saving throw against your manipulation DC. Upon gaining 3 successes, the effect immediately ends; however, upon failing the saving throw 3 times, the creature immediately drops to 0 hit points
 - **Flow:** You prevent blood from clotting, keeping the creature from properly healing from its wounds. For the next hour, the creature only recovers half the hit points they normally would from any healing they receive
 - **Headache:** You cause blood to rush into the creature's head and give it a crushing, debilitating headache. For the next minute, the creature cannot concentrate on spells and the creature has disadvantage on ability checks. At the end of the minute, the creature gains one level of exhaustion

- **Hemorrhaging:** The creature begins bleeding profusely. The creature gains vulnerability to slashing and piercing damage for the next minute and, if the creature was already damaged, they immediately take $3d12$ necrotic damage. During this minute, the creature then takes $3d12$ necrotic damage at the end of each of their turns.
- **Rupture:** You rupture the creature's innards, causing great pain and inner turmoil. The creature immediately takes $10d10$ necrotic damage and, if they took 50 or more total damage from this, they immediately gain 2 levels of exhaustion.
- **Vampirism:** The blood flows from the creature's wounds and vaporizes into a red mist that floats directly to you, sating your own wounds. Whenever that creature takes damage, you recover hit points equal to half the total damage the creature took

- **2nd Level – Blood Consumption:**

- Immune to frightened
- As an action, you can crystallize blood you are manipulating. The crystallized blood has AC 20, 50 hit points, and immunity to poison and psychic damage. Any creature trapped within crystallized blood is restrained and, as an action, may make a DC 25 Strength check to attempt to break free
- You can manipulate your own blood to enhance your physical capabilities. As an action, you begin forcing blood to flow stronger throughout your body, empowering your muscles. You have advantage as well as a +20 on any Strength-based ability checks, saving throws, and attack rolls you make for the next hour; your walking speed doubles; you have advantage and +20 on Constitution saving throws; any melee weapon attacks and unarmed strikes you make gain a +20 to their damage; your carrying capacity as well as push, drag, and lift thresholds double; and finally, you have resistance to slashing, piercing, and bludgeoning damage. After the hour passes, you gain one level of exhaustion
- You gain the ability to attain multiple bonuses from consuming another creature's blood
 - After spending at least 1 minute consuming the blood you gain the following benefits:
 - You regain hit points equal to half the creature's maximum hit points, gaining any excess as temporary hit points that last until you finish a long rest
 - For the next hour, the damage of your blood bullets is increased by $2d8$

- For the next 10 days, the creature has disadvantage on the saving throw against your blood manipulation and if they fail, you may immediately apply up to two effects for free
- For the next 10 days, you always know the location of the creature and you may use an action to perceive through its senses as if they were your own
 - You don't need to eat or drink for the rest of the day

- **3rd Level – Bloody Mastery:**

- Min Constitution of 25
- Blood bullet damage: 6d8 (DNS)
- Blood Manipulation DC +2 (DNS)
- Blood Manipulation range: 600 ft (DNS)
- When firing blood bullets, you can now take up to 200 damage (DNS)
- Proficiency in Medicine
- Expertise in Medicine
- At the start of your turn, if you are at 0 hit points and dying, you stabilize
- You can use the oxygen stored within your blood to your advantage, allowing you to hold your breath for up to 5 hours
- As an action, you can slow your heartbeat to mimic death. You fall unconscious for up to 1 hour, during which time, you have no easily detectable heartbeat – making you near indistinguishable from death. This technique fools even the most sophisticated of technologies and a creature may attempt a DC 25 Perception check to try and determine if you are dead – this check is made at disadvantage if the creature lacks proficiency in Medicine skill

- **Overload – Crimson Fury:**

- Min Constitution of 30
- Blood bullet damage: 9d8 (DNS)
- Blood Manipulation DC +5 (DNS)
- Blood Manipulation range: 900 ft (DNS)
- Immune to necrotic and poison damage

17 - Blood Magic (Enhancing):

"Use life energy to summon forth the strongest of arcane forces"

Bonus Hit Points: 70 (100 - Warlock)

Starting Fame: +0

Starting Infamy: +15

Class: A

Strain: Manipulation

Element: Arcana/Life

Type: Mixed

• 1st Level – Sanguine Arcana:

- Min Constitution of 20
- Proficiency in Constitution saving throws
- Natural +5 to Constitution saving throws
- Advantage on Constitution saving throws
- Immune to poison and disease
- Immune to the frightened condition
- You know the *Life Transference* spell and can cast it through this Arte without making a sacrifice
- Any spell you cast through this Arte may receive a +5 bonus to their save DC's, attack rolls, healing rolls, and/or damage rolls
- You can begin casting a spell through employment of your own life essence. When doing so, rather than provide any components (not even costly or consumed material components) or spell slots, you instead take damage. This damage is directly to your current hit points (bypassing temporary hit points). After taking the damage, you then begin casting the chosen spell, employing all spellcasting rules, and going through the full casting time
 - The chosen spell can be 7th-level or lower and can be cast at up to 7th-level
 - The damage you take is equal to 10 times the level the spell is being cast at (or 1 point of damage if the spell is a cantrip) and cannot be avoided or reduced in any way

- Whenever you cast a spell that restores hit points through this ability, halve the total amount of healing if you target yourself
- You cannot cast a spell if the damage you would take would reduce you to 0 hit points
 - Constitution is your spellcasting ability for spells cast using this Arte
- You know all spells with the ritual tag; however, you must cast them as rituals unless you provide the blood sacrifice
- As an action, you can prepare a blood sacrifice for future use. You immediately take up to 100 damage (this damage directly affects your current hit points and cannot be avoided or reduced) and store the sacrifice in a tiny, glowing magic receptacle that then forms in an unoccupied space within 5 ft of you. While you have a receptacle on your person, you may draw from the life within the receptacle rather than your own, sacrificing the amount of damage you would take upon making a sacrifice from the total stored within the receptacle. When a receptacle hits 0 points, it is destroyed. You may have up to 2 receptacles active at a time and you may destroy a receptacle as a bonus action.

• 2nd Level – Shared Sacrifice:

- Min Constitution of 25
- Immune to curses
- You may have 4 receptacles active at a time (DNS)
- You make death saving throws at advantage
- After only 1 death saving throw success, you stabilize and awaken at 1 hit point
- You may add your Constitution modifier to the damage of any damaging spells you cast
- When ritually casting a spell through this Arte, you complete the ritual in half the time (rounding down)
- Immediately after you ingest a creature's blood, as a free action, you may invoke a seal upon them that causes all damage (not counting blood sacrifice damage) you take to be split in half with the other creature taking the other half (rounded up). This seal lasts for up to 24 hours but ends early if you are farther than 20 miles from the creature, if you die, if the creature dies, or after the seal is dispelled by a *Remove Curse* spell or similar effect (as this seal does count as a curse).
 - While the seal is active, you always know the creature's exact location and the exact amount of hit points they have
 - You can reset the timer by ingesting more of the creature's blood
 - You may only have 1 seal active at a time
- You may perform a ritual that allows you to form a sacrificial receptacle from another creature's life

- During the ritual, the creature must be alive, must not move, and you must stay within 20 ft of the creature for the entire process, concentrating on the ritual
- You cannot perform this ritual on an undead creature or a creature that lacks blood
- For every 1 minute spent performing the ritual, 1 damage is dealt to the creature (this damage directly affects their current hit points and cannot be avoided or reduced), storing it into a receptacle
- During the ritual, if the creature would hit 0 hit points, the ritual ends and the creature stabilizes at 1 hit point
- The receptacle fully forms as soon as the ritual ends, charged with the amount of damage taken by the creature by the ritual at that time

- **3rd Level – Draw from the Dead:**

- Blood seal time limit: 1 week (DNS)
- Blood seal distance limit: 40 miles (DNS)
- You may have 8 receptacles active at a time (DNS)
- You may go up to 8th-level when casting a spell through a sacrifice
- When ritually casting a spell through this Arte, you may cast up to 2 different spells as part of the same ritual, concentrating on them both if they require concentration after taking effect; additionally, it takes at most 1 minute to complete the casting ritual
- If you have a receptacle that is worth at least half your max hit points, you may immediately expend it upon dropping to 0 hit points to revive and recover (no action or reaction required). You revive at the hit point value of the receptacle (up to your hit point maximum)
- You can use corpses that have been dead for no more than 1 month in a blood ritual
 - You can draw up 1/3 of their max hit point's worth of hit points before the corpse withers, taking an equivalent amount of time (as per your blood sacrifice ritual rules)
- You may maintain up to 3 different blood seals active at once
 - A creature may only have one seal at a time
 - Additional blood seals do not offer any additional halving of damage, but all sealed creatures do each take the full other half

- **Overload – Bloody Voodoo:**

- Min Constitution of 30

- Any blood seal you make in this Overload state has no time limit or distance limit. This lasts even after leaving this Overload state
- Whenever you directly use your own hit points for blood magic (without use of your receptacle), the damage you take is now equal to $2 *$ the spell's level and cantrips can be cast for free
- As an action, you can end a blood seal on a creature early and instantly form a receptacle from their life. The creature immediately drops to 1 hit point and you create a receptacle with a damage value equal to the total amount of hit points the creature lost

18 - Body Augmentation (Physical):

"Acutely control your body itself, achieving feats that pass the bounds of biology"

Bonus Hit Points: 70 (90 – Barbarian, Fighter, Monk, Paladin)

Starting Fame: +5

Starting Infamy: +5

Class: D

Strain: Transformation

Element: None

Type: Mixed

• 1st Level – Impossible Bodily Form:

- Min Strength and Constitution of 20
- Proficiency in Strength and Constitution saving throws
- You have proficiency in unarmed strikes, and you use 1d12 as the base damage die
- As a bonus action, you can acutely control all your hair – growing it, shedding it, styling it, coloring it, etc. Through this ability you can grow your hair to a maximum length of 50 ft.
- You can stretch, contort, and bend your body and limbs in ways well beyond the biological limits of a typical humanoid
 - You may stretch any of your body parts up to 20 ft
 - You may contort your form and squeeze to fit in spaces as small as 1 inch
 - You may ignore the limits of your joints and ligaments
 - You have advantage on checks made to grapple a creature
 - You have advantage on checks made to escape a grapple or restraints
- As a bonus action, you can either grow or remove up to two additional body parts at once including: ears, eyes, noses, arms, hands, legs, feet, and mouths. They last until either rid yourself of them or they are removed by another effect (any effect that would remove a specific body part removes your extra body parts first). The maximum additional body parts you may have depends on the specific part, as listed below

- **Extra Eyes:** Advantage on Perception checks relying on sight; +2 to visual Perception checks per extra eye; Maximum: $10 + \text{your proficiency bonus} - \text{number of extra ears, noses, and mouths}$
- **Extra Ears:** Advantage on Perception checks relying on hearing; Blindsight out 100 ft while you can hear; +2 to auditory Perception checks per extra ear; Maximum: $10 + \text{your proficiency bonus} - \text{number of extra ears, noses, and mouths}$
- **Extra Noses:** Advantage on Perception checks relying on smelling; +2 to olfactory Perception checks per extra nose; Maximum: $10 + \text{your proficiency bonus} - \text{number of extra ears, noses, and mouths}$
- **Extra Mouths:** You can project your voice 100 ft further for each extra; +2 to gustatory Perception checks per extra mouth; Maximum: $10 + \text{your proficiency bonus} - \text{number of extra ears, noses, and mouths}$
- **Any Extra Limbs:** +2 to all melee attack and damage rolls; When you take the Attack action on your turn and make an unarmed strike as part of that action, you may make 1 extra unarmed strike for each extra limb; Maximum: $1 + \text{Constitution modifier}$
- **Extra Arms and Hands:** +5 to Strength checks and saving throws for each extra; +20 to total carrying capacity for each extra
- **Extra Legs and Feet:** +5 to Dexterity checks and saving throws for each extra; +10 walking speed for each extra

- **2nd Level – Continuous Regrowth:**

- Min Constitution of 25
- At the end of your turn, all your broken bones repair
- As an action, you can end any effect causing you to be blinded or deafened
- As a bonus action, you can rid yourself of any poisoning or disease ailing you
- At the start of your turn, you regain 5 hit points while below half your hit point maximum
- After you complete a long rest, you may fully regenerate any missing, damaged, or destroyed body parts

- **3rd Level – Complete Body Dominion:**

- Min Strength of 25
- Unarmed strike base damage: 2d12 (DNS)
- You can stretch your body out to up to 100 ft (DNS)
- You can either grow or remove up to 4 additional body parts with a single bonus action

- As an action, you can completely alter your body's appearance. While these alterations will have no mechanical affect, they can be to any degree within the following capabilities and limits:
 - You may change your facial structure and facial features
 - You may change your skin's texture, color, and complexion
 - You may change your voice
 - You may change your height; however, you can only change it within your own size category
 - You may change your weight; however, you can only change it within your own size category
 - You may add or remove distinguishing characteristics such as scars, tattoos, burns, birthmarks, etc.
 - You may appear as another race, though none of your statistics change
 - Your general body shape stays the same (a biped remains a biped and a quadruped remains a quadruped)

- **Overload – Perfect Body:**

- Unarmed strike base damage: 4d12 (DNS)
- You can either grow or remove up to 8 additional body parts with a single bonus action
- At the start of your turn, you regain 20 hit points while below half your hit point maximum (DNS)

19 – Bonds (Special):

“Your friends are your literal power granting you boons for each connection you forge”

Bonus Hit Points: 30 (50 – Bard, Cleric, Monk)

Starting Fame: +5

Starting Infamy: +0

Class: F

Strain: Sync

Element: Soul

Type: Mixed

• 1st Level – Confidants:

- After spending a total of 24 hours actively spending time with a friendly creature, if they are willing and actively agree, you may form a pact with that creature. You gain the following with a pact holder:
 - While you can see a pact holder, you make Charisma and Wisdom saving throws at advantage
 - You gain proficiency in all skills, tools, saving throws, weapons, and armors your pact holders have, gaining additional bonuses for each case of proficiency overlap sourced from other pact holders
 - First case of overlap: Expertise
 - Second case of overlap: Advantage
 - Third case and beyond: +3 bonus to rolls made
 - Once on each of your turns, whenever you roll damage for a spell, attack, or ability, you may deal an extra 1d8 damage of the damage type of the spell, attack, or ability for each pact you hold
 - You always know the location of any of your pact holders, so long as you’re on the same plane
 - You can telepathically communicate with any of your pact holders, so long as you’re on the same plane
 - You are immune to frightened and charmed conditions while you can see a pact holder

- As a bonus action, you may select one pact holder. For the next 10 minutes, you can cast any spells they can cast (at no cost, using your highest ability score as the spellcasting ability modifier) and you gain the benefits of all the Major Artes they have at 1st-level apart from **Bonds**, **Computational Mind**, **Vampirism**, **Undeath**, **Hive**, **Spectral Other**, **Cyber**, **Erudition**, **Puppeteering**, **Avarice**, **Mutation**, and **Grand Artifact**. Major Arte benefits you gain this way are not affected by amps, last stands, or other effects that amplify the effect of Artes; however, in the same strain, so long as you still have the pact and the **Bonds** major Arte, you cannot lose them.
Additionally, you do not gain any form of hit point maximum increase. This ability ends early if you use it again while active. After the effects of the ability end, you cannot target that pact holder with this ability again for the next 24 hours.
- While you have at least one active pact, you can take the Help action as a bonus action; additionally, when you take the Help action to aid a pact holder in attacking a creature, increase the range of the Help action by 30 feet. Additionally, you can help all pact holders targeting the same creature within range when you use the Help action this way
- A pact fades if the pact holder dies and is dead for longer than a day, if the pact holder willingly chooses to end a pact themselves (no action required), or if the pact holder is actively hostile towards you for longer than an hour.
- You can cast Friends, Locate Creature, Sending, Message, and Telepathy at will
 - Use your highest ability score as your spellcasting ability

● 2nd Level – Protector of Allies:

- You now gain the following with your pact holders:
 - As a reaction to falling to 0 hit points and not being killed outright, if you can see a dead or dying pact holder, you may immediately activate your Last Stand without having to provide any of the costs after the Last Stand ends (you may only use this ability once per week)
 - Your AC is increased by 1 for each pact holder you can see
 - At the start of your turn, if you are below half of your hit point maximum and you can see a pact holder, you regain 10 hit points
 - For each pact holder you can see, you gain a +3 bonus to all attack and damage rolls you make on your turn
 - You can naturally sense whenever any of your pact holders are in danger (danger being defined as them feeling they're in any sort of state of direct external need or they are dead/dying)

- While you are within 1 mile of a pact holder, as a bonus action, you can teleport to their location, appearing in the nearest unoccupied space within 10 ft of them. If there is no such safe location, the teleportation fails.

- **3rd Level – Unified Power:**

- Min Charisma of 20
- You can add your Charisma modifier to all your damage rolls
- You now gain the following with your pact holders:
 - When you use a pact holder's Major Artes, you gain the benefits of the 2nd-level versions of the artes
 - Whenever a pact holder that you can see within 30 ft of you makes an attack roll, ability check, or saving throw, you may supernaturally motivate them, giving them advantage on the roll (this does not use a reaction)

- **Overload – United We Stand:**

- You can make up to 2 Last Stands in a single day
- You can use the eligible Major Artes of all pact holders at once, all at 2nd-level
- Whenever you take the Attack action on your turn, you can make 1 additional attack per pact you hold

20 – Brawling (Physical):

“Wield a supernatural mastery over street brawling – the employment of bare-knuckle battling and dirty tactics”

Bonus Hit Points: 70 (90 – Barbarian, Fighter, Monk, Ranger, Rogue)

Starting Fame: +0

Starting Infamy: +0

Class: C

Strain: Gain

Element: None

Type: Combat

• 1st Level – Thuggish Bruiser:

- Min Strength and Dexterity of 20
- Proficiency in Strength saving throws
- Proficiency in Dexterity saving throws
- Proficiency and Expertise in Athletics
- Proficiency and Expertise in Acrobatics
- Proficiency and Expertise in Intimidation
- The range of thrown weapons is tripled
- Coming up from prone only costs you 5 feet of movement
- Creatures do not benefit from the Disengage action against you
- While you are standing and conscious, your AC is increased by 5
- You may take either the Dodge or Disengage actions as a bonus action
- Advantage on checks made to attempt to grapple, escape a grapple, and/or avoid a grapple
- While you are above half your hit point maximum, you have advantage on all saving throws
- While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Strength modifier
- Whenever you hit with an opportunity attack, you may make up to 2 additional attacks with either unarmed strikes or improvised weapons

- Proficiency in unarmed strikes and improvised weapons; additionally, unarmed strikes and improvised weapons use a base 2d12 damage dice
- While you have a creature grappled, you gain a +15 bonus to the attack and damage rolls you make on melee weapon attack rolls against the creature
- You may use either your Strength or Dexterity score for the attack and damage rolls for attacks you make with unarmed strikes or improvised weapons
- Whenever you make a melee attack roll with an unarmed strike or an improvised weapon, you score a critical on a roll of a natural 17, 18, 19, and 20
- While standing and conscious, whenever you are targeted by a ranged weapon attack, you may use your reaction to force a miss as you dodge out of harm
- The first time you hit a creature on a turn with an unarmed strike, your AC is increased against attacks made by that creature by 5 until the start of your next turn
- Whenever you take the attack action on your turn, you may make up to 3 additional attacks; however, those attacks must be either using improvised weapons or unarmed strikes
- After taking the Dodge or Disengage action, you gain a +3 bonus to AC, Strength saving throws, Dexterity saving throws, and checks made to avoid a grapple until the start of your next turn
- Whenever a creature makes an unarmed strike against you, if the creature misses, you may immediately attempt an unarmed strike against them, without using your reaction. If they hit, you may still attempt the unarmed strike, but it will use your reaction.
- Whenever you score a critical hit against a creature with an unarmed strike or an improvised weapon, whenever you deal more than 70 damage against a creature with a single melee weapon attack using an unarmed strike or improvised weapon, or whenever you hit a stunned or incapacitated creature with an unarmed strike or improvised weapon, choose one of the following additional effects to resolve:
 - The creature is knocked prone (if possible)
 - The creature is pushed back, directly away from you, 10 feet
 - An object the creature is holding is knocked 20 feet away from it
 - The creature cannot take the Dodge, Dash, or Disengage actions until the end of your next turn
 - Another friendly creature within 5 ft of the creature may immediately use their reaction to make one melee weapon attack against it
 - If the creature is within 5 ft of you, you immediately successfully grapple it (if possible)

- **2nd Level – Cheap Moves:**

- Immune to the frightened condition
- Creatures do not benefit from the Dodge action against you

- Base unarmed/improvised weapon damage dice: 4d12 (DNS)
- You gain proficiency in spiked and shock knuckles, and you may use your unarmed damage die in place of the regular base weapon damage. Finally, you may use any ability sourced from this Arte that requires an unarmed strike whenever you attack with spiked or shock knuckles
- You have 10 Technique Points (TP). As an action, you may spend TP to make a single special technique. You regain spent TP on a short or long rest and you regain 1 TP whenever you score a critical hit using a unarmed strike or improvised weapon. The DC for techniques requiring a saving throw is $10 + \text{proficiency bonus} + \text{Strength or Dexterity modifier}$. The techniques are the following:
 - **Distract (1 TP):** You perform a confounding maneuver to draw the focus of your target. Choose a creature that can see you that you can also see within 30 ft. The creature makes a Charisma saving throw. It has disadvantage on the save if it is within 5 ft of you. On a failure, it cannot take reactions until the start of its next turn, it has disadvantage on attack rolls and Perception checks against any creature other than you, and it must immediately make a concentration saving throw (DC equaling your technique DC) – losing concentration on a failure.
 - **Throat Chop (1 TP):** You strike at the throat of a Medium or smaller creature within 5 ft. Attempt an unarmed strike. If you hit, the target takes the damage and makes a Constitution saving throw. On a failure, if they have a throat, they cannot speak – meaning they cannot provide any verbal components – until the end of their next turn.
 - **Eye Poke (2 TP):** You strike at the eyes of a Medium or smaller creature within 5 ft. Attempt an unarmed strike. If you hit, the target takes the damage and makes a Constitution saving throw. On a failure, if they have eyes, they are blinded until the end of their next turn.
 - **Leg Sweep (2 TP):** You sweep at the legs of the target, making them fall. All Medium or smaller creatures of your choice within 5 ft must make Dexterity saving throws. On a failure, they fall prone. You may immediately attempt an unarmed strike against any creatures that fall prone from this technique.
 - **Feint (3 TP):** You fake an attack in order to confound and gain the upper hand. Make an unarmed strike attack roll against a creature you can see within 5 ft, adding your Intimidation bonus to the attack roll. If it would have hit, you may add your Intimidation bonus to the attack and damage rolls of all melee weapon attacks you make against that creature during your next turn. If it would've hit by 10 or more, you may immediately attempt one unarmed strike against the target, adding your Intimidation bonus to the attack and damage rolls.

- **Choke Hold (3 TP):** You attempt to grapple a creature around its head. Make a grapple attempt at disadvantage (ignoring the advantage granted by this arte) against a Medium or smaller creature you can see within 5 ft that has a distinct head. If you succeed, not only do you grapple the creature, but you put it into a choke hold as well. While grappled in this way, the creature cannot breathe and has disadvantage on all Constitution saving throws.
- **Ground Check (* TP):** You savagely brutalize your target by forcing their head to the ground multiple times in succession. Target a Medium or smaller creature with a head you have grappled and that is prone. The creature must make a Strength saving throw for each TP you spent. For each failure, the creature takes your unarmed strike damage doubled. If the creature takes 100 or more total damage from this technique it is stunned until the end of its next turn.

- **3rd Level – Savage Beatdown:**

- Min Strength and Dexterity of 25
- Min Constitution of 20
- Proficiency in Constitution saving throws
- Max TP is now 15 (DNS)
- Base unarmed/improvised weapon damage dice: 6d12 (DNS)
- You cannot be surprised while conscious
- No attack roll has advantage against you while you aren't incapacitated
- Whenever you're able to apply one of your special additional effects – you may apply up to 2 different effects (if possible)
- Whenever you take a reaction, you may spend 3 TP to have it not expend that use of the reaction. You may only use this ability once per turn.
- Whenever a friendly creature hits another creature within 5 ft of you with a melee weapon attack, you may use your reaction to immediately attempt a melee weapon attack against the creature that was hit
- You gain the use of the following techniques:
 - **Infuriate (2 TP):** You irritate a foe beyond its mental limits, forcing it into a rage. Choose a creature that you can see within 30 ft that can either see or hear you. The creature makes a Wisdom saving throw. It has disadvantage on the save if it is within 5 ft of you. On a failure, the creature becomes greatly enraged, with you as its source of rage. For the next minute, while you are visibly conscious, the creature must use all of its movement to move as close as it can to you (it will not take paths that are harmful to it, and it ends its movement if it unable to move any closer); while you are within range for one of its weapon attacks, it must use its action to make as many

weapon attacks as it can with one use of the Attack action against you; and finally, the creature cannot cast spells. During this time, the creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- **Steel (3 TP):** You focus and prepare to stand strong against a foe's assault. You immediately regain $4d12$ hit points and, until the start of your next turn, your AC is increased by 10. During this time, whenever any melee weapon attack misses you, you turn it against the assailant, dealing the weapon's damage to the attacker.
- **Barrage (5 TP):** You waylay a foe with a brutal barrage of endless strikes. Choose a creature you can see within 5 ft. You attempt any number of melee weapon attacks using either your unarmed strikes or your improvised weapons. After each successful attack, the subsequent attack gains a cumulative -2 penalty to the attack and damage rolls (min 1 on damage). As soon as any of these attacks miss, this technique immediately ends.

• Overload – Bare-Knuckle Beast:

- Min Strength and Dexterity of 30
- Base unarmed/improvised weapon damage dice: $10d12$ (DNS)
- Damage of melee weapon attacks and unarmed strikes is doubled
- As a bonus action, you may spend 5 TP to immediately gain another action for that turn
- While you are standing and conscious, you have resistance to all damage except psychic damage
- When you would drop to 0 hit points, but not die outright, you may spend your reaction and up to 10 TP to instead drop to 1 hit point and gain temporary hit points equal to 10 times the TP spent.
- Whenever you score a critical hit against a creature with an unarmed strike or an improvised weapon, all other creatures friendly to it that can see it, can see you, and are within 50 ft must make a Wisdom saving throw (DC equals your Technique DC). On a failure, it is frightened of you for one minute. A frightened creature may repeat the saving throw at the end of each of their turns, ending the effect on itself on a success.

21 – Chains (Physical):

“Summon forth spectral chains from beyond for any sort of need”

Bonus Hit Points: 55 (75 – Artificer, Fighter, Paladin)

Starting Fame: +0

Starting Infamy: +5

Class: C

Strain: Creation

Element: None

Type: Mixed

• 1st Level – Spectral Binding:

- Min Strength and Dexterity of 20
- As a reaction to being targeted by an attack, you can summon chains for defense, adding your Strength modifier to your AC until the start of your next turn
- As an action, you can summon forth supernatural chains
 - As part of the action, you may summon up to 2 chains
 - You can maintain up to 4 separate chains at a time
 - You can summon the chains from either your space or any other unoccupied space you can see within 300 ft of yourself. Summoned chains may originate from the same space or they may each originated from their own space.
 - A single chain can extend up to 300 ft, can lift at most 2000 lbs., and can pull or drag up to 3000 lbs.
 - For each additional chain acting on the same creature, object, or collection of the two – increase the weight limits by a factor of 1.5
 - As part of the summoning action and, whenever you take the Attack action on your turn, you may make one attack with all summoned chains.
 - Attacks made with chains may target any creature within 10 ft of the end of a length of chain and are made with proficiency
 - Chains count as magical, +3 weapons and attacks made with them are melee weapon attacks

- On a hit, a chain deals 4d8 bludgeoning, piercing, or slashing damage (your choice)
- You can replace an attack with a chain with an attempt to grapple a creature with a chain. If you do so, you may add your Dexterity modifier to the Athletics check; additionally, a creature grappled by one of your chains has disadvantage on checks made to escape it
- Use both your Strength and Dexterity modifiers for the attack and damage rolls
- As a bonus action, you can attempt to fully bind and restrain a creature within 10 ft of a chain
 - The targeted creature must make a Dexterity saving throw (DC = 10 + your proficiency bonus + either your Strength modifier or your Dexterity modifier, whichever is higher). A creature grappled by the chain makes the save at disadvantage. On a successful save, the creature avoids being restrained by the chains and, if the creature was grappled by a chain, it escapes the grapple. On a failure, the creature is restrained until you use a free action to release them, you die, or they manage to escape. While a creature is restrained, the creature may use their action to make a Strength saving throw (same DC), escaping the chains on a success
 - While a chain is binding a creature, you cannot attack any other creature with that specific chain and, when that chain it attacks, the damage is always bludgeoning damage
- As a bonus action, you can move any number of your summoned chains up to half their maximum length
- A chain can be attacked and damaged. A chain has 50 hit points, 20 AC, is immune to all conditions, and has immunity the following damage types: bludgeoning, piercing, and slashing damage from nonmagical weapons; poison; and psychic. Additionally, a chain uses your Strength and Dexterity saving throw bonuses whenever it makes a Strength or Dexterity saving throw

- **2nd Level – Hellish Links:**

- Chain damage: 8d8 (DNS)
- Max chain length of 600 ft (DNS)
- Max chain summoning distance: 1200 ft (DNS)
- You can maintain up to 10 separate chains at a time (DNS)
- You may summon up to 5 individual chains with one action (DNS)

- As an action, you can create seals on a creature you touch that is restrained by your chains
 - When you attempt to place the seal, the creature can make a Wisdom saving throw ($DC = 10 + \text{your proficiency bonus} + \text{either your Strength or Dexterity modifier}$, whichever is higher). On a successful save, the creature resists the seal and is immune to any other attempts you make to place the seal for the next 24 hours. On a failed save, you successfully place the seal on the targeted creature
 - The seal lasts until either you use a free action to dispel it, you die, a *Dispel Magic* spell or similar effect is cast on the creature, or 30 days pass
 - At the end of each of the creature's turn, it repeats the Wisdom saving throw. After 3 failures, all the creature's Major and Minor Artes are suppressed while it has the seal. After 3 successes, it stops making the save and only its Minor Artes are suppressed instead
 - You always know the exact location of the sealed creature
 - As an action, you may use a chain to summon the sealed creature into a chain you have summoned, no matter the distance. The summoned creature appears grappled by the chain
 - You may maintain up to 3 different seals at a time (a single creature can only have one seal at a time)

- **3rd Level – Eternal Binding:**

- Seal DC +2 (DNS)
- Chain damage: 12d8 (DNS)
- Seal time limit: 60 days (DNS)
- You can maintain 6 different seals at a time (DNS)
- As an action, you can instantly restrain a sealed creature with a chain no matter the distance between you
- Whenever you use your reaction to summon chains to protect yourself, you add double your Strength modifier to your AC until the start of your turn (DNS)
- You always know the location of any creature you've ever restrained with your chains or sealed, even after the seal fades. This effect counts as a curse and can be detected or removed as such

- **Overload – Chains of Infinity:**

- Min Strength and Dexterity of 25
- Chain damage: 16d8 (DNS)
- Chains count as +6 when making attacks with them (DNS)
- You can maintain up to 20 separate chains at a time (DNS)

- The max length of your chains is only limited by how far you can see (DNS)
- Your chains can lift at most 4000 lbs., and can pull or drag up to 6000 lbs. (DNS)
- You may add both your Strength and Dexterity modifiers to the DC's of your chain restraining and seal forming, as opposed to just one or the other (DNS)
- While you are conscious, if a creature you can see would escape from being restrained by your chains or an effect would end a seal you placed on the creature, you may use your reaction to force the escape into a failure or the seal to persist

22 - Channel Darkness (Elemental):

“Control the shadows and make them your power”

Bonus Hit Points: 50 (70 – Rogue, Warlock)

Starting Fame: +0

Starting Infamy: +10

Class: B

Strain: Emission

Element: Dark

Type: Combat

• 1st Level – Dark Fury:

- As an action, you can manipulate magical darkness you can see within 1000 ft (even possibly making the darkness physical) employing rules as described by the *Manipulation Module*.
 - If your magical darkness manipulation results in a creature having to make a saving throw, the DC = 10 + your proficiency bonus + your highest ability score modifier
- Immune to necrotic and psychic damage
- You have Darkvision extending out as far as you can see, permeating even magical darkness
- Your melee weapon attacks deal double damage while both you and your target are in an area of total darkness
- Your vision is unimpeded by darkness, allowing you to see color and you do not suffer disadvantage on Perception checks due to darkness
- Whenever you make a melee weapon attack, you may infuse it with dark energy, giving them an extra 20 ft reach and a bonus 4d10 psychic damage. You may do so once per turn.
- As an action, you cause magical darkness to spread and fill, at most, a 500 ft radius sphere. The darkness appears centered on a space you can see within your manipulation range. You may have up to 3 different areas of magical darkness created through this ability active at a time, each lasting up to 1 hour or ending early if you dispel them (no action required) or die.

- You can cast Darkness, Darkvision, Shadow Blade, Maddening Darkness, Shadow of Moil, Bane, Inflict Wounds, Harm, On/Off, Cause Fear, Enervation, Negative Energy Flood, Evard's Black Tentacles, Fear, Hunger of Hadar, Arms of Hadar, and Blight at will
 - Use your highest ability score as your spellcasting ability
- When you cast *Shadow Blade* through this Arte, it is cast at 6th-level
- When you cast *Darkness* through this Arte, you may cast it as a bonus action
- When you cast *Darkvision* through this Arte, the darkvision conferred can permeate magical darkness

• 2nd Level – Dark Revelry:

- At the start of your turn, if you're in an area of total darkness, you regain 10 hit points
- 6d10 extra psychic damage on melee weapon attacks when you infuse them with darkness (DNS)
- Whenever you would take necrotic or psychic damage, you instead regain that many hit points
- You have advantage on attack rolls and ability checks you make while you're in an area of total darkness
- As a bonus action, if you're in an area of total darkness, you can teleport to another area of total darkness you can see within 1 mile of yourself
- As an action, you can instantly blacken any light source you can see within 500 ft. It becomes either dark or dim (your choice) for the next hour
- You can manipulate your own shadow in the following ways:
 - As a reaction to being targeted by a weapon attack, you can turn your shadow into a shield, giving yourself +5 AC (or +10 AC if you're in an area of total darkness) until the start of your next turn
 - As an action, you can have your shadow attack a creature that is within 60 ft of you that isn't in an area of bright light. It makes a melee weapon attack with whatever weapon you're wielding, dealing psychic damage instead of the normal weapon damage. The attack benefits from the bonus damage granting from this Arte. If you are not wielding a melee weapon, it instead makes a special unarmed strike using your proficiency bonus and either your Strength, Dexterity, or Wisdom modifier (your choice) for the attack and damage roll. This attack uses the bonus damage from this Arte as its damage roll.
 - As a bonus action, you can have your shadow entrap another creature. Choose a creature within 40 ft of you that isn't in an area of total darkness (as they don't cast a shadow within shadow). Your shadow restrains that creature's shadow. No matter what (teleportation, being pushed, etc.),

neither you nor that creature can move or be moved more than 40 ft away from the position at which they were entrapped. At the end of their turn, they make a Strength saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$), freeing themselves on a success. On a failure, the creature is grappled by your shadow. At the end of their next turn, they repeat the saving throw, freeing themselves on a success. On a failure, they are restrained until either you release them, you become incapacitated, you die, either of you enters an area of total darkness, or you manipulate your shadow in another way. Whenever you move, you may choose if the creature mimics your movement.

- As an action, you can have your own shadow rise as a special shadow demon. It uses all the same statistics as a regular Shadow Demon except it deals double damage, has double health, and must stay within 40 ft of you. While it persists, you can command it telepathically as a free action, but you cannot manipulate your shadow in other ways. You can dispel the demon as a free action. If the demon is dispelled, you are incapacitated, or the demon dies, it simply returns to be your shadow.
- As an action, you can have your shadow take the Use an Object action on an object you can see within 40 ft of you. Your shadow can physically act in any way you normally can.

- **3rd Level – Shadow Mastery:**

- 10d10 extra psychic damage (DNS)
- Your shadow can now make ranged weapon attacks
- You can apply your bonus psychic damage to your ranged weapon attacks
- Both your total speed, as well as your total jump distance is tripled while in an area of total darkness
- As an action, you can convert an area of magical darkness into a Shadow Demon. You can convert a maximum of a 100 ft radius sphere of magical darkness at a time. For every 20 ft radius sphere, a Shadow Demon is formed. Each demon is completely under your control and lasts 10 minutes, after which they vanish in a puff of smoke. Each Shadow Demon acts immediately after you in initiative order, following telepathic commands you issue as a free action
- You can concentrate darkness to use in blasts of shadowy energy. As an action, you fire a blast in any sort of shape (shockwave, line, cone, sphere, targeted blast, etc.) so long as it stays within a 300 ft range. Targets in the area-of-effect must make a saving throw of an ability score of your choice ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$), taking damage equal to your bonus psychic damage on a failure or half as much on a success. Creatures that fail the saving throw and take 50 or more total damage are blinded for 1 minute.

- Overload – Lord of Darkness:

- 15d10 extra psychic damage (DNS)
- Concentrated darkness blast range: 600 ft (DNS)

23 - Command Size (Transformative):

"In an instant, either shrink to the size of an ant or expand to that of a grand giant"

Bonus Hit Points: 50 (70 - Barbarian, Fighter, Paladin, Sorcerer)

Starting Fame: +0

Starting Infamy: +0

Class: B

Strain: Transformation

Element: None

Type: Mixed

• 1st Level – Minima:

- Min Dexterity of 20
- Proficiency in Dexterity saving throws
- You gain proficiency in unarmed strikes and use 1d8 for the base damage die
- Increase your unarmed strike damage by 4d8 for each size category larger your target is than you
- Whenever you make a melee attack, you may add your Dexterity modifier to the attack and damage rolls, even if you are already adding your Dexterity modifier
- As an action, you can shrink down, reducing your size category to the next category below your current size category. You can acutely change the exact height you are within that size category; additionally, you may reduce your height while staying within the same size category
 - Equipment worn or carried also shrinks equivalently and returns to its original size after not being in contact with you for longer than 6 seconds
 - As a bonus action, you may return to your original size category
- You attain a supernatural mastery over using your smaller size to your advantage. Depending on your size category, you are under the following effects; however, you may ignore any negative effects imposed by a size category if it is your natural size category:
 - While at the Small size category:
 - Your Dexterity modifier is increased by 4

- Your speed is increased by 20 ft
 - Your jump height and distance are multiplied by 20
 - Your AC is increased by 4
 - You gain a +10 bonus to all Stealth checks
 - You have a -20 penalty to all Athletics checks
 - You have a -10 penalty to all damage rolls
 - You gain a +5 bonus to all attack rolls
- While at the Tiny size category, you gain the following instead:
 - Your Dexterity modifier is increased by 6
 - Your speed is increased by 30 ft
 - Your jump height and distance are multiplied by 30
 - Your AC is increased by 6
 - You gain a +15 bonus to all Stealth checks
 - You have a -30 penalty to all Athletics checks
 - You have a -20 penalty to all damage rolls
 - You gain resistance to all damage
 - Other creatures have disadvantage on attack rolls targeting you
 - You gain a +10 bonus to all attack rolls
 - Halve all damage you deal
 - Double the total of all Dexterity checks, Dexterity saving throws, and initiative rolls you make
- **2nd Level – Maxima:**

 - Min Strength of 20
 - Proficiency in Strength saving throws
 - Increase your unarmed strike damage by 4d8 for each size category smaller the target is than you
 - Whenever you make a melee attack, you may add your Strength modifier to the attack and damage rolls, even if you are already adding your Strength modifier
 - As an action, you can expand, increasing your size category to the next category above your current size category. You can acutely change the exact height you are within that size category; additionally, you may increase your height while staying within the same size category
 - Equipment worn or carried also expands equivalently and returns to its original size after not being in contact with you for longer than 6 seconds
 - As a bonus action, you may return to your original size category

- You attain a supernatural mastery over using your larger size to your advantage. Depending on your size category, you gain the following effects; however, you may ignore any negative effects imposed by a size category if it is your natural size category:
 - While at the Large size category:
 - Your Strength modifier is increased by 2
 - Your hit point maximum increases by 30 points
 - Your carrying capacity is doubled
 - Whenever you make a melee attack, add a +10 bonus to the damage roll
 - You gain a +5 bonus to all Athletics checks
 - You have a -10 penalty to all Stealth checks
 - Your AC is reduced by 2
 - Your speed is reduced by 15 (to a minimum of 5)
 - While at the Huge size category, you gain the following instead:
 - Your Strength modifier is increased by 4
 - Your hit point maximum increases by 60 points
 - Your carrying capacity is tripled
 - Whenever you make a melee attack, add a +20 bonus to the damage roll
 - You gain a +10 bonus to all Athletics checks
 - You have a -20 penalty to all Stealth checks
 - Your AC is reduced by 4
 - Your speed is reduced by 30 (to a minimum of 5)
 - You have a -5 penalty to all attack rolls
 - While at the Gargantuan size category, you gain the following instead:
 - Your Strength modifier is increased by 6
 - Your hit point maximum increases by 90 points
 - Your carrying capacity is quadrupled
 - Whenever you make a melee attack, add a +30 bonus to the damage roll
 - You gain a +15 bonus to all Athletics checks
 - You have a -30 penalty to all Stealth checks
 - Your AC is reduced by 6
 - Your speed is reduced by 45 (to a minimum of 5)
 - Other creatures have advantage on attack rolls targeting you

- You have a -10 penalty to all attack rolls
 - Double any damage you deal
 - Double the total of all Strength checks, Strength saving throws, and Constitution saving throws you make
- You can cast Enlarge/Reduce at will
 - Use either Dexterity or Strength (your choice) as your spellcasting ability
- **3rd Level – Body Mastery:**
 - Your form cannot be altered if you are unwilling
 - You can expand or shrink individual parts of your body
 - The effects change in the following ways:
 - When small:
 - Your speed is increased by 40 ft (DNS)
 - Your AC is increased by 6 (DNS)
 - When tiny:
 - Your speed is increased by 60 ft (DNS)
 - Your AC is increased by 9 (DNS)
 - You gain immunity to bludgeoning damage
 - When large:
 - +15 bonus to the damage of melee attacks (DNS)
 - When huge:
 - +30 bonus to the damage of melee attacks (DNS)
 - Base unarmed strike die: d10
 - When gargantuan:
 - +45 bonus to the damage of melee attacks (DNS)
 - Base unarmed strike die: d12
 - Reduce the damage of the melee attacks dealt by Small or Tiny creatures by 50

● Overload – Extreme Shifting:

- Min Dexterity and Strength of 25
- With one bonus action, you may set yourself to any size category of your choice. If you shift from Gargantuan to Tiny (or vice-versa), all creatures within 20 ft of you must succeed on a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{either your Strength or Dexterity modifier}$) or take $24d12$ bludgeoning damage and fall prone
- The effects change in the following ways:

- When small:
 - Your speed is increased by 80 ft (DNS)
- When tiny:
 - Your speed is increased by 120 ft (DNS)
- When large:
 - +30 bonus to the damage of melee attacks (DNS)
- When huge:
 - +60 bonus to the damage of melee attacks (DNS)
- When gargantuan:
 - +90 bonus to damage of melee attacks (DNS)

24 - Compounding Power (Enhancing):

"Stack power over time to exponentially increases your future strength"

Bonus Hit Points: 50 (70 - Barbarian, Fighter, Monk)

Starting Fame: +5

Starting Infamy: +0

Class: A

Strain: Gain

Element: Soul

Type: Combat

• 1st Level – Power Stacking:

- Whenever you take the Ready action and set up an Attack action, if that Attack action triggers before the start of your next turn, you gain a +10 bonus to the attack and damage roll of the attack if it was made with a weapon or an unarmed strike.
- You can perform a meditative ritual, spending up to 10 hours focusing your strength and energy. For each hour you spend focusing, your total carrying capacity doubles, you gain a +10 bonus to Strength and Dexterity saving throws, your walking speed increases by 20 ft, and you gain a +5 bonus to attack and damage rolls with weapons and unarmed strikes. The physical boost lasts 24 hours. The timer doesn't start until you stop focusing. If you spend 5 or more hours focusing, once the boost fades you cannot perform this focusing ritual until you complete 1d4 + 1 long rests. During the course of the ritual, you must stay conscious for the full duration and, if you are interrupted, you only gain the benefits for the amount of time you reached (gaining no benefits if you didn't reach an hour)
- You may forgo action or movement to increase the power of future attacks or movement
 - On your turn, as an action, you may choose to do nothing, applying a multiplier to the damage of all attacks you make the next time you take the Attack action on your turn, starting at a 2x multiplier
 - Each time you spend your action doing nothing, the multiplier increases by a factor of 1 (i.e. 2x, 3x, 4x...) to a maximum of a 10x multiplier

- While the multiplier is active, if you take a non-Attack action on your turn and the action isn't to intentionally do nothing, the multiplier begins to fade. If, at the end of your next turn, you haven't taken the Attack action, the multiplier resets to 1x. Additionally, the multiplier resets once you take the Attack action on your turn or after 12 seconds pass without attacking.
- Additionally, on your turn, if you aren't within 5 ft of a creature and haven't moved on that turn, you may expend all of your movement without moving, reducing your speed to 0 until the start of your next turn (you cannot move while your speed is 0), applying a 3x multiplier to your speed and jump distance the next time you choose to move
 - Each time you do so in succession, the multiplier increases by a factor of 1 (i.e. 4x, 5x, 6x...) to a maximum of a 10x multiplier.

- **2nd Level – Mental Stacking:**

- If you have spell slots, you can use an action to expend one to do nothing. Each time you do so, the next spell you cast before you complete a long rest counts as being cast at 1 spell slot higher for each expended (to a max of 9th-level) and one numerical effect of the spell is multiplied, if possible to a max of 10 times the normal value – starting with 2x and increasing by a factor of 1 (3x, 4x, etc.) for each sequentially spent spell slot (valid numerical effects include: damage dealt, healing, spell duration, spell range, AC bonuses, ability check bonuses, ability check penalties, saving throw bonuses, saving throw penalties, and temporary hit point gain). For each slot expended of 5th-level or higher, the multiplier may be applied to one additional numerical value.
- You gain a new meditative ritual you can perform. Rather than spend up to 10-hours focusing your strength and energy, you can instead spend the time focusing on your mind and soul. For each hour you spend focusing, your number of 1st-level spell slots increases by 4, you gain a +10 bonus to Intelligence and Wisdom saving throws, you gain a +5 bonus to spell attack and damage rolls, and you gain a +2 bonus to your spell save DC's – if you have any. The mental boost lasts 24 hours. The timer doesn't start until you stop focusing. The timer doesn't start until you stop focusing. If you spend 5 or more hours focusing, once the boost fades you cannot perform this focusing ritual until you complete 1d4 + 1 long rests. During the course of the ritual, you must stay conscious for the full duration and, if you are interrupted, you only gain the benefits for the amount of time you reached (gaining no benefits if you didn't reach an hour)
 - You may only be under the effects of one of your rituals at a time

- **3rd Level – Mastery of Capabilities:**

- Min Strength, Dexterity, Intelligence, and Wisdom of 20
- Proficiency in Strength, Dexterity, Intelligence, and Wisdom saving throws
- Speed +30
- Proficiency with all weapons
- Spell save DC (if applicable) +2
- You cannot unwillingly lose concentration on spells you have cast
- Whenever you take the Attack action on your turn, you may make one additional attack
- You can combine both of your meditative rituals, spending up to 20-hours focusing, splitting the hours you spend evenly between both focuses. In order to gain any benefit from this ability, you must spend at least 2-hours performing the ritual and you must be conscious for the full duration. After completing the ritual, the effects last 48 hours. After the effects fade, you cannot perform this combined ritual until you complete $2d4 + 2$ long rests.

- **Overload – Ultimate Stacking:**

- Min Strength, Dexterity, Intelligence, and Wisdom of 25
- The maximum multiplier you can now reach for your attacks, speed, and spells is now 100x

25 - Computational Mind (Transformative):

"Your mind is a supercomputer, use it to its maximum potential"

Bonus Hit Points: 25 (45 - Artificer, Wizard)

Starting Fame: +10

Starting Infamy: +0

Class: F

Strain: Constant

Element: Lightning

Type: Combat

• 1st Level – Networking Brain:

- Min Intelligence of 25
- Immune to lightning and cold damage
- You are immune to the effects of extreme cold
- Your proficiency bonus is increased by 5
- Your thoughts and emotions cannot be read
- Immune to the charmed and frightened conditions
- You cannot be unwillingly mentally controlled/commanded
- Whenever you would take lightning or cold damage, you regain that many hit points instead
- Whenever you're in an area of extreme cold, you move at double speed, you have advantage on Intelligence and Dexterity ability checks and saving throws, and you have advantage on all attack rolls
- Your brain becomes equivalent to a computer with unlimited storage, an OS of your choice, and all the standard functions of a modern desktop. Its processing power is equivalent to that of an 8-core CPU with an 8.0 Ghz clock speed and a 128-bit bandwidth, it cannot have viruses or the like, and it cannot be hacked into
 - Your mind itself becomes high-speed Wi-Fi hotspot that only you and friendly creatures of your choice can connect to
 - You can employ your mind as a set of hacking tools, modeling tools, and a forensics kit – all of which you gain proficiency and expertise in
 - You can mentally connect to the internet as if using a desktop

- You can project screens out from your eyes out to up to 20 ft away
- You have 4 USB ports, 2 on each side of your head. These ports are normally hidden and inaccessible, but you can, at will, cause the ports to appear and become accessible (no action required)
- You can cast On/Off, Infallible Relay, Remote Access, Arcane Hacking, Digital Phantom, Haywire, Conjure Knowbot, Synchronicity, System Backdoor, and Shutdown at will
 - Use Intelligence as your spellcasting ability

● 2nd Level – Programmed Mind:

- Natural +10 to Perception
- Advantage on Perception checks
- Proficiency and Expertise in Perception
- Proficiency with Land, Air, and Sea Vehicles
- Whenever you cast a spell through this Arte it is cast at 9th-level
- You can add your Intelligence modifier to all of your attack and damage rolls
- Whenever you hit with a weapon attack or unarmed strike, you may deal an extra 4d10 lightning damage to the target. You may only apply this bonus damage once per turn.
- You can spend 1 hour programming your mind to control specific bodily functions while you would be unconscious (Ex. Programming your body to automatically fight if needed while you sleep or programming your body to flawlessly write something while your mind focuses elsewhere, etc.). You may have up to 30 programs set at a time, programs with conflicting triggers and/or resulting actions must be given a priority weighting to determine which will trigger (they may be percentage-chance based or simply one may dominate over all others when conflicts occur). If no weights are provided, no conflicted programs will trigger. While performing a programmed action, you are considered conscious for any effects that rely on you being conscious.
- Your mind now also counts as a set of photographer's supplies with which you have proficiency and expertise
 - Your eyes can function as cameras
 - Additionally, your ears can record audio input
- As an action, you can telepathically control technology you can see within 1000 ft, manipulating it in a variety of ways
 - For the technology to count as able to be manipulated it must use some form of power/fuel, be continually powered/fueled through the manipulation, and be no larger than 100 cubic feet
 - You can telepathically do any functions one could manually do, except you are able to bypass security and leave no trace of physical use

- You can also cause the tech to move and animate under your control
- While manipulating technology, because you gain a cybernetic link directly with the tech you know all the functions it has, all the software within it, and all the hardware within it.
- If your technology manipulation results in a creature having to make a saving throw, the DC = 10 + your proficiency bonus + your Intelligence modifier

- **3rd Level – Direct Uplink:**

- Min Intelligence of 30
- Your proficiency bonus is increased by 10 (DNS)
- Once per turn, you may use your bonus action to grant yourself 1 additional action for that turn. If you are under extreme cold conditions, you instead gain 3 additional actions
- You learn a special ritual you can perform to link your mind with another creature. This ritual takes 10 minutes to complete and the targeted creature must be willing, friendly, and within 30 ft of you for the full duration of the ritual. While linked, you can take any actions the creature can as a result of their Artes or Class Features; you can cast all spells the creature is able to cast through their Artes (following the same rules); whenever the creature regains any amount of hit points, you regain the same amount; finally, whenever you or the linked creature takes damage, either creature can use their reaction to split the damage between both of you as evenly as possible (before applying any damage modifiers). You can end the link at will (no action required). The link also ends if either creature drops to 0 hit points or if either creature starts its turn more than 200 ft away from the other creature.
 - You can maintain an uplink with only 1 creature at a time

- **Overload – Techno Savant:**

- You have proficiency and expertise with all skills
- You can uplink with an indefinite number of creatures; however, once you leave the Overload state, you can only keep one
- While unconscious, incapacitated, or stunned, if you aren't dying, your body acts normally as if you were conscious, gaining blindsight out 100 ft

26 – Conversion (Transformative):

“Alter your own form and inner self to acutely control your capabilities”

Bonus Hit Points: 40 (80 – Monk)

Starting Fame: +0

Starting Infamy: +0

Class: E

Strain: Transformation

Element: Soul/Life

Type: Utility

• 1st Level – Being of Change:

- You may use any ability score of your choice for any weapon attack rolls and damage roll bonuses.
- As a reaction, whenever you take damage you may instead cause a friendly creature you can see within 100 ft to take the damage instead
- You are immune to effects that would decrease your ability scores and/or hit point maximum apart from Last Stands and your own Artes.
- As a bonus action, you may convert any amount of your current hit points (leaving a minimum of 1 hit point) into temporary hit points. These last until you complete a long rest.
- After you complete a short or long rest, you can shift around any of your skill proficiencies. Whenever you make skill proficiency conversion, you lose proficiency in one skill and gain proficiency in another (one you weren’t proficient in prior). If you had expertise in the skill you lose proficiency in, the expertise moves as well. This proficiency conversion lasts until you next complete a short or long rest or dispel it (no action required)
- As a bonus action, you can convert different aspects of your being into greater power in other aspects. When you do so, you may decrease one of your ability scores by up to 4 to a minimum of 4 – negating any effects of minimums on that score. After that, increase another of your ability scores by the amount you decreased to a maximum of 30. This conversion lasts until you take a long rest or until you dispel the change (no action required). The conversion resets if you make

another ability score conversion with a different pair of ability scores – allowing you to stack multiple conversions of the same two scores.

- You can cast Skill Empowerment, Enhance Ability, and Guidance at will
 - Use any ability score of your choice as your spellcasting ability modifier

• 2nd Level – Manipulation of the Tetragram:

- After an hour-long ritual in which you sit still, staying conscious and unmoving for the full duration you may convert yourself purely to a state of just Mind, Body, Soul, or Quintessence, using the following rules for each:
 - In general, you can stay in one of these states until you use an action to revert; however, staying in a state for longer than 1 hour can lead to dangerous results. At the start of each hour past the first hour you stay in the state, there is a 10% chance you will be stuck in that state, unable to revert for the next week. For each additional hour, increase the chance of getting stuck by 5%. If the chance ever naturally reaches 100% (19 hours have passed in the same state), you immediately lose all the other parts of yourself you left behind to the void, never to be returned to you except through a *Wish* spell or effect of similar power.
 - When you enter one of these states, the other aspects vanish into an inaccessible demiplane, safe from outside interference
 - If you enter a state that removes your body, any objects you were wearing or carrying also enter the demiplane
 - If you ever drop to 0 hit points while in one of these states, you immediately revert to your original form unless you are unable to (as per the rules listed above)
 - You also immediately revert if you somehow lose this Arte (such as through the effects of the *Suppression* major Arte)
 - **Mind:** You convert yourself into a spectral mass of pure information – ridding yourself of all distractions to maximally amplify your mental faculties. While in this state, you are under the following effects:
 - You are a small creature
 - Your walking speed becomes 0 and cannot be changed
 - You gain 100 ft of fly speed and can hover
 - Your hit point maximum is reduced by half (rounding up)
 - You gain immunity to necrotic damage
 - You gain immunity to poison damage
 - You gain immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons

- You gain vulnerability to psychic damage
- You gain immunity to the prone, grappled, restrained, poisoned, paralyzed, and petrified conditions
- You can move through solid objects; however, 1-inch of solid lead stops your movement
- You may end your turn in another creature's space
- You ignore difficult terrain
- You gain blindsight out 1 mile; however, you are completely deaf and blind beyond that radius
- Your Strength score becomes 1 and cannot be changed
- Your Intelligence modifier triples
- You cannot speak; however, you can communicate telepathically with any creature within your blindsight radius. A creature must understand a language in order to communicate; however, it doesn't have to share a language with you
- You ignore all components (verbal, somatic, and material – even costly) for any spells you cast
- Any damage or healing sourced from spells you cast is doubled
- You do not need to eat, sleep, drink, or breathe
- You cannot use any of your OTHER Artes, retaining **Conversion**
- You gain proficiency and expertise in all Intelligence-based skills
- **Body:** You rid yourself of all inner turmoil and distraction, bringing out the absolute best from your own body. During this state, you are under the following effects:
 - You retain your original size, speed, and senses
 - Your hit point maximum is doubled
 - You gain resistance to all damage
 - Whenever you would take damage, you may use your reaction to reduce that damage to 0
 - Damage you deal with your weapons and unarmed strikes is doubled
 - Your Strength and Dexterity modifiers are tripled
 - You gain immunity to the frightened and charmed conditions
 - You are immune to effects that would read, set, or otherwise alter your emotions, memories, and/or thoughts
 - You are immune to effects that would force you to act directly under another creature's command/compulsion

- You act as a mindless automaton, retaining memory of your allies and enemies as well as the languages you understand. You only act or move when directed to by a creature you consider an ally and when you don't have a direction to follow, you follow your allies and fight to defend your own well-being
- You cannot use any of your Artes apart from *Conversion*'s ability to revert to your original state
- You cannot cast or concentrate on spells
- You cannot activate magic items
- Your Intelligence and Charisma scores become 1 and cannot be changed
- You cannot communicate in any intelligible way, not even through telepathy
- **Soul:** You reduce yourself to naught but your inner spirit - allowing for greater manipulation of the world around you. During this state, you are under the following effects:
 - You count as undead
 - You retain your size
 - You gain Truesight out 100 ft
 - You are completely invisible
 - You retain your walking speed but also gain flying speed of 100 ft
 - You are unable to regain hit points through any means
 - You gain immunity to psychic damage
 - You gain immunity to necrotic damage
 - You gain immunity to poison damage
 - You gain vulnerability to radiant damage
 - As a bonus action, you can enter or exit the Ethereal Plane
 - You can move into and through another creature's space; however, if you end your turn in a creature's space you take 3d10 force damage. This damage cannot be avoided or reduced.
 - You can innately sense spirits, ghosts and other spectral forms of undead within 1 mile of you
 - You gain immunity to the charmed, frightened, paralyzed, poisoned, and petrified conditions
 - You can cast *Speak with Dead* at will
 - You cannot use any of your OTHER Artes, retaining *Conversion*

- You are immune to Divination spells and other effects that would sense or detect your presence
- You do not age
- You do not need to eat, sleep, drink, or breathe
- Once you revert to your original form, you do not retain any memories of events that transpired
- While in this state, you gain the ability to possess the bodies of creatures (both living and dead)
 - As an action, you may touch a corpse that has been dead no longer than 10 days, and subsequently possess it
 - You gain the senses of the corpse (if it has the capacity to use any), as well as the movement speed of the corpse (if it still has the capacity to move), and you may speak through the mouth of the corpse (if it has one)
 - You also gain the Strength, Dexterity, and Constitution of the creature as well as its hit point maximum. If you drop to 0 while inhabiting the corpse, the corpse is destroyed, and you are ejected
 - During this time, you have access to the memories of the creature from before it died AND if the soul is free and willing, you may temporarily call it back to the body as an action, allowing it to speak through the body and even manipulate it (if you allow it to do so)
 - As action, you can touch a still living creature to try and possess it
 - You cannot possess undead, celestials, or constructs
 - That creature must make a Charisma saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$), made at disadvantage if the creature is unconscious. A willing creature may automatically fail the saving throw if it so wishes. On a success, the creature is immune to your possession attempts for the next 24 hours
 - If the creature fails the saving throw, you enter its body, residing within it alongside its soul. During this time, you may ignore any time that passes when

concerning the chance to stay stuck in this state and you need not roll the percentile check

- While within the creature's body, you can see through its senses, hear its thoughts, access its memories, and communicate directly with its mind
 - While the creature is unconscious or if the creature is willing, you may take full control over them, using their statistics, features, senses, speed, and Artes as if they were your own. While doing so, you retain your own Intelligence, Wisdom, and Charisma and can use both your **Conversion** major Arte and any Artes the creature has. You can only retain control in this way for a maximum of 1 minute, after which the original creature immediately regains control and you cannot take over for the next hour
 - If the creature dies, you may either leave the creature's body or continue controlling them – now using the corpse rules
 - You may leave the creature's body at any time, but a *Remove Curse* or similar spell/effect forcibly removes you and grants the creature immunity to your possession attempts for the next 24 hours
- **Quintessence:** To bring the maximized potential of your Artes to bear, you rid yourself of all your inklings of self and leave behind merely a small core of pure Aether. During this state, you are under the following effects:
 - You are a small creature
 - You gain blindsight out 20 ft; however, you are completely deaf and blind beyond that radius
 - You gain immunity to psychic damage
 - You gain immunity to necrotic damage
 - You gain immunity to poison damage
 - Your hit point maximum becomes 1 and cannot be changed
 - Your walking speed becomes 0 and cannot be changed
 - You gain 5 ft of fly speed, and you continually hover
 - You gain immunity to the prone, paralyzed, grappled, poisoned, charmed, frightened, restrained, stunned, and petrified conditions

- You cannot cast spells
 - You cannot communicate through any way, not even telepathy
 - You do not age
 - You do not need to eat, sleep, drink, or breathe
 - Your AC increases by 10
 - All your other Major Artes (apart from **Conversion**) increase by 1-level, but their effects can only manifest within your blindsight radius
 - Additionally, you ignore the effects of your other Major Artes that would affect your speed, your senses, your hit points, your ability scores (apart from **Conversion**), your damage resistances/immunities, your spells, or your attacks
 - You are immune to your weakness and the effects of Arte suppression
 - You ignore difficult terrain
 - You are immune to effects that would read, set, or otherwise alter your thoughts, emotions, and memories
 - Upon entering this state, you may designate up to 2 different creatures. If either of these creatures touch you, if they are willing, they immediately absorb your quintessence
 - Once you have been absorbed, you persist alongside the creature's own quintessence and offer your Artes unto it. The creature has continual access to all Minor Artes you have while you are absorbed. At any time after absorbing you, the creature may use an action to activate you, allowing the creature to gain the benefits of all your Major Artes apart from your *Conversion* Major Arte for the next minute. Once the minute ends, you immediately revert to your original state and appear in the nearest unoccupied space to the creature. The creature cannot absorb you again until you complete $1d4 + 2$ long rests
 - While absorbed, you may communicate directly with the creature's mind
 - While absorbed, you may ignore any time that passes when concerning the chance to stay stuck in this state and you need not roll the percentile check
-
- **3rd Level – Mastery of Self:**

- The state conversion ritual now only takes 10 minutes to complete

- You may have up to 2 different ability score conversions active at one time (DNS)
- As an action, you may swap your amp and weakness. This swap lasts until you next swap them back
- When performing an ability score conversion, you may increase or decrease the score by up to 10 (DNS)
- As an action, you may alter your physical appearance. When doing so, you may change your height by up to 2 feet, your weight by up to 200 pounds, your hair color, your facial structure, your musculature, your hair length, your eye color, etc. This transformation is indistinguishable from your true form and does not count as an illusion. The transformation lasts until either you die, you dispel it as a bonus action, or you make a new physical alteration
- As a bonus action, you may instantly shift any of your proficiencies. Losing proficiency (and expertise if applicable) in one skill, saving throw, weapon, armor, tool, or language, and gaining proficiency (and expertise if applicable) in another skill, saving throw, weapon, armor, tool, or language. This conversion does not have to match proficiency types (for example, you may lose proficiency in Arcana to gain proficiency in Strength saving throws). You may maintain up to 3 different conversions of this type and any conversions made fade upon complete a long rest or after you dispel them (no action required)
- You can cast Etherealness and Astral Projection at will

- **Overload – Perfected Change:**

- As part of a single action, you may make up to 2 ability score conversions
- As part of a single bonus action, you may make up to 5 proficiency conversions
- You may have up to 3 different ability score conversions active at one time (DNS)
- You may have up to 10 different proficiency conversions active at one time (DNS)
- The state conversion ritual now only takes 1 minute to complete; while in any of those states, your **Conversion** Arte stays in Overload, even if the conditions that caused you to initially enter the Overload state are no longer applicable
- As an action, you may temporarily lose access to either 3 of your minor Artes (if you have three), or to 1 level of one of your other major Artes (if you have any), to gain access to the next level of one of your other major Artes. This Arte conversion lasts until you finish a long rest, die, leave this overload state, dispel it as a bonus action, or make a new Arte conversion

27 - Copy (Special):

“With a touch or look, you can recreate items, magic, and power”

Bonus Hit Points: 30 (50 - Artificer, Bard, Rogue)

Starting Fame: +5

Starting Infamy: +0

Class: S

Strain: Creation

Element: Reality

Type: Utility

• 1st Level – Duplication of Objects:

- As a bonus action, you can make up to 2 perfect copies of an object you can lift (either physically or through another means such as telekinesis) and can see within 1000 ft.
 - A copy appears either in any unoccupied space within 100 ft of the original object, in your hand (if it can fit in your hand), or equipped onto your person (if possible) – your choice
 - Each individual copy lasts 1 hour before it vanishes into nothing; however, you may choose to concentrate on a copy (as if you were concentrating on a spell) to allow it to last past this time
 - The copy is exact and retains all properties (magical and nonmagical) the original had
 - If the copied object normally requires proficiency to properly employ, you gain proficiency with that object while employing the copy
 - If you concentrate on a copy for 8 hours straight, it becomes permanent
 - However, certain objects that are magically unique – such as artifacts, objects created by gods, and other such items that are singular in the multiverse – cannot be made permanent
 - While concentrating on a copy, before the copy is permanent, you may make any number physical modifications to it; however, the

physical modifications cannot change the core structure (altering the overall function of the object)

- Potential physical modifications include:
 - Altering of the object's color
 - Altering of the object's texture
 - Altering of the object's size (while staying within the original object's size category)
 - Altering of the object's level of wear (without affecting the functionality of the object)
 - Altering of the material comprising the object (without affecting the functionality of the object)
 - Altering of the object's weight (to a maximum difference of 100 lbs. from the original weight)
- You can cast Minor Illusion, Creation, Locate Object, and Fabricate at will
 - Use your highest ability score as your spellcasting ability
- **2nd Level – Duplication of Magic:**

 - Min Intelligence and Wisdom of 20
 - You can perfectly memorize and reproduce any magical formulae, glyphs, runes, etc. you've studied for at least 1 minute.
 - As a bonus action, you may touch a creature and copy any positive magical and/or supernatural temporary effects affecting that creature unto yourself. These effects last until they no longer affect the original creature.
 - Whenever you see a spell with a casting time of 1 action cast within 100 ft of you, as a reaction, you may grant yourself the ability to cast that same spell at the same level it was originally cast at will for the next hour using your highest ability score as your spellcasting ability.
 - As a bonus action, you can copy any amount of magical and/or supernatural temporary effects affecting you onto any other creature you can see within 50 ft
 - For each negative effect, if the creature is unwilling, the creature makes a Charisma saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$), resisting the effect on a successful save
 - These effects last until they no longer affect you, but only last at most 1 hour unless you concentrate on them to extend their duration for as long as you're concentrating
 - You can cast Dispel Magic, Contingency, Counterspell, and Antimagic Field at will
- **3rd Level – Duplication of Power:**

- As an action, you may touch a creature and gain all skill proficiencies, skill expertise, tool proficiencies, tool expertise, weapon proficiencies, armor proficiencies, and languages that creature has for the next 24 hours. You may only have a single creature's proficiency set copied at a time
- Over the course of 24-hours, you may perform a special ritual on a creature to permanently gain a copy of one of their major Artes. During the entire course of the ritual, the creature must stay within 10 ft of you, must not die, and must be unconscious for at least a total 12 of hours during the period. If the ritual successfully concludes, you permanently gain a random one of the creature's major Artes at 1st-level
 - This gained major Arte is an exact copy of the original creature's version – conferring unto exact copies of individual facets (such as pacts made through **Bonds**, cybernetics manifested by **Cyber**, inhabiting creatures gained through **Hive**, the artifact summoned by **Grand Artifact**, the spectral other borne through **Spectral Other**, and so on) as well as augmentations upon that major Arte
- As an action, you may touch a creature with Major Artes, you then gain the benefits of all Major Artes they have at 1st-level for the next hour
 - If you target an unwilling creature, if that creature is aware of your presence, it may make a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$), avoiding your touch on a success
 - If you use this ability again while copying a creature's Artes, you immediately lose the benefits of the first creature's Artes
 - You may use this ability a number of times equal to your proficiency bonus and regain all expended uses upon completing a long rest
 - When copying major Artes in this manner, you do not benefit from any ability score increases, bonus hit points, and damage immunities conferred by the Artes; additionally, if you copy Artes with individual specific effects (such as pacts made through **Bonds**, cybernetics manifested by **Cyber**, inhabiting creatures gained through **Hive**, the artifact summoned by **Grand Artifact**, the spectral other borne through **Spectral Other**, and so on) you gain an exact copy of the Arte, duplicating even the individual facets owned by the original creature, but any lasting effects created by abilities of these facets fade as soon as the duplication ends
 - Artes you copy in this manner are not affected by your amp, your last stand, your weakness, and/or any effects that would increase/decrease their level; additionally, the only way to lose these Artes during this time is the loss of your *Copy Arte*
- You can cast *Clone* and *Simulacrum* at will

- **Overload – True Mirror:**

- Min Strength, Dexterity, Constitution, and Charisma of 20
- On your turn, immediately after you kill a humanoid while you are in this overload state, you may use your reaction to permanently copy all that creature's masteries, augmentations, boons, feats, and Minor Artes. If you do so, the creature's soul fades away, and it cannot be revived by any means other than the *Wish* spell or an effect of similar power. After using this ability, you cannot do so again until you complete $2d4 + 2$ long rests.
- As an action, you may create an exact copy of yourself. This copy appears in the closest unoccupied space to yourself as an *exact* copy of you at the time of using this action. The copy has your exact current hit points, exact maximum hit points, exact temporary hit points, all your Minor and Major Artes, all of your augmentations, all of your masteries, all of your class features, all of your racial features, all of your proficiencies, your equipment, your personality, and so on. This copy cannot learn or get stronger in any way; however, if you would die while your copy is active you may transfer your soul and consciousness into it – turning that copy into the original. Once you leave the Overload state, the copy and any equipment created vanishes into nothingness. After you use this ability to create a copy of yourself, you cannot do so again until you exit the Overload state.

28 – Creation (Special):

“Through sheer force of will and manipulation of the world’s energies, create anything you can imagine”

Bonus Hit Points: 20 (60 – Artificer)

Starting Fame: +10

Starting Infamy: +0

Class: S

Strain: Creation

Element: Reality

Type: Utility

• 1st Level – Nonmagical Replication:

- Min Intelligence of 20
- As an action, you can create any nonmagical, inorganic object you’ve spent at least 1 hour studying
 - The object you create cannot be any bigger than 20 cubic ft and it can’t weigh any more than 1000 lbs.
 - The created object either appears in an unoccupied space you can see within 100 ft of yourself, into your hands (if the object could fit in your hands), into the hands of another willing creature you can see within 100 ft of yourself (if the object could fit in their hands), equipped onto your person (if possible), or equipped onto the person of another willing creature you can see within 100 ft of yourself (if possible) – your choice
 - You are considered proficient with any object that you have created
 - Normally, most valuable objects you create are counterfeits marred by imperfections unique to you, as such, they are wholly monetarily valueless; however, to an untrained eye, it may be difficult to tell. If a creature inspecting the object has proficiency in a set of artisan’s tools appropriate to the object, that creature may make an Insight check (DC = 10 + your proficiency bonus + your Intelligence modifier). On a successful check, the creature realizes the object is a counterfeit. On a failure, the creature does

not notice that the object is counterfeit and the creature may not attempt another Insight check on the object for the next 24 hours.

- Alternatively, whenever you create a valuable object, if you have proficiency in a set of artisan's tools appropriate to the object, you may attempt an Intelligence check with the DM determining the quality of the object based on the results of the check
- You can cast Fabricate, Locate Object, Identify, Detect Magic, Knock, Illusory Script, Comprehend Languages, Arcane Lock, Magic Weapon, Rope Trick, Glyph of Warding, Tongues, Snare, Leomund's Secret Chest, Locate Creature, Locate Traps, Darkvision, True Seeing, Demiplane, Mordenkainen's Magnificent Mansion, Mordenkainen's Sword, Flame Blade, Fire Shield, Forcecage, Simulacrum, Clone, Bigby's Hand, Arcane Eye, Leomund's Tiny Hut, Mordenkainen's Faithful Hound, Mordenkainen's Private Sanctum, and Creation at will
 - Use Intelligence as your spellcasting ability

● 2nd Level – Arcane Creation:

- You may attune to 5 extra magic items
- Nonmagical creation parameters: 30 cubic ft. max, 1500 lbs. max (DNS)
- Whenever you create a nonmagical object, you may apply an enchantment of your own design to it. The stronger the enchantment, the weaker the object physically is. If the enchantment is too powerful, the object immediately crumbles into dust and all magic is lost
- You may now create magic items of *Rare* rarity or below that you have studied for the necessary 1 hour
 - Whenever you create a magic item, if it requires attunement, you may instantly attune to it if you are able
 - You may create the upgraded versions of weapons, armors, etc. (+1, +2, ...) after studying the nonmagical versions
- You can cast Summon Construct, Find Vehicle, Find Familiar, Infallible Relay, Find Steed, and Find Greater Steed at will

● 3rd Level – Almighty Object Augmentation:

- Min Intelligence of 25
- You can create up to *Very Rare* magic items (DNS)
- Nonmagical creation parameters: 100 cubic ft max, 5000 lbs. max (DNS)
- As an action, you can create an entirely original object so long as you have studied the materials that will comprise it

- Whenever you create a magic item, you may upgrade its abilities, giving it up to 2 additional effects from other magic items of the same or lower rarity. You may give effects sourced from magic items that require attunement if the created magic item requires attunement
 - Whenever you create a nonmagical item, you may alter the physical properties (including size, texture, color, etc.) of the created object, within the following bounds:
 - You may go up or down a size category from the object's original size
 - The size can be no larger than 100 cubic ft and no smaller than 1 cubic inch
 - Maximum weight of 5000 lbs.
 - Size changes can be made independent of weight changes
 - Any spell you cast through this Arte is cast at 9th-level
 - Whenever you cast *Summon Construct* through this Arte, you do not need to provide material components
- **Overload – Playing God:**
-

- You can now create plants, fungi, and organic objects
- You can create any object you have seen before, without needing have studied it. Any object you've never fully studied that you create while in the Overload state is permanently added to the list of objects you can create
- As an action, you can create a non-humanoid creature you've seen before that has a CR of 5 or below. The created creature is an average example of the creature – one without any class levels or the *Spellcasting* trait. A creature created this way is under no compulsion to follow your commands

29 – Cyber (Transformative):

“Augment your natural form with supernaturally formed technological advancements”

Bonus Hit Points: 50 (100 – Artificer)

Starting Fame: +0

Starting Infamy: +0

Class: S

Strain: Transformation

Element: Lightning/Life

Type: Mixed

• 1st Level – Base Augmentations:

- You have a set of tools integrated into your being. Choose 3 non-vehicle tools. Those 3 tools are built into your body, and you can use them even without having a free hand, mentally manipulating the integrated toolsets. You count as having both proficiency and expertise with your integrated tool and your integrated tools do not count against your number of cybernetic augmentations
- You have a set of cybernetic augmentations you can modify and enhance your natural form with. These augmentations supernaturally manifest and, while both they and this Arte are active, they cannot be hacked into, dismantled, or otherwise outwardly controlled by another creature; however, the augmented body part can still be injured, destroyed, or removed. In the case that an augmented body part is removed, all augmentations on that body part immediately cease to function and supernaturally fade into nothingness after 1d4 days unless the body part is reattached in time.
 - You may have up to 5 cybernetic augmentations active at one time. Upon gaining this Arte, choose up to 5 of the available options.
 - Whenever you finish a long rest, you may swap out or gain augmentations (up to your maximum), spending an extra hour per augmentation
 - While you can have multiple of the same augmentation, you cannot put the same augmentation multiple times on the same exact body part. For example, you can give two separate arms the same arm augmentation, but you cannot give one arm the same arm augmentation twice

- If one of your augmentations causes a creature to make a saving throw, the DC equals $10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$
- The augmentation options are the following:
 - **Bionic Arm (Arm):** Your arm has been upgraded and bionic enhancements have been integrated into its form. For each bionic arm you have, while using your arms, your lift/carry threshold as well as your carrying capacity is doubled. Additionally, add a +10 bonus to any Strength-based ability checks and attack rolls made that employ your arms for each bionic arm.
 - **Bionic Leg (Leg):** Your leg has been upgraded and bionic enhancements have been integrated into its form. For each bionic leg you have, your walking speed is increased by 5 feet and your lift/carry threshold is doubled. Additionally, if all your legs are bionic legs, coming up from prone uses only 5 feet of movement, you ignore nonmagical difficult terrain, and pushing/pulling costs no extra movement.
 - **Internal Flamethrower (Any):** You have a hidden internalized flamethrower located somewhere within your form. This flamethrower draws fuel from an internal reservoir to allow for essentially unlimited use of the incinerators. As a bonus action, you can either extend or retract the flamethrower. While the flamethrower is extended, as an action, you can release a flow of flame out in one of the following shapes: a 5 ft x 100 ft line or a 50 ft cone. Each creature in the area must make a Dexterity saving throw, taking $8d10$ fire damage on a failure or half as much on a success. If you have multiple flamethrowers, you can extend/retract any or all of them with a single bonus action and you may fire any or all of them with a single action, either aiming them in different directions or having multiple flamethrowers overlap. Overlapping flamethrowers have combined damage dice.
 - **Machine Guns (Any):** You have a hidden machine gun located somewhere within your form. This machine gun employs your body's energy to manufacture supernatural bullets that vanish from existence once they either hit or miss the target. As a bonus action, you can either extend or retract the machine gun. While the machine gun is extended, as an action, you can make a ranged weapon attack with it. You count as proficient with the weapon, the weapon has the burst fire property, has a range of 100 ft/300 ft, it doesn't need to reload, and it deals $8d8$ ballistic damage. If you have multiple machine guns, you can extend/retract any or all of them

with a single bonus action and you may fire any or all of them with a single action, increasing the number of ranged weapon attacks you make per machine gun you fire.

- **Internal Blade (Arm):** You have a hidden blade located within your forearm. As a bonus action, you can either extend or retract the blade. While the blade is extended, as an action, you can make up to 2 melee weapon attacks with it. You count as proficient with the blade, it has the finesse and light properties, and it deals $5d8$ slashing damage. If you have multiple blades, you can extend/retract any or all of them with a single bonus action and you may attack with any or all of them with a single action, increasing the number of melee weapon attacks you make by 2 per blade you strike with. Additionally, whenever you make an opportunity attack, you may make it with your blade.
- **Jet Propulsion (Hands/Feet):** You have jet thrusters located within either your hands or feet. As a bonus action, you can either extend or retract the thrusters. These thrusters draw fuel from an internal reservoir to allow for essentially unlimited use of the thrusters. While extended, for each set of thrusters you have, increase your flying speed by 40 ft. If the thrusters are in your hands, your hands must be free to make use of the fly speed. Additionally, you may use the heat generate from the thrusters to burn objects.
- **Aerodynamic Wings (Back):** You have a pair of mechanical plane wings on your back with sets of winglets, slats, spoilers, flaps, and ailerons to maximize your aerodynamism. As a bonus action, you may extend or retract these wings. While extended, if you already have fly speed from another source, increase it by 200 ft. Additionally, the wings offer advantage on Dexterity saving throws made while flying and you cannot be forcibly moved by strong winds if you are unwilling.
- **Magnifying Pupil (Eye):** One of your pupils allows for acute magnification creature and objects within 5 feet. You have advantage on Investigation checks that rely on sight while searching an area or studying an object within range. Additionally, the power of the magnification allows you to see normally imperceptible body motions in creatures within range such as ocular saccades, micro expressions, and various nervous tics. Because of this, you have advantage and a +10 bonus on Insight checks made to discern a creature's emotional state as well as whether they are lying while you

can see them, and they are within range. Multiple pupils increase the range of magnification by 5 feet per pupil.

- **Far-Sight Pupil (Eye):** One of your pupils allows for the magnification of distant objects as though you were viewing them through a telescope. You have advantage on Perception checks that rely on sight and your passive Perception increases by 5. Within conditions of clear visibility, as an action, you can make out the details of distant objects, creatures and figures up to 5 miles away as if they were only 5 feet away. Multiple pupils increase the range of distant vision by 5 miles.
- **Life-Sense Eyes (Eyes):** Your eyes have the capability to sense the presence of life. As an action, you may activate the sensing apparatus of your eyes. While active, any living creatures (not undead or constructs) within 100 ft are highlighted in a neon light, even if they are behind walls. Highlighted creatures cannot become hidden from you and do not benefit from being invisible against you. Additionally, you have advantage on attack rolls against highlighted creatures.
- **Adhesive Spray (Any):** You have a hidden nozzle connected to an internal reservoir of an adhesive substance located somewhere within your form. As a bonus action, you may extend or retract the nozzle. While extended, as an action, you may spray the adhesive substance in a 20 ft cone from that nozzle. Any creatures caught in the range of the spray must succeed on a Dexterity saving throw suffer the following: the creature's speed is halved; and if the creature is in contact with a solid surface in range of the cone, that creature is restrained and must succeed on a Strength check (DC = your cybernetic DC) to free itself and move from that surface. Additionally, any objects caught in range of the cone are coated in the adhesive substance. For the next hour, any creature that comes into contact with that object must succeed on a Strength saving throw or become stuck to that object. If the object exceeds half the creature's carrying capacity, the creature must succeed on a Strength check (DC = your cybernetic DC) to move 5 feet; however, if the object fully exceeds the creature's carrying capacity, they cannot move. After the hour passes, the substance dries, falling off harmlessly from a creature. Oozes are immune to all effects of this substance. If you have multiple nozzles, you can extend/retract any or all of them with a single bonus action and you may spray any or all of them with a single action, either aiming them in different

directions or having multiple nozzles overlap. Overlapping nozzles have the area-of-effect range increased by 10 feet per nozzle.

- **Fire Extinguisher (Any):** You have a hidden nozzle connected to an internal reservoir of various fire extinguishing agents, with each having a different use depending on the class of the fire. As a bonus action, you can extend or retract the nozzle. While extended, as an action, you may spray the extinguishing agents in a 20 ft cone from that nozzle. Any non-magical fires in that area are immediately put out and any burning objects or creatures are extinguished. If you have spell slots, you may augment this extinguisher with arcane power in order to attempt to extinguish magical flames. As part of the action, you may expend one spell slot. Any fires in that area created from a spell or similar magical effect of an equal spell slot level or lower are immediately put out. This effect can also cease the effects of any supernatural or magical effects causing a creature or object to become heated (e.g. the Heat Metal spell). If you have multiple nozzles, you can extend/retract any or all of them with a single bonus action and you may spray any or all of them with a single action, either aiming them in different directions or having multiple nozzles overlap. Overlapping nozzles have the area-of-effect range increased by 10 feet per nozzle.
- **Oil Nozzle (Any):** You have a hidden nozzle connected to an internal reservoir of oil located somewhere within your form. As a bonus action, you can extend or retract the nozzle. While extended, as an action, you may spray the oil in a 20 ft cone from that nozzle. Any creatures in the area must succeed on a Dexterity saving throw or be doused in oil. If a creature doused in oil takes any fire damage before the oil dries (after 1 minute), the target takes an additional 20 fire damage. Additionally, any area of the ground within range of the spray becomes covered in oil, so long as the surface is level. If lit, the oil burns for one minute and deals 20 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn. If you have multiple nozzles, you can extend/retract any or all of them with a single bonus action and you may spray any or all of them with a single action, either aiming them in different directions or having multiple nozzles overlap. Overlapping nozzles have the area-of-effect range increased by 10 feet per nozzle.
- **Energy Pulse (Hand):** You have a circular capacitor that acts as a powerful conductor for energy located on your palm. As an action,

you can charge the energy in the capacitor and fire a blast from it, making up to 2 ranged weapon attacks. You count as proficient with the weapon, it has a 400/1000 ft range, and it deals 3d12 force damage. Additionally, a creature hit by 2 or more energy pulses succeed on a Strength saving throw or be pushed back 10 ft. If you have multiple capacitors, you may fire from all of them with a single action

- **Energy Shield (Body):** Coursing through your entire form is a stream of flowing energy linked directly to your life force. As a bonus action, you may flare this energy up, causing it to glow bright with power. For the next hour, you have resistance to fire, cold, lightning, thunder, and acid damage. Additionally, during this hour, you may use your reaction when you would be hit by an attack to increase your AC by 10 until the start of your next turn. After the minute passes, you may not activate the energy flow again until you finish a short or long rest.
- **Rocket Fist (Hand):** Your hand has a rocket engine attached to the fist, splitting that hand from your arm at the wrist. While the fist is attached to your arm, as an action, you may fire the fist, making a ranged weapon attack. You count as proficient with the weapon, it has a 200/500 ft, and it deals 6d10 bludgeoning damage. While the fist is detached, you may control it remotely as if you were the casting *Mage Hand* spell, except with the following alterations: the hand can attack (making an unarmed strike), it can activate magic items, it can carry up to a quarter of your carrying capacity, you may move the hand up to 50 ft each time you use it, and you perform acute forms of object manipulation as if it were your own hand. You may attach/reattach the hand while it is within 5 ft of you without firing it as a bonus action. If you have multiple rocket fists, you can control and/or fire them all with a single action/bonus action.
- **Integrated Magical Focus (Arm):** Within your arm is a crystalline catalyst for arcane energies through which the Weave can flow. This catalyst serves as a spellcasting focus for you. You always count as having it present and you don't need a free hand to use it. Additionally, while casting a spell and employing this catalyst as your spellcasting focus, your spell attack bonus and spell save DC are both increased by 3. Finally, choose 2 cantrips, 1 1st-level spell, and 1 2nd-level spell. While you have access to this catalyst, you may cast those spells at their lowest level at will without using a spell slot – your highest ability score is your spellcasting ability for these

spells. If you have multiple catalysts, the increase stacks cumulatively for each and you get a set of spells for each.

- **Data Slate (Arm):** Integrated into your arm is a tablet computer optimized for data storage. You may employ the data slate as if it were a standard tablet computer of average performance; however, it cannot be hacked, accessed remotely by another creature, or be affected by a virus, worm, or similar software. Additionally, the data slate cannot be accessed while you are unconscious. The data slate comes with a USB connector, I/O adapters of various forms, a tray of USB ports, and it draws upon an internal reservoir of energy – requiring no charge so long as you are alive and conscious. Due to the software preloaded into the system, the data slate counts as a set of modeling tools, a forensics kit, and a set of hacking tools – all of which you count as proficient with. As a bonus action, you can activate “Auto Data Collection Mode” on the data slate. While in this mode, the data slate automatically records information concerning everything you perceive through your senses into a set of time-indexed text-based log files organized by sense – including often under-considered senses such as hunger, balance, thirst, etc. After 48 total hours of data collection in this fashion, the log files will be considered full and the mode will be automatically switched off. Once the log files are full, until they are emptied, future use of this mode will override the oldest entries in the respective log files. If you have multiple data slates, each one is considered separately, but the two machines can communicate with each other and share data files across computers.
- **Camera Eyes (Eye):** Your eye becomes functionally equivalent to a camera, with it able to send snapshot information stored in a memory bank within your brain. Because of the structure of your eye, so long as you are not blinded, you always count as having the equivalent of a set of photographer’s supplies. You are proficient with this set of photographer’s supplies and count as having expertise with them as well. Your memory bank can hold an unlimited number of photos and you may sift through them at any time, deleting any number of photos you wish. This memory bank is unaffected by spells and similar effects that would read your thoughts or alter your memories. Finally, as an action, you may print a copy of a photo from your memory bank from a printer located somewhere else on your body.

- **Recording Device (Head):** Within your head is a high-powered audio recording device coupled with a high-capacity memory bank. As a bonus action, you can either begin or cease recording audio. During this time, everything you hear is recorded into your memory banks. Your memory banks can hold an unlimited capacity of audio and automatically maintain a time-indexed organization structure. While you are not recording audio, you may freely listen to audio you've recorded within your own head along with delete any unwanted audio files. Additionally, as an action, you may play one of the audio files.
- **Super-Armored Skull (Head):** Your skull is reinforced with adamantium armor plating, protecting you from harm. This plating not only physically protects you, but it also serves as a barrier against mental probes. Your AC is increased by 1, you have resistance to psychic damage, you have advantage on saving throws made against having your thoughts read or altered, and you have advantage on any saving throws against being stunned.
- **Body Plating (Body):** Your body is reinforced with an adamantium frame under your flesh, protecting you from harm. Your AC is increased by 2 and you have advantage on Constitution saving throws as well as saving throws against falling prone or being forcibly moved.
- **Toxguard (Body):** Your body contains a special safeguard reservoir full of antivenom and various antidote cocktails. You have resistance to poison damage, and you are immune to the poisoned condition.
- **Darkvision Lens (Eye):** The lens of your eye is specially modified so that it may see through darkness. You have darkvision as far as you can see out of that eye. If all your eyes have this lens, you may also see through magical darkness.
- **Spring-Step (Leg):** Your leg contains a set of pistons and springs that assists in vertical traversal. Your jump height and distance are doubled. If all your legs have the spring-step upgrade, you may jump twice in one turn and your jump height/distance is tripled instead
- **Charging Port (Body):** You have a special cord jutting out from the side of your body that connects to an internal energy reservoir within your form. This cord has many different adapters along with it. You may connect this cord to any device that has a charging port to keep the device charged using your own energy. While you are

alive and conscious, the device is considered fully charged so long as you maintain connection to the device. The cord is 10 feet long.

- **Spotlight (Eye):** Within your eye is a high-powered light bulb able to generate a multi-lumen flash. As a bonus action, you may activate the light within your eye. While activated, you produce 200 ft of bright light and an additional 200 ft of dim light; additionally, any creature that starts its turn within 5 ft of you must succeed on a Constitution saving throw or be blinded for one minute.
- **Voice Modulator (Mouth):** Your vocal cords are enhanced in such a way that they can replicate voices. You can mimic any voice you've heard for at least 1 minute. This mimicry is near flawless; however, a creature suspicious of the mimicry may make an Insight check contested by your Deception check. If they succeed, they see through your mimicry.
- **Radio Clock (Head):** Within your head, you have a radio clock coupled with your mind. Because of the radio clock, you always know the exact time of day of the location you're in. This clock is automatically adjusted based on radio signals and cannot be manually altered in any way.
- **Aqua Propellers (Arms/Legs):** You have a set of rotary propellers that augment your capabilities underwater. These propellers grant you a swim speed of 40 ft. If you have another set of propellers, your swim speed is 100 ft instead.

- **2nd Level – Advanced Augmentations:**

- You may now have up to 10 cybernetic augmentations at a time. (DNS)
- Once per day, you may use a bonus action to swap one of your current cybernetic upgrades out for a different one.
- You now have access to the following cybernetic augmentations:
 - **Stealth Cloak (Body):** You have a module located on your body that enhances your stealth maneuvers through both sound interference and invisibility. As an action, you can activate the cloaking module, causing you to be surrounded by a zone of silent noise drowning out your movements as well as turning you invisible. While the cloak is active, you are invisible, you gain a +15 bonus to Stealth checks, and creatures have disadvantage on auditory Perception checks to detect you. After 5 total hours of use, the cloak loses power and cannot be used until you complete a short or long rest as the cloak recharges.

- **Anti-Magic Core (Body):** Within your chest, you have a special core of anti-magic energy that draws power from an internal reservoir. As an action, you can fully activate the core, causing it to glow and crackle with chaotic energy. While active, you glow dimly out 5 feet and, whenever a creature you can see within 100 ft tries to cast a spell, you may use your reaction to immediately cancel the casting, causing it to fail. After you cancel 10 total spells, the core loses power and cannot be activated again until you complete a short or long rest.
- **Bionic Respirators (Body):** Your respiratory system is cybernetically enhanced beyond your natural potential. You are immune to the effects of airborne toxins and gases; additionally, you can breathe in any environment – including underwater and areas of no air.
- **Mental Reset (Head):** You have a special device attached to your brain coupled with a mental switch only you can activate. This device provides a jolt to certain regions of your brain, stimulating certain portions and providing what is essentially a full reset of your mental state. As a bonus action, you can flip the mental switch, causing this reset, causing the following: you end any effects causing you to be frightened and/or charmed, you end any effects allowing a creature to read your thoughts, you end any effects allowing a creature to control you or influence your actions, and your emotions mellow out – forcing you into a placid, calm state.
- **Truesight Lens (Eye):** The lens of your eye is specially modified so that it attains an arcane level of sight. You have Truesight out 100 feet from that eye. If all your eyes have this lens, you instead have Truesight out 1000 feet.
- **Positional Locator Matrix (Head):** You have a specially modified coordinate system, GPS locator, and internet-sourced world map all loaded and processing through a special module connection to your brain. Due to this module, you always know which direction is north as well as your current coordinates. Additionally, if you are in a mapped city, you may spend 1-minute parsing through the map, memorizing it, allowing you and your companions to travel through the city at double speed. Finally, you may spend 1 hour determining the best route between two mapped locations on the map. After spending this hour, you learn the most direct route between the two and you and your companions can travel this route at double speed.
- **Internal Assistant (Head):** You have a customized highly advanced AI within your brain tailored to your specifications that assists you throughout the day. The AI has a voice and personality designed by you (or the DM if you so wish); additionally, the advanced nature of the AI makes it an essentially fully sentient entity. Distribute the following values as you desire

to determine the AI's Intelligence, Wisdom, and Charisma scores: 12, 16, 18. Additionally, choose 2 skills, 1 tool, and 1 language other than Common for the AI to have proficiency in (The AI knows all languages you know) – the AI shares your proficiency bonus. Whenever you make a check in a skill the AI is proficient in or with a tool the AI is proficient with you count as proficient if you don't already have proficiency or expertise if you already are proficient. The AI can see through your senses but also has an independent blindsight out 20 ft. The AI can communicate directly to you and doesn't need to sleep – maintaining activity even while you are unconscious – allowing it to wake you up if needed. Finally, if you are under an effect causing you to be frightened, stunned, or charmed at the end of your turn, the AI can attempt a DC 20 Intelligence saving throw (if you are stunned), Wisdom saving throw (if you are frightened), or Charisma saving throw (if you are charmed), ending the effect on you on a success. No matter how many heads you have, you may only ever have one Internal Assistant.

- **Aim Assistance (Eye):** A reticle-based UI installed within your eye offers an auto-targeting system to you. You have a +20 bonus to visual Perception checks and ranged attack rolls; additionally, you cannot be surprised while you are conscious, and no attack roll has advantage against you while you aren't incapacitated. Finally, after you miss a creature with a ranged attack roll, you may repeat the attack roll against either the same creature or a different creature in range of the test once per turn. If all your eyes have Aim Assistance, the bonus is increased to +30
- **Efficiency Engine (Body):** You have an internalized engine that maximizes your energy-use efficiency and the energy gained from food consumption. At the end of a long rest, so long as you have ingested the necessary amount of food and drink, remove all levels of exhaustion you have. The number of days you can go without food and drink are increased by 20 days each. Finally, whenever you would gain a level of exhaustion, you may attempt a DC 20 Constitution saving throw, not gaining that level of exhaustion on a success.

• 3rd Level – Mastered Augmentations:

- You may now have up to 20 cybernetic augmentations at a time (DNS)
- You may swap cybernetics as a bonus action up to three times per day (DNS)
- You now have access to the following cybernetic augmentations:
 - **Anti-Power Core (Body):** Within your chest, you have a special core of anti-power energy that draws its power from an internal reservoir. As an action, you can fully activate the core, causing it to glow and crackle with

suppressive energy. While active, you glow dimly out 5 feet and, as a bonus action, you may attempt to temporarily suppress one of the major artes of a creature you can see within 20 ft. If you are aware of the creature's major artes you may select the arte you would like to suppress; however, if you are not aware of them, the DM randomly selects one of the creature's major artes (if it has any). Choose an ability score. You and that creature make an ability check contest using that ability score; if the arte you are trying to suppress is at 3rd-level or Overload, the creature gains a +5 bonus to the contest. If you win the contest, the major arte you selected is suppressed for the creature for the next minute. After suppressing 5 total major artes, the core loses power and cannot be activated again until you complete a short or long rest.

- **Overclocking System (Head):** You have a mental switch that allows you to forcibly increase your mental processing speed, the rate of energy transfer in your body, and the performance of your other cybernetic upgrades. As a bonus action, you may either activate or deactivate the switch, activating your "Overclocked Mode". While in Overclocked Mode, you gain the following: Whenever you make an Intelligence or Wisdom saving throw, you may replace your roll with a 30; Increase the damage dice of any of your cybernetic weapons by 5 sets; Your speed is increased by 30 ft; Your AC is increased by 2; Your carrying capacity is tripled; Your proficiency bonus is doubled; and you can take an extra action on each of your turns. At the end of your turn, if you are in Overclocked Mode, make a DC 25 Constitution saving throw. Each time you fail this saving throw, you suffer a new penalty; however, each time you succeed, the DC cumulatively increases by 5. The penalties are as follows: First failure – you gain one level of exhaustion; Second failure – you gain a vulnerability to necrotic damage; Third failure – you gain one level of exhaustion; Fourth failure – your hit point maximum is reduced by 100 (min 1 hit point); Fifth failure – you gain one level of exhaustion; Sixth failure – you gain a vulnerability to all damage; Seventh failure – you are blinded and deafened; Eighth failure – you die. Each penalty lasts until you leave Overclocked Mode and complete a long rest (other than the eighth penalty, which is, of course, permanent). No matter how many heads you have, you may only ever have one Overclocking System.
- **Self-Destruct Mechanism (Body):** Within your torso is a highly powered destructive device tied directly to your quintessence and life force. This device serves as a last resort option allowing for the immediate release of super-condensed energy in a roaring explosion – consuming your life in the process. As an action, you can activate a shutdown sequence as a precursor

to your imminent destruction. You begin glowing brightly, shedding bright light out 20 feet and dim light out an additional 20 feet, and you fall unconscious. At the start of your next turn, with a bright flash, you detonate into a radiant ball of pure Aether energy. All creatures in a 100 ft radius sphere (centered on you) must make a Dexterity saving throw. On a failure, a creature takes force damage equal to your hit point maximum at the time of detonation or half as much damage on a success. Additionally, a creature that failed the saving throw has all their major artes suppressed, cannot cast spells, and cannot recover hit points until the end of their next turn. After the detonation goes off, you immediately die (ignoring any effects that would prevent instant death) and your body along with everything you were wearing and carrying is vaporized. After dying in this fashion, you cannot be revived for 2 weeks as your soul recuperates. Upon gaining this cybernetic upgrade, devise a passcode. During the shutdown sequence, if this passcode is spoken before the detonation, the shutdown sequence ends, and you do not detonate.

- **Gravitational Balancers (Legs):** Within your legs are specialized weight devices that allow you to control your own personal field of gravity. As an action, you may activate, deactivate, or swap to one of the following effects: You may anchor yourself to your current point on the ground – this prevents you from being forcibly moved from your current space on the ground by any effect other than teleportation or something similar (you must be on solid ground to benefit from this effect). You may strengthen your posture and enter a resolute stance – while you are standing, you cannot fall prone unless you are willing. You may lighten your form to move swifter, increasing your speed by 50 feet and allowing you to take the Dash action as a bonus action. Finally, you attain a loose control of a lowered force of gravity, granting you a fly speed of 60 feet (if you already have fly speed, it is instead increased by 100 feet).
- **Bionic Heart (Body):** Your heart has been upgraded and bionic enhancements have been integrated into its form. Your heart is strengthened and now allows for far more acute control over your heart rate. You can travel for 16 hours in a single day before risking exhaustion, you have advantage on Constitution saving throws, taking the Dash action confers extra movement equal to double your speed rather than just your speed, you can take two bonus actions a turn, and finally, if you start your turn with 0 hit points, you stabilize.
- **Reconstructors (Body):** You have a cellular nanotechnology integrated into your bloodstream that serve an auto-repair function. If you start your turn with less than half your hit point maximum, regain 10 hit points.

Additionally, you recover double the normal amount you normally heal from using hit dice during short rests. Finally, after you complete a long rest, you regenerate any missing body parts along with any cybernetic upgrades they had.

- **Overload – Cybernetic Overdrive:**

- Double your cybernetic DC
- Double any damage dealt by any of your cybernetic upgrades
- As a free action, you may manifest any cybernetic upgrade at any time

30 – Decay (Medical):

“Command the passage of life with but your touch”

Bonus Hit Points: 45 (65 – Cleric, Warlock)

Starting Fame: +0

Starting Infamy: +15

Class: B

Strain: Manipulation

Element: Dark/Life

Type: Mixed

• 1st Level – Touch of Death:

- Immune to necrotic damage
- Whenever you target nonmagical objects made of stone, dirt, mud, clay, metal, plastic, leather, fabric, polyester, textiles, or wood that aren't being worn or carried with your decaying touch attack, you instantly corrode the material, destroying 1 cubic foot of material per total minute you spend touching the object
- You can unleash a necrotizing wave of decay with your touch. You gain a new attack option that you can use with the Attack action. This special attack is a melee spell attack. You are proficient with it, and you add your choice of your Strength, Dexterity, or Constitution modifier to its attack and damage rolls. Its damage is necrotic, and its damage dice is a 6d12.
- Creatures you kill with your decaying touch become undead under your command with a quarter the creature's hit point maximum and the undead immediately crumbles into dust upon death
 - Undead formed this way maintain all the creature's other statistics – including Artes; however, they cannot speak and have no semblance of life or personality remaining, only listening to your commands
- You can cast Spare the Dying, Gentle Repose, False Life, Inflict Wounds, Hex, Vampiric Touch, and Bestow Curse at will
 - Use your highest ability score as your spellcasting ability

• 2nd Level – Versatile Grip:

- Immune to acid damage
- 12d12 decay damage (DNS)
- Your decaying touch attacks are made at advantage
- Whenever you deal your decay damage, you may change the damage type to acid instead of necrotic
- Whenever you attempt an opportunity attack, if you use your decaying touch and no other attack/technique, that attempt (whether you hit or not) doesn't use your reaction for the round
- Whenever you hit with your decaying touch attack, you may instead decay yourself to rejuvenate the target; when you do so, roll your up to your decay damage worth of d12's against yourself, taking that much damage (this damage cannot be reduced or avoided in any way). If you took 50 or more damage from this ability, you also gain 1 level of exhaustion. Your target then recovers double the amount of damage you inflicted to yourself. If your target is a nonmagical plant, you may fully heal it (even bringing it back from the dead) by only taking 1 hit point of damage.
- You can cast Blight, Enervation, Life Transference, Negative Energy Flood, Circle of Death, Harm, and Disintegrate at will
- You ignore your immunity to necrotic damage when casting *Life Transference* through this Arte

- **3rd Level – Zone of Death:**

- Min Constitution score of 20
- 18d12 decay damage (DNS)
- As a reaction to being targeted by a melee attack, you may attempt a single decaying touch attack, targeting on the attacking creature. Your attack triggers before the creature hits or misses
- As an action, you may pulse out a wave of revitalizing energy, sourced from your own life force. Roll up to double your amount of decay damage dice worth of d12's against yourself, taking that much damage (this damage cannot be reduced or avoided in any way). If you took 50 or more damage from this ability, you gain 2 levels of exhaustion. All creatures within a 20 ft radius sphere, centered on you, regain hit points equal to double the damage you took. Nonmagical plants in the area are fully healed and invigorated
- As an action, you may pulse out a wave of concentrated decaying energy. All creatures within a 20 ft radius sphere, centered on you, must make a Constitution saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Constitution modifier}$). On a failure, a creature takes double your decay damage as either necrotic or acid damage (your choice) and, if the creature took 100 or more total damage, it gains 2 levels of exhaustion. On a success, a creature only takes half as much damage and gains no exhaustion. Nonmagical plants in the area instantly wither and die.

- You can cast Abi-Dalzim's Horrid Wilting and Finger of Death at will
- Spells cast through this Arte are cast at 9th-level
- Whenever you cast a spell through this Arte that deals necrotic damage, you may double the range of the spell and cause it to deal maximum damage (rather than roll). You may use this ability a number of times equal to your proficiency bonus and regain all expended uses upon completing a short or long rest

- **Overload – Lord of Decay:**

- 24d12 decay damage (DNS)
- Min Constitution score of 25
- Whenever you kill a creature with your decaying touch attack or wave of concentrated decay, you immediately regain hit points equal to half the total damage dealt. Any excess recovery is converted into temporary hit points which last until you complete a long rest

31 – Delirium (Special):

“Send others into absolute insanity through your own mad methodology”

Bonus Hit Points: 20 (60 – Warlock)

Starting Fame: +0

Starting Infamy: +15

Class: D

Strain: Sync

Element: Dark

Type: Combat

• 1st Level – Mind of Madness:

- Proficiency in Intimidation
- Natural +10 to Intimidation
- You are immune to curses
- You are immune to the charmed and frightened conditions
- You are functionally immune to madness (not preventing any character-based madness)
- You know the location of any creature under the effects of your madness, so long as they are on the same plane of existence as you
- You can telepathically communicate with any creature you can see whether it is willing or not. A creature must know a language to understand you, but it doesn't need to share a language with you. While communicating in this way, you can modify your voice
- As an action, you can attempt to manipulate the mind of a creature you can see within 100 ft in an attempt to drive them into madness
 - The creature must make a Wisdom saving throw ($DC = 10 + \text{your highest ability score modifier} + \text{your proficiency bonus}$). Creatures immune to psychic damage, creatures immune to being charmed, and creatures without free will have advantage on the saving throw. Constructs, undead, and oozes automatically pass the saving throw
 - This madness also counts as a curse

- On a success, they resist the effects and are immune to your attempts for the next 24 hours
 - On a failure, you infuse them with madness
 - First, choose whether this madness will be short-term, long-term, or indefinite
 - If the effect will be short-term, it lasts 10 minutes
 - You may either have the creature roll on the *Short-Term Madness Table* (DMG, Pg. 259) or you give them a special madness of your design, as described later
 - If the effect will be long-term, the creature repeats the saving throw at disadvantage. On a success, they gain short-term instead, on a failure, the madness you give lasts 10 days
 - You may either have the creature roll on the *Long-Term Madness Table* (DMG, Pg. 260) or you give them a special madness of your design, as described later
 - If the effect is to be indefinite, the creature repeats the saving throw twice – both at advantage. On two successes, they gain short-term instead, on one success, they gain long-term instead, on a failure, the madness you give lasts indefinitely until dispelled
 - You may either have the creature roll on the *Indefinite Madness Table* (DMG, Pg. 260) or you give them a special madness of your design, as described later
 - If you decide to design your own special form of madness, it must abide by the following rules:
 - It must be a purely mental psychosis described in a similar way to a flaw. This may manifest in the form of a phobia, an obsession, hallucinations, etc.
 - Your own special madness cannot directly force the creature into inaction (ex. The madness forcibly paralyzing the creature for an hour)
 - This madness cannot directly lead to the creature harming itself
 - You can cast Cause Fear, Intellect Fortress, Tasha's Mind Whip, Confusion, Mind Spike, Magic Mouth, Tasha's Hideous Laughter, Hex, Enthrall, Fear, Suggestion, Modify Memory, Otto's Irresistible Dance, Mass Suggestion, Crown of Madness, Enemies Abound, and Madding Darkness at will
 - Use your highest ability score modifier as your spellcasting ability modifier
-
- 2nd Level – Whispers of Chaos:

- You gain immunity to psychic damage
- You can sense any living creatures with 6 or more Intelligence that are within 100 ft
- As an action, you can use your telepathic abilities to project a message to any or all creatures you can sense through this Arte
- If you know a creature's weakness, as an action, you can attempt to touch them and recreate the sensation of weakness within their mind – causing them to become weakened for the next minute. When attempting to touch them, make a melee attack roll using either your Strength or your Dexterity as well as your proficiency bonus
- As an action, you can create of globe of illusory whispers out to a 40 ft radius centered around you. Other creatures that end their turn within the globe are accosted and tormented by intrusive whispers. They must make a Wisdom saving throw ($DC = 10 + \text{your highest ability score modifier} + \text{your proficiency bonus}$). On a success, they ignore the influence of the whispers and are immune to the whispers for the next minute. On a failure, they immediately take 6d6 psychic damage and gain one of your special madnesses for the next minute. The globe moves with you and lasts until you dispel it (no action required), fall unconscious, or die.
- As an action, you can create illusory images of unsettling sights or visages. Choose either yourself, a willing creature you can see within 10 ft, or an unoccupied space within 10 ft. You can then create some unsightly, horrific vision either overlapping the creature, modifying the appearance of the creature, or within that empty space. This illusory image lasts up to 1 hour and any creature that sees it must make a Wisdom saving throw ($DC = 10 + \text{your highest ability score modifier} + \text{your proficiency bonus}$) or become frightened of it for the next hour and, while frightened in this way, the creature uses all their movement to run away from the image. If they are forced to look at the image again, while frightened, they must repeat the saving throw at disadvantage, rolling on the short-term madness table and gaining that madness for 1d10 minutes on a failure. Creatures that are immune to being frightened, creatures with Truesight, and creatures that can see through illusions can look at the image with no ill effects
- After spending at least 1 minute looking over a creature, you learn their fears, any of their current madness, and any of their individual psychoses
 - If you spend an additional 1 hour, you also learn their weakness
- You can cast Silent Image, Minor Illusion, Vicious Mockery, Dissonant Whispers, Illusory Script, Darkness, Hallucinatory Terrain, Phantasmal Force, Phantasmal Killer, Seeming, Summon Aberration, Summon Shadowspawn, Mirage Arcane, and Major Image at will
- Whenever you cast *Summon Aberration* or *Summon Shadowspawn* through this Arte, you do not need to provide material components

- **3rd Level – Corrupted World:**

- Double the length of time your short- and long-term madness lasts
- As an action, you can begin corrupting the ground beneath you by infusing the land with the essence of madness. The ground beneath you out to a radius of 20 ft – centered upon you – becomes an aberrant field. When a creature either first moves into the area or starts its turn in it, it must make a Strength saving throw (DC = 10 + your highest ability score modifier + your proficiency bonus). On a failure, its speed is reduced to 0. The field itself counts as difficult terrain and deals 2d10 psychic damage to any other creature that starts its turn in it. A creature that ends its turn in the field must immediately make a Wisdom saving throw (DC = 10 + your highest ability score modifier + your proficiency bonus). On a failure, the creature gains a random short-term madness for the next 1d4 minutes. The aberrant field moves with you, staying centered on you and lasts until you drop to 0 hit points, die, or dispel it as a bonus action
 - Additionally, you deal double damage to any creature in your aberrant field, creatures in the field have disadvantage on the initial save against you driving them mad, and – as a bonus action – you can teleport to any unoccupied space you can see within in your aberrant field
- You can cast Psychic Scream and Weird at will

- **Overload – Lost Through Insanity:**

- Madness DC +5 (DNS)
- Your aberrant field extends out to a 60 ft radius (DNS)
- If you decide to give a creature long-term or indefinite madness, they make no additional saves

32 - Demonic Power (Enhancing):

"Invoke the unholy essence of devils and demons to gain truly wicked power"

Bonus Hit Points: 65 (85 - Barbarian, Bard, Fighter, Monk, Warlock)

Starting Fame: +0

Starting Infamy: +15

Class: B

Strain: Constant

Element: Dark/Fire

Type: Combat

• 1st Level – Demon Soul:

- AC +2
- Immune to curses
- Immune to poisons and disease
- Immune to the poisoned condition
- Immune to fire and poison damage
- You can sense all fiends within 1 mile
- You can speak and understand Infernal and Abyssal
- Proficiency in unarmed strikes; additionally, they use 1d12 as the base damage
- After conversing with a devil for at least 10 minutes, you telepathically learn its true name
- You can infuse your weapon attacks and unarmed strikes with flame, darkness, or poison, allowing them to deal an extra 3d12 fire, necrotic, or poison damage (your choice)
- As a bonus action, you can either extend or retract demonic wings from your back. While extended, you gain 100 ft of fly speed and advantage on Charisma checks concerning Fiends
- You can cast Fireball, Infernal Calling, Summon Lesser Demons, Summon Greater Demon, Burning Hands, Infestation, Insect Plague, Darkness, Maddening Darkness, Ice Storm, Cone of Cold, Sleet Storm, Hellish Rebuke, Blight, Banishment, Contact Other Plane, Summon Fiend, Arcane Gate, Plane Shift, Delayed Blast Fireball, Enervation, Immolation, Mind Spike, Power Word Pain,

Soul Cage, Shadow of Moil, Shadow Blade, Haywire, Charm Monster, Chaos Bolt, and Finger of Death at will

- Use your highest ability score as your spellcasting ability
- Whenever you cast a spell through this Arte that deals fire damage, you may double the total damage dealt
- Whenever you cast *Summon Fiend*, *Summon Greater Demon*, or *Summon Lesser Demon*, through this Arte, you do not need to provide material components

• 2nd Level – Grand Demon Commandant:

- As an action, you can attempt to take control of any fiend you can see within 500 ft. It immediately makes a Charisma saving throw ($DC = 10 + \text{proficiency bonus} + \text{your highest ability score modifier}$). It automatically fails if you know its true name. On a failure, it is charmed by you and acts completely under your control for the next hour. On a success, it is immune to this ability for the next 24 hours; additionally, after the hour ends, the fiend is immune to this ability for the next 24 hours
- Whenever you complete a long rest, you can give yourself a power drawn from one of the layers of the Nine Hells. This power lasts until you next complete a long rest. Only one power may be active at a time.
 - **Avernus:** As an action, you can instantly summon any Fiend with a CR of 10 or less to your side. The summoned fiend is an average example of the creature – one without any class levels or the Spellcasting trait. It appears in the closest unoccupied space to yourself and acts completely under your command, lasting for 1 hour or until it dies. After the hour or once the fiend dies, it returns to its plane of origin. Once a fiend summoned through this ability returns to its plane of origin you cannot summon the same kind of fiend until you complete a long rest. You may have a maximum of 3 Fiends summoned through this ability at a time.
 - **Dis:** You have advantage and a natural +10 on all Charisma-related checks and saving throws; additionally, you gain immunity to the charmed condition
 - **Minauros:** Immunity to acid damage and whenever you would take acid damage, you instead regain that many hit points; additionally, whenever you hit with a weapon attack or unarmed strike, you can cause it to deal an additional 5d12 acid damage (on top of your damage infusion)
 - **Phlegethos:** Whenever you would take fire damage, you instead regain that many hit points; additionally, you no longer need to breathe and ignore the effects of airborne toxins and gases
 - **Stygia:** You gain immunity to cold and lightning damage; whenever you hit with a weapon attack or unarmed strike, you can cause it to deal an

additional 2d12 cold damage + 2d12 lightning damage (on top of your damage infusion)

- **Malbolge:** You gain climbing speed equal to your walking speed and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free; additionally, your fly speed is doubled while your wings are active
- **Maladomini:** As an action, you can instantly summon any Undead with a CR of 10 or less to your side. The summoned undead is an average example of the creature – one without any class levels or the Spellcasting trait. It appears in the closest unoccupied space to yourself and acts completely under your command, lasting for 1 hour or until it dies. After the hour or once the undead dies, it crumbles to dust. Once an undead summoned through this ability crumbles to dust, you cannot summon the same kind of undead until you complete a long rest. You can only have up to 3 Undead summoned through this ability at one time
- **Cania:** You gain immunity to cold damage and whenever you would take cold damage, you instead regain that many hit points; additionally, whenever you hit with a weapon attack or unarmed strike, you can cause it deal an additional 5d12 cold damage (on top of your damage infusion)
- **Nessus:** You gain indefinite Darkvision that can permeate magical darkness; additionally, you gain immunity to the blinded and frightened conditions

- **3rd Level – Demonic Aspect:**

- Truesight: 30 ft
- 3d12 base unarmed damage (DNS)
- Sense all fiends within 10 miles (DNS)
- Fly speed of 500 ft with your wings (DNS)
- Extra 7d12 damage from damage infusion (DNS)
- You no longer need to eat or drink
- Resistance to all nonmagical damage
- Your weapon attacks count as magical
- Immune to necrotic and psychic damage
- Advantage on saving throws made against spells and other magical effects
- You no longer need to sleep, gaining the benefits of a long rest after 6 hours of light activity
- After completing a long rest, you may apply and maintain up to 3 different Nine Hells powers
- Whenever you cast a spell through this Arte that deals necrotic damage, you may double the total damage dealt

- You are immune to spells, magical effects, and otherwise supernatural effects that would unwillingly send you to another plane, force you to act in a certain way, counter a spell you cast through this Arte, or put you to sleep
- You gain telepathy out 300 ft; additionally, you can telepathically communicate with any fiend you can sense through this Arte. A creature must know a language to understand you, but you and the creature don't need to share a common language to understand each other

- **Overload – Power of the Devil Lords:**

- Extra 15d12 damage from infusion (DNS)
- You always have all 9 Nine Hells powers active while in this Overload state. Once you leave this Overload state, pick the powers you retain up to your maximum

33 – Devour (Physical):

“Consume all that lies before you, turning that which you devour into power”

Bonus Hit Points: 65 (85 – Barbarian, Druid)

Starting Fame: +5

Starting Infamy: +5

Class: D

Strain: Gain

Element: None

Type: Combat

• 1st Level – Maw of the Void:

- Min Constitution of 20
- You no longer need to eat or drink
- Immune to disease and poison from ingested sources
- You can strike with a vicious, supernaturally charged bite. You gain a new attack option that you can use with the Attack action. This special attack is an unarmed strike. You are proficient with it, and you add your Constitution modifier to its attack and damage rolls. Its damage is either piercing or bludgeoning (your choice), and its damage dice is 5d10. Additionally, this attack deals double damage to objects and structures.
- Your mouth has a supernatural passageway to a fathomless void of crushing blackness that destroys all which you consume, converting it into raw energy.
 - As an action, by unhinging your jaw and employing a powerful vacuum, you can fit anything (creature or object) that is 15 cubic ft or below and within 5 ft of you into your mouth and resultantly into the void within you
 - Creatures in the vacuum must make a Dexterity saving throw (DC = 10 + your proficiency bonus + your Constitution modifier). On a failure, they are drawn in, taking 10d10 necrotic damage + 10d10 psychic damage. If they survive, they remain in the void – incapacitated and stable if they dropped to 0 – until the start of your next turn, appearing in the nearest unoccupied space within 10 ft of you as you regurgitate them. If they die, their body and all

equipment they were wearing or carrying are destroyed and you regain hit points equal to their hit point maximum, gaining any excess as temp hit points

- Creature two or more size categories smaller than you make the save at disadvantage
- Nonmagical objects drawn in are instantly destroyed
- Magical objects are regurgitated 6 seconds after consumption

- **2nd Level – Consumption of Power:**

- Min Constitution of 25
- Proficiency in Constitution saving throws
- Natural +10 to Constitution saving throws
- Void DC +2
- Bite damage: 10d10 (DNS)
- Void Damage: 15d10 + 15d10 (DNS)
- As a reaction, you can attempt to devour a spell you can see, a visible magical effect, a ranged weapon attack, a visible supernatural effect, or otherwise visible ability (such as a dragon's breath) that would normally hit/affect you
 - When doing so, you make a Constitution saving throw (DC = Half the total damage that would be dealt OR 20 if the effect deals no damage)
 - On a failure, you take normal damage/effects as per usual
 - On a success, you devour the effect, restoring hit points equal to any damage that would've been dealt and no other creatures suffer any effects from the source if they were also in its area-of-effect. On your next turn, you may then use an action to replicate the same ability, spell, or attack, employing the original creature's save DC, attack roll bonus, damage roll bonus, etc.

- **3rd Level – Vacuum Maw:**

- Min Constitution of 30
- Advantage on Constitution saving throws
- Void DC +4 (DNS)
- Bite damage: 15d10 (DNS)
- Void Damage: 20d10 + 20d10 (DNS)
- Your vacuum extends out 15 ft
- Whenever your void kills a creature with Major Artes, you permanently gain a random one of that creature's Major Artes at 1st-level, activating once you next complete a long rest. If you already have any levels in the Arte you gain, the level increases by 1 instead (to a maximum of 3rd-level)

- As a bonus action, you can employ your vacuum you forcibly pull in creatures or objects in the radius (either a 15-foot cone or sphere). Each untethered creature in the radius must make a Strength saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Constitution modifier}$). On a failed save, the creature is pulled up to 15 ft towards you. Untethered objects not being worn or carried automatically fail the save and are pulled in
- **Overload – Black Hole Body:**

 - Void DC +8 (DNS)
 - Bite damage: 25d10 (DNS)
 - Void Damage: 30d10 + 30d10 (DNS)
 - Your vacuum extends out 20 ft, also increasing the radius of your vacuum suction bonus action (DNS)

34 – Division (Special):

“Duplicate yourself by dividing your own power among several hosts”

Bonus Hit Points: 40 (60 – Bard, Monk, Rogue)

Starting Fame: +0

Starting Infamy: +0

Class: E

Strain: Transformation

Element: Soul/Life

Type: Mixed

• 1st Level – Quartet of Self:

- As a bonus action, you may create up to 3 duplicates of yourself (totaling a maximum of 4 individuals, counting yourself) employing the following rules:
 - For each duplicate you make, evenly divide your maximum hit points among them (in the case of rounding, give the duplicate the higher value)
 - 1 Duplicate: Halved
 - 2 Duplicates: Thirded
 - 3 Duplicates: Quartered
 - Each individual duplicate can use any class features you have, has the same proficiencies, knows the same languages, has the same racial features, wields temporarily duplicated equipment based on what you were wearing and carrying at the time of duplication, has one of each spell slot you have (and can cast any spells you can cast that rely on them), and only has the maximum hit points given after division
 - Whenever you create a duplicate, it gains copies of all spells and magical effects affecting you
 - Duplicates last until they reach 0 hit points, until you dispel them as a bonus action, or until the main body (yourself) dies
 - After a duplicate dies, it vanishes into a puff of clear smoke (along with anything it was wearing or carrying upon creation), and you

regain the hit points given to it – increasing your current and maximum hit points

- No matter the distance, you can telepathically communicate with any of your duplicates
- Your duplicates are indistinguishable from you
- Your duplicates cannot regain hit points
- A duplicate gains no benefit from training; however, any information a duplicate gains and any training progress made transfers to you
- So long as you have less than 3 duplicates, you may use subsequent bonus actions to create new ones
- Your duplicates have your ability scores – to a degree – a maximum of 14 (reducing any of your ability scores higher than 14, to 14)
- Your duplicates each have their own initiatives in combat

- **2nd Level – Octet of Self:**

- Your duplicates have all your masteries and Minor Artes
- You may now make up to 7 duplicates at a time, following the same rules as previously noted, including the increasing factor of hit point division

- **3rd Level – Amplified Others:**

- The maximum ability score a duplicate can have is now 18 (DNS)
- Your duplicates can now regain hit points
- You can dispel any number of duplicates at any time (no bonus action required)
- If you have any other Major Artes, you may give each individual duplicate a single line from one of your other Major Artes (*Employing Line Rules*). While it has that line, you cannot use that specific ability offered from the Major Arte.

- **Overload – Unending Divides:**

- Duplicates have no maximum cap on ability scores
- You can create up to 10 duplicates with one bonus action
- Your duplicates have exact copies of all your Major Artes (other than **Division**)
- You can maintain an unlimited number of duplicates (up to your maximum hit points, meaning you can keep duplicating until each – including the real self – only has a hit point maximum of 1)

35 - Dragon Breath (Elemental):

"Embody the absolute ire of dragons with your furious breath"

Bonus Hit Points: 50 (70 – Sorcerer)

Starting Fame: +15

Starting Infamy: +0

Class: C

Strain: Emission

Element: Fire/Ice/Lightning

Type: Combat

• 1st Level – Wyrm's Fury:

- Min Constitution of 20
- Proficiency in Constitution saving throws
- Advantage on Constitution saving throws
- You know Draconic
- As an action, you can unleash a breath weapon in which you fire a cone of energy of certain damage types (fire, cold, lightning, poison, acid – your choice) from your mouth
 - The breath extends out in a 40 ft cone
 - All creatures in the area must make either a Dexterity or Constitution saving throw (your choice). On a failure, they take 5d10 of the respective damage type. On a success, they only take half the damage
 - Your breath weapon DC = 10 + your proficiency bonus + your Constitution modifier
 - Your breath weapon has a secondary effect based on the damage type that is applied if the target fails the saving throw
 - **Fire:** The target ignites and takes 1d10 fire damage at the start of each of their turns for the next minute unless the creature douses itself or a creature uses its action to extinguish the flames

- **Cold:** The target's speed is halved for the next minute. If the creature does not move on its turn, it may repeat the saving throw at the end of its turn, ending the effect on itself
 - **Lightning:** The target has disadvantage on all saving throws for the next minute
 - **Poison:** The target is poisoned for the next minute
 - **Acid:** The target's AC is reduced by 2 for the next minute
 - You can cast Absorb Elements, Elemental Bane, Primordial Ward, Chaos Bolt, and Dragon's Breath at will
 - Use Constitution as your spellcasting ability
 - When you cast *Dragon's Breath* using this Arte it is cast at 9th-level
 - **2nd Level – Wyrm Aspect:**
-

- Min Constitution of 25
- Breath weapon deals 7d10 damage (DNS)
- Breath weapon extends out to a 60 ft cone (DNS)
- AC +2
- You are proficient with unarmed strikes
- You have retractable claws that turn the base damage dice of your unarmed strikes to 2d8 and turns the damage type to slashing while extended. You may extend or retract these claws with a bonus action
- Resistance to fire, cold, lightning, acid, and poison damage
- Whenever you unleash a breath weapon through this Arte, you may extend it out into line of double range
- Whenever you make an opportunity attack, you may use one breath weapon centered on the target instead
- You are covered in a set of hard scales. While you are not wearing armor, your AC is equal to 13 + your Constitution modifier
- As a bonus action, you may extend or retract dragon wings from your back. While the wings are extended you gain 200 ft of fly speed so long as you aren't wearing heavy armor.
- Whenever you use your action on your turn to unleash a breath weapon, you may use 2 different breath weapon options at once. Creatures in the radius make two separate saving throws against each breath weapon
- You gain access to the following breath weapons:
 - **Sleep Breath:** Rather than deal damage, any creatures that fail the saving throw fall unconscious for the next 10 minutes. An unconscious creature wakes up if it takes any damage

- **Repulsion Breath:** Rather than deal damage, any creatures that fail the saving throw are pushed 120 ft back away from you
- **Slowing Breath:** Rather than deal damage, any creatures that fail the saving throw are under the effect of the *Slow* spell for the next 10 minutes. They may repeat the saving throw at the end of each of their turns, ending the effect on itself on a success
- **Weakening Breath:** Rather than deal damage, any creatures that fail the saving throw have disadvantage on Strength-based ability checks, saving throws, and attack rolls for the next 10 minutes. They repeat the saving throw at the end of each of their turns, ending the effect on itself on a success
- **Paralyzing Breath:** Rather than deal damage, any creatures that fail the saving throw are paralyzed for the next 10 minutes. They repeat the saving throw at the end of each of their turns, ending the effect on itself on a success.
- You can cast Protection from Energy, Disguise Self, Polymorph, Alter Self, Wall of Fire, Fear, Fireball, Cone of Cold, and Lightning Bolt at will

- **3rd Level – Tyrant Drake’s Reign:**

- Breath extends out to an 80 ft cone (DNS)
- Breath weapon deals 10d10 damage (DNS)
- Immune to fire, cold, acid, poison, and lightning damage
- Whenever you deal damage with one of your breath weapons through this Arte, you regain hit points equal to half the total damage dealt
- Whenever you use your action on your turn to unleash a breath weapon, you may use 3 different breath weapon options at once. Creatures in the radius make three separate saving throws against each breath weapon (DNS)

- **Overload – Might of the Wyrmking:**

- Min Constitution of 30
- Breath extends out to a 100 ft cone (DNS)
- Breath weapon deals 15d10 damage (DNS)
- Once per turn, when you unleash a breath weapon, you can combine a damaging effect and a non-damaging effect into a single breath weapon. The creatures in the area of effect make only one saving throw
- Whenever you use your action on your turn to unleash a breath weapon, you may use 4 different breath weapon options at once. Creatures in the radius make four separate saving throws against each breath weapon (DNS)

36 - Emotional Manipulation (Supportive):

"Through the energies of your presence's aura, control the emotional states of all before you"

Bonus Hit Points: 25 (45 - Bard, Cleric, Paladin)

Starting Fame: +5

Starting Infamy: +5

Class: F

Strain: Sync

Element: Life

Type: Utility

• 1st Level – Passions & Placidity:

- Min Charisma of 20
- Proficiency in Charisma saving throws
- Advantage on Charisma saving throws
- Proficiency in Persuasion and Insight
- Natural +10 to Persuasion and Insight
- Advantage on Persuasion and Insight checks
- Immune to the charmed and frightened conditions
- You naturally sense the exact emotional state of any creature you see
- As an action, you may end any effect causing a creature you can see within 100 ft to be charmed, frightened, or psychically/telepathically/magically controlled by another creature
- As a bonus action, you can control and set the exact emotional state of any creature you can see within 60 ft
 - If the creature is unwilling, it must succeed on a Charisma saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Charisma modifier}$) to resist the effects
 - A creature immune to the charmed condition makes the saving throw at advantage
- You can cast Friends, Vicious Mockery, Intellect Fortress, Charm Person, Dissonant Whispers, Heroism, Calm Emotions, Cause Fear, Charm Monster,

Enemies Abound, Fear, Crown of Madness, Detect Thoughts, Enthrall, Confusion, Mislead, Sanctuary, Modify Memory, and Glibness at will

- Use Charisma as your spellcasting ability

- **2nd Level – Peacemaker:**

- Spell save DC +2
- Emotion control DC +2 (DNS)
- Emotion control range: 100 ft (DNS)
- Proficiency in Wisdom saving throws
- Advantage on Wisdom saving throws
- Natural +10 to Wisdom and Charisma saving throws
- You are able infuse your words with scathing fury. As an action, choose a creature that you can see within 100 ft of you. You need to be able to speak and the creature must hear you, but it doesn't need to understand you. The creature makes a Charisma saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Charisma modifier}$). On a failure, the creature takes 10d8 psychic damage, or half as much on a success.
- As an action, you may force a hostile creature you can see within 200 ft to make a Charisma saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Charisma modifier}$). A creature immune to the charmed condition makes the saving throw at advantage. On a failed save, they lose all feelings of hostility and become friendly and peaceful for the next hour or until they are damaged or targeted by a harmful effect by you or another creature

- **3rd Level – Manipulator of Hearts:**

- Min Charisma of 25
- Emotional control DC +4 (DNS)
- Emotion control range: 150 ft (DNS)
- Scathing words damage: 20d8 (DNS)
- Creatures of your choice that you can see and that can see you have disadvantage on Charisma and Wisdom saving throws
- Creatures charmed by you, through any effect of yours that charms, listen to your every command without fail while charmed
- As an action, you may attempt to instantly charm or frighten a creature you can see within 30 ft for up to 1 minute
 - The creature makes a Wisdom saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Charisma modifier}$) to resist the effect
 - A creature charmed or frightened by this ability repeats the save at the end of each of their turns, ending the effect on itself on a successful save

- Overload – Hearts of the World:

- Able to sense life within 100 miles
- You can manipulate the emotions of any creature you can sense
- Able to sense the emotional states of all creatures within 50 miles
- As an action, you can attempt to completely suppress all emotions and individuality of all creatures you can sense out to up to 5 miles away from yourself
 - A creature makes a Charisma saving throw to resist ($DC = 10 + \text{your proficiency bonus} + \text{your Charisma modifier}$). A creature immune to the charmed condition automatically passes the save
 - A creature that passes the save is immune to the effects of this ability for 24 hours
 - A creature that failed the save loses all personality traits and feels no trace of emotion while the effect is active. Whenever it takes any damage, it may repeat the saving throw, ending the effect on itself on a successful save
 - The area-of-effect is centered on you and moves with you. Once a creature is no longer within the area-of-effect, the effect ends on it; additionally, whenever a creature first enters the area-of-effect, it immediately makes the saving throw
 - This effect lasts until you dispel it with a bonus action, leave the Overload state, fall unconscious, or die

37 - Enhanced Senses (Enhancing):

"See all, Hear all, Smell all, Sense all"

Bonus Hit Points: 35 (55 - Monk, Ranger, Rogue)

Starting Fame: +0

Starting Infamy: +0

Class: C

Strain: Constant

Element: None

Type: Utility

• 1st Level – Super Perception:

- Min Wisdom of 20
- You gain 150 ft of Blindsight
- You gain 50 ft of Tremorsense
- You gain 150 ft of Darkvision; additionally, all your Darkvision can permeate magical darkness
- Immune to the blinded and deafened conditions
- Natural +15 to Passive Perception
- Natural +10 to Investigation, Perception, and Insight
- Advantage on Investigation, Perception, and Insight checks
- Proficiency and Expertise in Investigation, Perception, and Insight
- Resistance to damage from traps
- You have advantage on all attack rolls
- You cannot be surprised while you are conscious
- No creature has advantage on attack rolls against you while you are conscious
- You may add your Perception bonus to the damage rolls of your weapon attacks
- As a reaction, whenever you detect a creature moving within your Blindsight or Tremorsense range, you may immediately make a weapon attack against the creature (employing a weapon with the appropriate range to target the creature). If the creature was moving within both your Blindsight and Tremorsense range, you gain a +10 bonus to the weapon's damage roll
- You can cast See Invisibility, Darkvision, Arcane Eye, and True Seeing at will

- Use Wisdom as your spellcasting ability
- **2nd Level – Eyes of Arcanum:**

 - Min Intelligence of 20
 - Blindsight: 500 ft (DNS)
 - Darkvision: 300 ft (DNS)
 - Tremorsense: 300 ft (DNS)
 - You gain 150 ft of Truesight
 - Natural +10 to Survival
 - Advantage on Survival checks
 - Proficiency and Expertise in Survival
 - Advantage on Wisdom saving throws
 - Proficiency in Wisdom saving throws
 - Natural +5 to all attack rolls and damage rolls
 - You may add your Wisdom modifier to all attack and damage rolls you make
 - You do not suffer disadvantage when making ranged weapon attacks at long range
 - You can cast Detect Magic, Detect Poison and Disease, Find Traps, Locate Animals or Plants, Locate Creature, Clairvoyance, Locate Object, and Detect Evil and Good at will
 - Whenever you cast *Detect Magic, Detect Poison and Disease, Find Traps, Locate Animals or Plants, Locate Creature, Locate Object, or Detect Evil and Good* through this Arte, the detection range is tripled, you can concentrate on up to two of those spells at once, and sheets of lead no longer impede detection
- **3rd Level – Supreme Senses:**

 - Min Wisdom of 25
 - Truesight: 300 ft (DNS)
 - Blindsight: 700 ft (DNS)
 - Darkvision: 500 ft (DNS)
 - Tremorsense: 500 ft (DNS)
 - Natural +20 to Investigation, Perception, and Insight (DNS)
 - Natural +10 to all attack and damage rolls (DNS)
 - You can clearly see up to a mile away as if it were within 20 ft
 - You can recognize very faint scents and easily track them without having to make Survival checks
 - You can read lips you can see and perfectly understand what is being said, so long as you know the language
 - Whenever you make a ranged weapon attack roll, you score a critical hit on a roll of natural 16, 17, 18, or 19

- You no longer have to fully sleep, instead, whenever you would sleep, you may stay in a semi-conscious state, fully aware of your surroundings while resting (counting as conscious for the duration of the rest as well)
- You can enter a state of meditation and focus intently on the world around you. After 5 minutes of meditation, you learn the exact location of all creatures, traps, secret doors, and magic essence within 10 miles. You also learn the type of creatures, the type of traps, the type of secret doors, and the type of magic essence
- You can cast Find the Path, Beast Sense, Commune with Nature, Commune with City, and Commune at will

● **Overload – Otherworldly Senses:**

- Min Wisdom of 30
- Truesight: 500 ft (DNS)
- Blindsight, Darkvision, Tremorsense: 5 miles (DNS)
- Natural +15 to all attack and damage rolls (DNS)
- You are always under the effects of the *Detect Magic*, *Detect Poison and Disease*, and *Detect Evil and Good* spells – no concentration required and applying your special rules from this Arte

38 – Erudition (Enhancing):

“Learn rapidly and attain a grand level of mastery”

Bonus Hit Points: 25 (45 – Bard, Monk, Fighter, Rogue, Wizard)

Starting Fame: +0

Starting Infamy: +0

Class: F

Strain: Gain

Element: None

Type: Utility

• 1st Level – Proficiency Beyond:

- Expertise has you add triple your proficiency bonus, instead of than double
- You may add your proficiency bonus to the damage rolls of any weapons with which you are proficient
- Whenever you make an ability check, attack roll, or saving throw of which you are proficient, you may treat your proficiency bonus as 10 higher
- You have a supernatural affinity for training and learning, allowing you to attain rapid growth in fields normally unattainable by others
 - In order to properly train/be educated, you need either a tutor or some other knowledge source (such as a tome or tutorial video) – work with your DM to determine a proper source of training
 - If you train to gain proficiency in a skill, tool, weapon, armor, or language, you only need to spend 24 total hours of training
 - You may train to gain expertise in a skill or tool you are proficient in, requiring a total of 48 hours spent training
 - You may train to permanently increase one of your skill or saving throw bonuses by 1, requiring 48 total hours of training
 - You may train to permanently increase your initiative bonus by 1, requiring 48 total hours of training
 - You may train to permanently increase an ability score modifier by 1, requiring 72 total hours of training

- You may train to gain proficiency in one saving throw, requiring 72 total hours of training
- If you have spell slots, you may train to permanently gain 1 extra spell slot of a level of your choice, requiring $96 * \text{the spell slot level}$ total hours of training
- If you have a class feature with a limited number of uses (such as Ki points, Bardic Inspiration, etc.), you may train to permanently gain 1 extra use per rest, requiring 120 total hours of training
- You may train to permanently gain a feat, requiring 120 total hours of training
- You may train to permanently increase your base proficiency bonus by 1, requiring $120 * \text{your current base proficiency bonus}$ total hours of training
- You may train to permanently gain a Minor Arte that doesn't directly alter your form (such as *Multi-Armed*) nor unlocks a *Revelation Arte*, requiring $240 * \text{the number of arte slots}$ (or $120 * \text{the number of ability slots}$, if employing that variant rule) the Minor Arte costs total hours of training
- You can cast Skill Empowerment and Enhance Ability at will
 - Use your highest ability score has your spellcasting ability
- Whenever you cast *Enhance Ability* through this Arte, you may apply up to 3 of the possible effects

● 2nd Level – Vocational Training:

- You may gain Masteries from any class
- You can complete a book of any length in, at most, 1 hour
- Training now counts as light activity for you (for the sake of short and long rests)
- Whenever you make an ability check, attack roll, or saving throw of which you are proficient, you may treat your proficiency bonus as 15 higher (DNS)
- You may now train to gain class features from any other class. You must be of the corresponding total level in order to gain a class feature that would normally be earned at a specific level and, if the class feature expands upon prior class features you need the first-class features. This requires $72 * \text{the level}$ the class feature would normally be gained total hours of training.

● 3rd Level – Passage of Knowledge:

- Min Intelligence and Wisdom of 20
- Your proficiency bonus increases by 5
- You complete your training through this Arte in half the normally required time
- Whenever you make an ability check, attack roll, or saving throw of which you are proficient, you may treat your proficiency bonus as 20 higher (DNS)

- As an action, you may touch a willing creature and pass onto it the knowledge you have of a skill, weapon, armor, tool, language, or saving throw of which you are proficient. For the next hour, the creature gains the chosen proficiency (if it does not have it already) and immediately attains your level of mastery for that chosen proficiency, using your total bonus for any rolls that require it instead of its own. You may end the effect at any time (no action required); additionally, the effect ends early if you use this ability again or die. After the effect ends, the creature loses any knowledge gained from this ability and cannot be targeted with it again until it completes a short or long rest

- **Overload – Maximized Learning:**

- While unarmored or wearing armor with which you are proficient, you may add your proficiency bonus to your AC
- Whenever you make an ability check, attack roll, or saving throw of which you are proficient, you may double your total proficiency bonus, after applying all bonuses gained from this Arte

39 – Exorcism (Enhancing):

“Excise evil energies through purification of the fiendish and the undead”

Bonus Hit Points: 65 (85 – Cleric, Monk, Paladin)

Starting Fame: +15

Starting Infamy: +0

Class: B

Strain: Sync

Element: Light/Soul

Type: Combat

• 1st Level – Purification:

- Min Wisdom of 20
- You are immune to curses
- You can speak and understand Celestial
- If you are dead, your body cannot be raised as an undead
- You can naturally sense any undead or fiends within 1 mile of yourself
- You can naturally sense curses, consecration, or desecration within 100 feet of yourself
- As an action, you can end any curses afflicting a creature you touch or destroy a cursed object
- Whenever you hit with a melee weapon attack or unarmed strike, you may cause it to deal an extra 3d10 radiant damage
- Whenever you damage a fiend or undead creature with a spell or attack, you may double the damage you deal
- As an action, you can attempt to free a creature you can see within 30 ft of you from possession. The targeted creature makes a Charisma saving throw (DC = 13 + your wisdom modifier + your proficiency bonus) using the possessing creature's saving throw modifier. On a failure, the possessing creature is forcibly evicted from the host
- As an action, you can attempt to exorcise a spectral/ethereal undead (e.g. ghost, shadow, banshee, etc.) you can see or sense within 30 ft. That undead makes a Wisdom saving throw (DC = 13 + your Wisdom modifier + your proficiency

bonus), on a failed save, it is destroyed, and the soul peacefully ascends to rest (it may no longer be resurrected). On a successful save, the undead is immune to the effects of this ability for the next 24 hours

- As an action, you can attempt to banish a fiend you touch. That fiend makes a Wisdom saving throw ($DC = 13 + \text{your Wisdom modifier} + \text{your proficiency bonus}$). On a failure, it is restrained by divine light. At the end of its next turn, that fiend repeats the saving throw, escaping the divine restraints on a success, or being sent to its respective home plane on a failure. After a fiend succeeds on either saving throw, it is immune to the effects of this ability for the next 24 hours
- You may spend 1-minute inscribing a holy incantation on a small slip of paper. You choose the incantation to apply after the minute is up. A slip of paper may only have one incantation within it at a time. After the paper has the incantation prepared, while you are holding the paper, you may activate the incantation as an action. If the activation has you throw it or place it on a creature, you attempt a weapon attack roll with proficiency, and you may use your Wisdom modifier in place of either Dexterity or Strength for the attack roll
 - **Barrier:** You may either throw the paper up to 60 ft or place it on a surface. Once it reaches its destination, it either floats in mid-air or adheres to the surface and creates an invisible 40 ft. \times 40 ft. square plane of energy centered on the slip. You may decide how the plane is oriented. For the next hour, undead and fiends cannot move into or through the barrier through any means (including teleportation). After the hour passes, the slip of paper vanishes in a puff of blue fire and the plane of energy fades. The plane moves with the paper and, if the paper is destroyed before the hour passes, the plane fades early
 - **Exorcise:** You may either the throw the paper up to 60 ft or attempt to place it on a creature within melee range. The paper, once in contact with a creature other than yourself, vanishes in a puff of blue fire and scours the creature in a pillar of divine flame. That creature takes $8d6$ fire damage + $8d6$ radiant damage. If it is undead or a fiend, it takes double damage and is paralyzed until the end of its next turn. If the paper misses the target or reaches its destination without hitting a creature, it stays active for the next minute before harmlessly vanishing in a puff of white smoke
 - **Protection:** You attach this slip to a willing creature within melee range. For the next minute, that creature cannot be attacked by or targeted by harmful effects from fiends or undead. During this minute, as an action, you (and only you) may remove the slip from the creature. While the slip isn't attached to a creature, it doesn't function and vanishes early if it isn't attached to another creature by the end of your next turn. As an action, fiend or undead may attempt a Charisma contest with the protected creature. On a success, the fiend or undead ignores the effects of this ability

against the creature. After the minute passes, the slip falls harmlessly from the creature and vanishes in a puff of white smoke

- You can cast Guidance, Light, Sacred Flame, Spare the Dying, Bless, Detect Evil and Good, Guiding Bolt, Protection from Evil and Good, Purify Food and Drink, Sanctuary, Gentle Repose, Beacon of Hope, Daylight, Magic Circle, Remove Curse, Speak with Dead, Spirit Guardians, Spirit Shroud, Tasha's Otherworldly Guise, Commune, Ceremony, Banishment, Death Ward, Guardian of Faith, Dispel Evil and Good, Flame Strike, Divine Word, Searing Smite, Thunderous Smite, Wrathful Smite, Branding Smite, Blinding Smite, Crusader's Mantle, Divine Favor, Aura of Purity, Staggering Smite, Banishing Smite, Circle of Power, Hallow, Planar Binding, and Forbiddance at will
 - Use Wisdom as your spellcasting ability

- **2nd Level – Soul of Divinity:**

- Immune to radiant and necrotic damage
- You deal triple damage to fiends and undead (DNS)
- With a glance, you can discern a creature's alignment
- You gain 300 ft of Darkvision which permeates magical darkness
- After a 10-minute prayer, you may consecrate an area in a 1-mile radius centered on yourself
- At the start of your turn, if you are above half your hit point maximum, regain 20 hit points
- As a bonus action, you may either start or stop emitting bright light 30 ft and dim light out an additional 30 ft out from you. This light is sunlight.
- The first time on a turn that a creature takes damage from one of your spells or spell attacks, you may cause that spell to deal an extra 3d10 radiant damage
- As a bonus action, you may declare a creature you can see within 30 ft an affront to the gods. If the creature has acted against the tenants of your morality or your god, make a Charisma contest with that creature. If you both have the same primary alignment (good, evil, neutral), the other creature makes the Charisma check at advantage. If you win, until the end of your next turn, your abilities that have extra effects on undead and fiends also affect that creature. You cannot attempt to banish it if it is not native to another plane, and you cannot attempt to exorcise it if it is not actually undead
- As an action, you can assume an angelic guise that lasts until you reach 0 hit points, die, become incapacitated, or dispel the guise (no action required). This guise offers the following effects:
 - You sprout angelic wings that give you 100 ft of fly speed
 - You gain a halo of light above your head. This produces dim light out to 20 ft centered on you. It also gives you advantage on Charisma checks when

interacting with good-aligned creatures, but disadvantage on Charisma checks when interacting with evil-aligned creatures

- As an action, you can summon forth a pillar of smiting divine light upon a creature you can see within 100 ft. That creature must then make a Dexterity saving throw ($DC = 10 + \text{your Wisdom modifier} + \text{your proficiency bonus}$). On a failure, the creature takes $15d10$ radiant damage and, if they are an undead or fiend, they are stunned until the start of their next turn.
- Any necrotic damage immunity you have becomes vulnerability instead

- **3rd Level – Holy Banishment:**

- Min Wisdom of 25
- Immune to disease
- Immune to the frightened condition
- Fiends and undead have disadvantage on attack rolls against you.
- You may cause weapon attacks and unarmed strikes to deal an extra $6d10$ radiant damage (DNS)
- Whenever you kill a fiend, you may choose for it to be destroyed – even if it wasn't on its home plane
- You can now apply the following holy incantations:
 - **Banish:** You may either throw the paper up to 60 ft or place it on a creature in melee range. The paper, once in contact with a creature, vanishes in a puff of blue fire and, if that creature is a celestial, fey, fiend, elemental, or undead, restrains it in divine light. At the start of its next turn, it makes a Wisdom saving throw ($DC = 13 + \text{your Wisdom modifier} + \text{your proficiency bonus}$). On a success, it breaks free of the restraints. On a failure, it rises 30 ft into the air and the bonds of light tighten and enflame, dealing $3d6$ radiant + $3d6$ fire damage to the creature. At the start of its next turn, it repeats the saving throw. On a failure, it is banished to its home plane. If it is already on its home plane, the restraints explode and the creature is engulfed in shining white light, dealing $10d10$ radiant damage and blinding them for the next minute. If the paper misses the target or reaches its destination without hitting a creature, it remains active until the start of your next turn before returning to your hand
 - **Smite:** You must place this paper directly onto a creature within melee range. On a hit, if the creature is a fiend or undead, it magically seals itself to the body of the creature. While a slip is attached, you may use a subsequent action to cause the seal to explode in a radiant burst of blue flame, dealing $20d10$ radiant damage to the creature. If multiple **Smite** slips are attached to the same creature, you may activate all of them with one

action. While a slip is attached, the creature can use its action to make a Wisdom saving throw ($DC = 13 + \text{your Wisdom modifier} + \text{your proficiency bonus}$) to attempt to remove it, removing one slip on a successful save. The only other creature that can remove a slip is you. A slip stays attached until you die, after which it falls harmlessly from the creature and vanishes in a puff of bright blue smoke.

- **Blessing:** You must place this paper directly onto a willing friendly creature within melee range. Once it comes into contact, the paper vanishes in a flash of warm white light. For the next hour, that creature is blessed by the heavens. They gain +2 AC, immunity to radiant damage, advantage on all saving throws, and all their weapon attacks deal an extra 3d10 radiant damage.

- **Overload – Champion of the Gods:**

- Min Wisdom of 30
- Whenever you kill a fiend or undead with a weapon attack, gain an extra attack that turn
- Whenever you hit a fiend or undead with a weapon attack, you may choose to instantly destroy it. If the creature is one you successfully declared an affront to the gods, it instead takes an additional 30d10 radiant damage
- You may cast Holy Aura, Gate, Mass Heal, Power Word: Stun, and Power Word: Kill at will

40 – Explosions (Elemental):

"In an instant, create mighty blasts of pure, concentrated destructive energy"

Bonus Hit Points: 45 (65 – Artificer, Sorcerer)

Starting Fame: +15

Starting Infamy: +10

Class: C

Strain: Emission

Element: Fire

Type: Combat

• 1st Level – Blasting Zone:

- Min Constitution of 20
- You gain resistance to fire damage
- As a bonus action, you may release a harmless, controlled explosion to propel yourself up to 100 ft in any direction
- As a reaction to being hit by an attack, you may fire out a blast of harmless force all around you, pushing all other creatures in melee range back 10 ft away from you, reducing any damage from a ranged weapon attack that hits you by 50 points (destroying any projectiles if they reach 0 damage), and stopping a melee attack if the attacker is no longer in range
- As an action, you may fire a controlled blast from your body with range and power set by you within possible parameters
 - A creature in the blast radius makes a Dexterity saving throw (DC = 10 + your proficiency bonus + your Constitution modifier). On a failed save, the creature takes full damage and half as much on a successful save
 - Creatures within 10 ft of you have disadvantage on the saving throw
 - Range: 5 – 100 ft in a line, cone, or sphere originating from you
 - Damage: 1d12 – 10d12 fire damage
- You can cast Fireball and Delayed Blast Fireball at will
 - Use Constitution as your spellcasting ability
- Whenever you cast *Fireball* through this Arte, it is cast at 9th-level

- Whenever you cast *Delayed Blast Fireball* through this Arte, you can hold concentration on the spell for up to 1 hour
- **2nd Level – Major Explosion Control:**

 - Max Blast range: 150 ft (DNS)
 - Max Blast damage: 15d12 (DNS)
 - Whenever you release a damaging explosion, you can modify the base element, having the explosion deal cold, lightning, radiant, or thunder damage instead of fire
 - Whenever you release a damaging explosion, you may instead release a flashbang
 - This explosion deals no damage
 - The saving throw changes to a Constitution save (A creature without eyes and ears automatically passes the save; A creature covering all its eyes and ears makes the save at advantage)
 - Creatures that fail the save are blinded and deafened for 30 seconds
 - As an action, you can create explosive glyphs that explode either after a set period or after a certain condition is met
 - The glyphs are either always invisible, invisible until activation, invisible until a specific condition is met, or always visible (your choice)
 - As part of the action, you touch an unoccupied space on a solid surface, leaving a small glyph in that space
 - Upon forming a glyph, you either set a time limit until detonation or a condition on which it will detonate
 - If a condition is set, the specified condition must be met within 10 ft of the glyph's space
 - Additionally, upon forming the glyph, you set the range and damage of the resulting explosion using your own explosion limits and rules (even modifying the damage type or making it a flashbang instead)
 - You always know the location of each of your glyphs and, if they have a time limit, exactly how much longer until detonation
 - While you are within 500 ft of the glyph, you can dispel it at will (no action required)
 - Once a glyph activates, it releases the explosion out to its defined range centered on itself then vanishes (if you are within the blast zone, you are also affected by this explosion)
 - You can maintain up to 5 separate glyphs at once
- **3rd Level – Destructive Energy:**

 - Min Constitution of 25

- Blast DC +2 (DNS)
- Max Blast range: 200 ft (DNS)
- Max Blast damage: 20d12 (DNS)
- You gain immunity to fire damage
- Double the fire damage dealt from your spells cast through this Arte
- Whenever you use your action to release a damaging explosion, it no longer has to originate from you; instead, you may choose any point you can see within an unoccupied space that's in your maximum blast range as the origin point; however, if you are caught within the explosion's blast zone, you also suffer the effects of the explosion except you make any related saving throws at advantage
- Whenever you use your action to release a damaging explosion, you may exceed your range and damage limits by using your own health (taking a set amount of non-reducible, unavoidable damage)
 - For every extra foot you add to the range, you take 1 damage
 - For every extra die of damage you add, you take 15 damage

• **Overload – Megaton Soul:**

- Blast DC +4 (DNS)
- Max Blast range: 500 ft (DNS)
- Max Blast damage: 25d12 (DNS)
- Whenever you use your action to release a damaging explosion, you may release multiple blasts by using your own health (taking a set amount of non-reducible, unavoidable damage)
 - For each additional blast you release as part of the action, you take 50 damage

41 – Flight (Physical):

“Soar through skies as swift as a jet, free as a bird, and glorious as an angel”

Bonus Hit Points: 35 (55 – Monk, Ranger, Rogue)

Starting Fame: +10

Starting Infamy: +0

Class: C

Strain: Gain

Element: Wind/Lightning

Type: Utility

• 1st Level – Jet Stream:

- Min Dexterity of 20
- Proficiency in Dexterity saving throws
- Natural +5 to Dexterity saving throws
- Natural +20 to Acrobatics
- Advantage on Acrobatics checks
- Proficiency and Expertise in Acrobatics
- Natural +10 to Perception
- Proficiency in Perception and Investigation
- You gain 500 ft of fly speed, and you can hover
- While in flight or hovering, you gain a +5 bonus to all attack rolls
- You are immune to the negative effects of extreme low-pressure environments
- Whenever you fly out of an enemy’s reach, you provoke no opportunity attacks
- While in flight or hovering, you may make 1 additional attack when you take the Attack action on your turn
- After flying at least 100 ft straight towards a target, the first melee attack you successfully hit against it on that turn deals double damage
- As an action, you may give a willing creature you touch 250 ft of fly speed for the next 3 hours. A creature must complete a short or long rest before you may grant them this fly speed again
- You can cast Levitate, Fly, and Investiture of Wind at will
 - Use Dexterity as your spellcasting ability

- **2nd Level – Halcyon Soaring:**

- Expertise in Perception
- You gain 100 ft of Darkvision
- All melee weapons you wield count as having the Finesse property
- While in flight or hovering, you may take the Dash action as a bonus action
- While in flight or hovering, enemies have disadvantage on all attack rolls targeting you
- At will, you can zoom your vision to clearly see out to 5 miles away as if it were 10 feet away
- While in flight or hovering, you have advantage on all attack rolls, Dexterity-related ability checks, and Dexterity saving throws
- After flying at least 100 ft straight towards a target, the first melee attack you successfully hit against it on that turn deals triple damage (DNS)

- **3rd Level – Flight of Light:**

- Min Dexterity of 25
- Natural +10 to Dexterity saving throws (DNS)
- While in flight or hovering, you benefit from the *Evasion* feature
- Whenever you make an attack or damage roll that uses your Dexterity modifier, use double your Dexterity modifier instead
- While in flight or hovering, you may take one additional bonus action on your turn – on top of any others you already have
- Whenever you cast *Fly* through this Arte, you may cast it at up to 9th-level and you may target willing creatures you can see out to up to 30 ft

- **Overload – Celestial Divinity:**

- Fly speed: 1000 ft (DNS)
- Zoom range: 10 miles (DNS)
- You gain immunity to lightning damage
- While in flight or hovering, you may take one additional reaction during the round – on top of any others you already have
- Whenever you make an attack or damage roll that uses your Dexterity modifier, use triple your Dexterity modifier instead (DNS)

42 – Force (Elemental):

“Gain power through the manipulation of metaphysical forces”

Bonus Hit Points: 40 (60 – Artificer, Sorcerer, Wizard)

Starting Fame: +0

Starting Infamy: +0

Class: D

Strain: Manipulation

Element: Reality

Type: Combat

• 1st Level – Psychic Forces:

- Min Intelligence of 20
- Proficiency in Intelligence saving throws
- Natural +10 to Intelligence saving throws
- You gain immunity to psychic and force damage
- Whenever you take the Attack action on your turn, you may make 1 additional attack, but this attack must be your energy pulse
- Whenever you hit with an attack or whenever you deal damage with a spell, you may cause the attack or spell to deal 1d10 extra force damage
- You can fire pulses of pure energy out from your form. You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 200 feet. You are proficient with it, and you add both your Dexterity and Intelligence modifiers to its attack and damage rolls. Its damage is force, and its damage dice is 4d10
- As a bonus action, you may choose a creature you can see within 200 ft of you and attempt to forcibly push or pull it up to 100 ft either towards or away from you
 - If the creature is unwilling, it must succeed a Strength saving throw (DC = 10 + your proficiency bonus + your Intelligence modifier) in order to resist the effects.
- As an action, you can create a force field of any shape and color (it must fit within a 30 cubic foot area, centered on you)
 - A force field has the following statistics:

- AC = 20 + your proficiency bonus
 - HP = 1
 - A force field cannot gain hit points
 - Immunity to necrotic, psychic, poison, and radiant damage
 - Immunity to all conditions
 - Immunity to damage sourced from spells
 - Automatically fails all saving throws
- If the force field is hit by a spell attack, the spell is reflected at the caster, dealing the damage it would deal as if the caster had hit a target
- Whenever an attack misses a force field, you may use your reaction to cause the damage the attack would've dealt to be reflected onto the attacker, taken as force damage
- You can maintain up to 2 force fields at a time
- A single force field can hold up to 3000 lbs. If it ever exceeds its weight limit, the force field collapses and fades
- A force field cannot be forcibly moved; however, you may use a bonus action to move any number of active force fields up to 30 feet in any direction. A force field cannot move through creatures or solid objects. A creature in the path of a moving force field makes a Strength saving throw (DC = 10 + your proficiency bonus + your Intelligence modifier). A small or smaller creature makes the save at disadvantage; conversely, a huge or larger creatures makes the save at advantage, on a successful save, the creature impedes the field and prevents its motion for the turn; however, on a failed save, the creature is pushed by the field. A creature may willingly choose to fail the save
 - You can cast Blade Ward, Mage Hand, Phantasmal Force, Resistance, Tenser's Floating Disk, Protection from Energy, Magic Weapon, Mage Armor, Intellect Fortress, Sword Burst, Shield, Eldritch Blast, and Magic Missile at will
 - Use Intelligence as your spellcasting ability
 - When you cast *Magic Missile* through this Arte, it is cast at 3rd-level

● 2nd Level – Amplified Force:

- Pulse range: 400 ft (DNS)
- Pulse damage: 8d10 (DNS)
- You may maintain up to 3 force fields at once (DNS)
- Whenever you hit with an attack or whenever you deal damage with a spell, you may cause the attack or spell to deal 2d10 extra force damage (DNS)
- As an action, you may generate a field of crushing force out to a radius of 25 ft centered on you

- A creature in range makes a Strength saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Intelligence modifier}$). On a failure, the creature takes $10d12$ force damage and is stunned for 1 minute. The stunning effect ends early if the creature takes any damage or another creature uses their action to rouse them. On a success, they take half damage and are not stunned
- After generating this field, your speed becomes 0 and you may not generate it again until the end of your next turn
- You can cast Guards and Wards, Confusion, Antilife Shell, Telekinesis, Globe of Invulnerability, Otiluke's Resilient Sphere, Mental Prison, Phantasmal Killer, Wall of Force, and Blade Barrier
- When you cast *Magic Missile* through this Arte, it is cast at 6th-level

• 3rd Level – Devastating Force:

- Pulse range: 600 ft (DNS)
- Pulse damage: $12d10$ (DNS)
- Crushing Zone damage: $20d12$ (DNS)
- Able to maintain 5 force fields at once (DNS)
- Force Field AC = $30 + \text{your proficiency bonus}$ (DNS)
- With one bonus action, you may target up to 5 different creatures to attempt to push or pull (DNS)
- Whenever a force field reflects damage, the damage is doubled before being dealt back to the assailant
- Whenever you hit with an attack or whenever you deal damage with a spell, you may cause the attack or spell to deal $4d10$ extra force damage (DNS)
- You can cast Forcecage, Blade of Disaster, Antipathy/Sympathy, and Antimagic Field at will
- When you cast *Magic Missile* through this Arte, it is cast at 9th-level

• Overload – Obliterating Force:

- Min Intelligence of 25
- Min Constitution and Strength of 20
- Pulse range: 1000 ft (DNS)
- Pulse damage: $20d10$ (DNS)
- Crushing Zone DC +3
- Crushing Zone range: 50 ft (DNS)
- Crushing Zone damage: $30d12$ (DNS)
- You cannot unwillingly lose concentration on spells you cast through this Arte

- Whenever you hit with an attack or whenever you deal damage with a spell, you may cause the attack or spell to deal 8d10 extra force damage (DNS)

43 – Freezing (Elemental):

“Command the cold, turning all to ice with but your will”

Bonus Hit Points: 40 (60 – Druid, Ranger, Sorcerer)

Starting Fame: +0

Starting Infamy: +0

Class: B

Strain: Manipulation

Element: Ice

Type: Mixed

• 1st Level – Total Chill:

- As an action, you can manipulate ice and snow you can see within 200 ft, employing rules as described by the *Manipulation Module*.
 - If your ice or snow manipulation results in a creature having to make a saving throw, the DC = 10 + proficiency bonus + your highest ability score modifier
- You gain immunity to cold damage
- Immune to the effects of extreme cold temperatures
- As an action, you can instantly melt ice you can see within 200 ft
- You are unaffected by difficult terrain caused by ice and/or snow
- As an action, you can instantly freeze the moisture in the air around you in a radius out to 200 ft, forming ice or snow in any unoccupied spaces in the area in any shape of your choice; additionally, you may use this ability to freeze water you can see in the radius
- As a reaction to an effect or creature attempting to forcibly move you, while you are on a solid surface, you may temporarily freeze your feet to the ground beneath you, preventing you from being forcibly moved until the start of your next turn
- As an action, you can encase a creature you touch in ice
 - An unwilling creature makes a Constitution saving throw (DC = 10 + proficiency bonus + your highest ability score modifier)
 - On a failure, the creature is restrained and incapacitated as they are frozen in ice. At the start of each of the creature’s turns, it takes 2d6 cold damage;

however, while encased, it can't be damaged by any other source. If the creature starts its turn at 0 hit points, it takes no damage and stabilizes

- At the end of a frozen creature's turn, it may make a Strength saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a successful save, it breaks free from the ice, ending the effect on itself. If you are the creature encased in ice, you may automatically pass the save
 - Alternatively, the ice the creature is encased in may be broken by outside sources. The ice has an AC of 20 and 50 hit points; additionally, it has immunity to cold, psychic, necrotic, and poison damage along with resistance to all other forms of damage. If the ice loses all its hit points, it shatters, freeing the encased creature. If the ice would take cold damage, it instead regains hit points equal to the amount of damage it would take, up to its hit point maximum
- As an action, you can instantly release any number of creatures from their ice encasement
- You can cast Ray of Frost, Frostbite, Armor of Agathys, Ice Knife, Snilloc's Snowball Swarm, and Sleet Storm at will
 - Use your highest ability score as your spellcasting ability
- Whenever you cast *Armor of Agathys* through this Arte, it is cast at 3rd-level

- **2nd Level – Prince of Frost:**

- Ice Encasing DC: +2
- With one action, you may attempt to encase any number of creatures of your choice you can see within 300 ft of yourself in ice
- As an action, you may freeze solid surfaces around you out to up to a 200 ft radius circle – centered on you, making the area difficult terrain until 10 minutes pass or you dispel the frost as a bonus action. While the difficult terrain is active, whenever a creature moves more than 10 ft in the area, it must succeed on a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$) or fall prone. A creature moving at half speed doesn't need to make the save
- As an action, you may freeze over your entire body, covering yourself in an armor of solid ice. While frozen over, you are under the following effects:
 - Whenever a creature touches you or hits you with a melee attack, as a reaction, you may cause that creature to take 4d8 cold damage
 - You gain resistance to bludgeoning, piercing, and slashing damage
 - You gain immunity to fire damage
 - You are immune to the effects of extreme heat
 - Your AC is increased by your proficiency bonus

- Your speed becomes 0 and cannot be altered; additionally, you cannot be forcibly moved
- Your weight is multiplied by 5
- Whenever you hit with a melee attack, you may cause that attack to deal an additional 8d8 cold damage
- The only bonus action you may take is to defrost yourself
- You can cast Investiture of Ice, Ice Storm, Wall of Ice, and Cone of Cold at will
- Whenever you cast *Armor of Agathys* through this Arte, it is cast at 6th-level

- **3rd Level – Cryomancer:**

- Min Constitution of 20
- Ice Manipulation Range: 600 ft (DNS)
- As an action, you can shatter any number of ice blocks you've created containing encased creatures that you can see. All creatures within the ice blocks immediately take 12d12 cold damage and gain 3 levels of exhaustion but are freed
- As an action, you may fully encase yourself in an extremely thick, huge block of ice. In order to do so, there must be, at least, a 15 cubic foot area of unoccupied space around you. While you're in this block of ice, you are under the following effects:
 - You are at the center of a Huge ice block object and cannot be targeted unless a creature can get through the ice
 - The ice block itself uses the following statistics:
 - HP = 100 * your proficiency bonus
 - AC = 10 + 2 * your proficiency bonus
 - Immunity to cold, psychic, necrotic, and poison damage
 - Immunity to all conditions
 - Automatically fails all saving throws
 - The ice obscures you from view, in order to see you, a creature must first use an action to make a Perception check (DC = 10 + your proficiency bonus + your highest ability score modifier), successfully spotting you on a successful check
 - You can perceive outside of the ice as if the ice wasn't there
 - You do not need to eat, drink, or breathe; additionally, while in the ice, you do not age, but time passed does contribute to rest
 - Your speed becomes 0
 - You are incapacitated while the ice is around you
 - The ice cannot melt or shatter through natural means and will only do so upon reaching 0 hit points or you willingly dispel it (no action required)
- Whenever you cast a spell through this Arte, it is cast at 8th-level

- **Overload – Blizzard Primarch:**

- Min Constitution of 25
- As an action, you may instantly create a blizzard out to a 3-mile radius centered on you. This blizzard lasts 1 hour – maintaining even if you leave this Overload state. After that hour, the blizzard rapidly subsides and the original weather returns
- You can cast Control Weather and Storm of Vengeance at will
- Whenever you cast a spell through this Arte, it is cast at 9th-level

44 – Fusion (Supportive):

“Your skill lies within the combination of items, magic, and power”

Bonus Hit Points: 25 (45 – Artificer, Sorcerer)

Starting Fame: +0

Starting Infamy: +0

Class: D

Strain: Creation

Element: Arcana/Life

Type: Mixed

• 1st Level – Arcane Mixture:

- You know and can cast all spells of 3rd-level and below at will
 - Use your highest ability score as your spellcasting ability modifier
- Spells you cast through this Arte are cast at 3rd-level
- You have units of energy called Fusion Cells.
 - You have 5 Fusion Cells
 - You regain half your Fusion Cell maximum on a short rest and all expended Fusion Cells on a long rest
 - Whenever you cast a spell, you may expend a Fusion Cell to combine it with one other spell you can cast so long as they meet the following conditions:
 - They both must have the same casting time
 - The range of the second spell must be less than or equal to that of the first spell
 - If either spell requires concentration, both spells must require concentration
 - A spell cannot be fused with itself
 - Whenever a fused spell kills a creature, you regain 1 Fusion Cell – up to your maximum
 - Fusing spells results in the following effects and rules:

- In general, the spells are resolved individually, starting with the first spell; however, both spells are tied to the same center of a target area or the same targeted creature
- If one of the spells is a touch spell or is ranged but targets only a single creature at a time and the other spell has an Area-of-Effect range, the spell targeting single creatures is resolved first with the last targeted creature (in cases such as Eldritch Blast or Magic Missile) becoming the center of effect range for the second spell
- Spell components must be provided for each spell individually
- If either spell has an Area-of-Effect range, the resulting fused spell must have **one and only one** of the AoE ranges (Example: If fusing Lightning Bolt and Sleep, the result must either have an effect range of a 100 ft long and 5 ft wide line OR a 20 ft radius sphere. Not both nor neither.)
- If both spells have effects with lasting durations, take the average (rounding down to closest minute), and both effects last for that average duration
- If both spells have effects that require saving throws, resolve the saving throws and subsequent effects individually, starting with the first spell – resolving its effects completely
- If only one of the spells is dependent on the target's current hit points (Example: Sleep, Divine Word, Power Word: Stun, Power Word: Kill), resolve its effects last
- If both spells are damaging spells with no further effects to resolve past the damage calculation, they may be combined into a single damage pool by combining all the total dice, choosing one of the damage types available from those involved in either spell, then deciding how the attack would be resolved – choosing either a melee spell attack roll (if possible) individually on all targets, a ranged spell attack roll (if possible) individually on all targets, or a single saving throw from those possible between both spells. The attack may only be an auto-hit if BOTH damaging spells are auto-hit.

- **2nd Level – Living Forge:**

- You now have a maximum of 10 Fusion Cells (DNS)
- You can cast all spells of 4th level or lower at will
- Spells you cast through this Arte are cast at 4th level
- As an action, you can spend 1 Fusion Cell to fuse two items you are touching
 - Both items must be in the same size category

- You can only fuse items that you are able to lift and hold
- When items are fused you may choose one of the following options:
 - One item retains its shape and functions; however, all parts that aren't integral to the functioning of the item are remade, using the primary materials, color, texture, and property of the other items
 - Both items fuse together as if the smaller item were magically welded to the other. You choose where exactly the smaller item welds to the other and how much of that item will be left after welding. After being fused, the items can no longer be separated without destroying them (unless through magical or supernatural means)
 - If one item is broken or torn, the other item may be converted into material to repair the other – destroying it. The material has the texture, color, and properties of the primary material comprising the other item
- As a bonus action, while holding an object you have fused, you spend 1 Fusion Cell to release the fusion, returning all involved objects to their original state

- **3rd Level – Linked Power:**

- You now have a maximum of 15 Fusion Cells (DNS)
- As an action, you can expend various amounts of Fusion Cells to fuse the effects of Artes together
 - To do so, you must either touch two different, willing creatures with Artes OR touch one willing creature with Artes, using yourself as the other creature. You may then do one of the following (a creature can only be affected by one of these effects once per short rest/long rest):
 - 2 Fusion Cells: For the next hour, one line of one of the creature's major Artes is temporarily swapped with one line of one of the other creature's major Artes (Note: You cannot swap any part of this whole "line" from **Fusion**)
 - 2 Fusion Cells: For the next hour, 3 lines of one of the creature's major Artes is moved to the other creature. During this hour, those 3 lines from that Arte cannot be used by the first creature.
 - 3 Fusions Cells: For the next hour, 2 lines of one of one of the creature's major Artes are replicated for use by the other creature. During this hour, BOTH creatures can use those lines from the Arte.

- 5 Fusion Cells: For the next 10 minutes, both creatures can use each other's Major Artes. While a creature has access to another creature's Major Arte in this fashion, they cannot lose the new Arte through any means except for you losing access to your *Fusion* Major Arte; however, a creature does not benefit from the bonus hit points nor any ability score increases from the new Arte; additionally, a creature cannot use the new Arte to gain or manifest any other new Artes
- **Overload – Ultimate Unification:**
 - You now have a maximum of 30 Fusion Cells (DNS)
 - You can cast all spells of 6th-level or lower at will
 - Spells you cast through this Arte are cast at 6th-level
 - As an action, you can expend 10 Fusion Cells and fuse two other willing humanoid creatures you touch. Creatures can only be fused once per long rest. You can fuse them in one of the following ways:
 - **Physical Fusion:** Choose one of the creatures to be the “anchor”. That creature serves as the base. Their Intelligence, Wisdom, Charisma, Proficiencies, Major/Minor Artes, Languages, and Personality are all retained; however, they grow extra limbs equal to the number of limbs the other creature has, the Strength, Dexterity, and Constitution scores are changed to the score of the one who had the higher, they grow an extra head with the personality, Perception, Intelligence, Charisma, and Wisdom of the other creature, and finally, the “anchor” creature gains an increase to their hit point maximum equal to half the other creature’s hit point maximum. This fusion effect lasts up to 8 hours; however, you can dispel it anytime with an action as you touch them.
 - **Mental Fusion:** Choose one of the creatures to be the “anchor”. That creature serves as the base. Their Strength, Constitution, Dexterity, Personality, Major/Minor Artes, and Hit Point Maximum are all retained; however, the other creature’s consciousness enters that of the “anchor’s”. They can telepathically communicate with each other and the “anchor” gains the other creature’s languages and proficiencies. The “anchor’s” Intelligence, Wisdom, and Charisma scores become the other creature’s if the other creature has higher scores. Finally, the “anchor” can cast any spells the other creature can cast, even those sourced from Artes. This fusion effect lasts up to 8 hours; however, you can dispel it anytime with an action as you touch them.
 - **Major Fusion:** Both creatures into one combined, new being with a personality formed through a combination of both personalities. This new

being has the highest of the two's ability scores, all their proficiencies, all their languages, the combined hit point maximums of the two, and all the Minor and Major Artes of the two. This fusion effect lasts up to 10 minutes; however, you can dispel it anytime with an action as you touch them

45 – Gases (Elemental):

“Create clouds of gases and vapors to choke, elude, and kill”

Bonus Hit Points: 35 (55 – Artificer, Barbarian, Druid, Ranger)

Starting Fame: +0

Starting Infamy: +10

Class: D

Strain: Creation

Element: Wind

Type: Combat

• 1st Level – Call of Smoke:

- Min Constitution of 20
- Immune to poison damage
- You are immune to the effects of harmful gases
- You may add your Constitution modifier to all attack and damage rolls you make
- You can naturally sense the presence of gases and vapors within 200 ft of yourself; additionally, you can identify the kind of gas/vapor as well as its properties
- As an action, you may begin producing a thick cloud of smoke from your body out to up to a 50 ft radius sphere
 - The area becomes heavily obscured for all creatures other than you
 - You can sense all creatures in the cloud
 - While active, you continually produce this thick cloud of smoke and the cloud moves with you. You stop producing the smoke after you use a bonus action to end it, after you fall unconscious, or after you die
 - Even after you stop production of the smoke, it takes either strong winds or 1 minute to pass for the smoke to fully clear. During this time, you do not gain any of your special benefits from the smoke
 - While in the smoke cloud, you gain 40 ft of fly speed
 - The first time in a turn you damage a creature in the cloud of smoke with a weapon attack or spell, you may cause it to deal double damage

- As an action, you can manipulate the flow of gases and vapor you can see or sense within your smoke creation radius, employing rules as described by the *Manipulation Module*.
 - If your gas/vapor manipulation results in a creature having to make a saving throw, the DC = 10 + your proficiency bonus + your Constitution modifier
- You can cast Fog Cloud, Gust of Wind, Cloudkill, Stinking Cloud, Gaseous Form, Wind Walk, Detect Poison and Disease, Protection from Poison and Disease, and Incendiary Cloud at will
 - Use Constitution as your spellcasting ability

- **2nd Level – Choking Zone:**

- You no longer need to breathe
- While any of your gas clouds are active, any creatures of choice that you can see or sense that end their turn within 10 ft of you cannot breathe in the area and start suffocating
- Creatures of your choice within 100 ft of you that you can see or sense are immune to the harmful effects of any of your gas clouds; additionally, creatures of your choice within 5 ft of you that you can see or sense also share all benefits you gain from your smoke cloud
- As an action, you can produce a clear, scentless cloud of noxious gas around you in a 30 ft radius. For the next minute, any breathing creature that ends its turn within the cloud must succeed on a Constitution saving throw (DC = 10 + your proficiency bonus + your Constitution modifier) or take 10d10 poison damage. The cloud of noxious gas fades early if you use a bonus action to dispel it, if you fall unconscious, or if you die

- **3rd Level – Devastating Clouds:**

- Min Constitution of 25
- Smoke radius: 150 ft (DNS)
- As a reaction to being hit by an attack, you can temporarily shift into a smoky, gaseous form, taking no damage from the attack
- As a bonus action, you can teleport to any unoccupied space you can see within 100 ft, vanishing and reappearing in a puff of smoke
- As an action, you can produce any gas or vapor you know of out to a radius of 30 ft around you, the more lethal or rare the gas, the shorter its duration (as determined by the DM)
 - If your gas/vapor production results in a creature having to make a saving throw, the DC = 10 + your proficiency bonus + your Constitution modifier
- You can modify any gas you produce in any of the following ways:

- Making the gas volatile and flammable
- Making the gas a specific color
- Making the gas colorless
- Giving the gas a specific scent
- Making the gas scentless
- You can cast Fireball, Wall of Wind, Delayed Blast Fireball, Firebolt, Produce Flame, and Wall of Fire at will
- Overload – Listless Gas:

- Min Constitution of 30
- The radius of all gases you produce becomes 300 ft
- At the start of your turn, if you are within your smoke cloud, you regain enough hit points to return to your hit point maximum

46 – Gastronomy (Supportive):

“Infuse your power into food, manifesting miracles in meals of your design”

Bonus Hit Points: 30 (50 – Artificer, Barbarian, Bard, Cleric, Paladin)

Starting Fame: +15

Starting Infamy: +0

Class: F

Strain: Creation

Element: Life

Type: Utility

• 1st Level – Commis Mastery:

- Proficiency and Expertise in Survival
- Proficiency and Expertise with Cook’s Utensils
- Advantage on Perception checks that rely on scent
- Advantage on checks made to prepare and/or inspect food as well as to gather ingredients
- Natural +5 to checks made to prepare and/or inspect food as well as to gather ingredients
- At a glance, you can tell if a substance is poisonous/toxic, so long as you can both see and smell it
- After completing a meal, you may spend 10 minutes enchanting the food with a custom enchantment. The enchantment triggers 1 hour after any creature eats the meal – if multiple creatures share the meal, each creature is individually affected. The enchantment may have a negative or positive effect but cannot affect action count, specific abilities from Major and Minor Artes, nor can it kill a creature. The effect lasts, at most, 1 hour. If the effect is negative, the food counts as “poisoned” and a creature that ingests the food makes a Constitution saving throw ($DC = 10 +$ your proficiency bonus + your highest ability score modifier), resisting the effect on a success. If the negative effect makes the creature unable to act, paralyzes the creature, restrains the creature, stuns the creature, or petrifies the creature, the creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. While the enchantment can be an effect with a

duration, it can also be a direct effect such as damage or healing (If the effect uses dice, the maximum dice allowed for each die set is 20d4, 17d6, 15d8, 13d10, or 11d12). If the creature is within 1000 ft of you, you can trigger the effect early as a bonus action. While you can trigger an effect early, you cannot prevent an effect from occurring if a creature ate the food. The effect cannot confer multiplicative bonuses or penalties. If the effect is too strong, the enchantment simply fails. The meal stays enchanted until the food spoils.

- After spending at least 30 minutes preparing a meal, you can infuse food you create with special amplifications. You may only use each amplification once per day; however, for every 30 minutes spent beyond the initial, you may add an additional amplification to the same meal. A meal may both have amplifications and a custom enchantment
 - **Preservative:** All food produced by the meal doesn't spoil for the next 2 weeks
 - **Temperature:** All food produced by the meal stays a specific temperature for the next 48 hours. No matter the temperature, creatures nor objects cannot be harmed by it
 - **Flavor:** You can acutely change the flavors of any of the food produced by the meal
 - **Follow-up:** Until the food is eaten or until it spoils, you know the location of all food involved in the meal
 - **Filling:** The food provides enough nutritional value to feed the creature fully for the next 48 hours
 - **Recuperation:** Creatures that spend at least 10 minutes eating the food produced by the meal regain the maximum amount of hit points possible from any magical healing they receive within the next hour and are cured of poisoning and disease afflicting them
 - **Boost:** For the next hour, creatures that spent at least 10 minutes eating the food produced by the meal have advantage on all saving throws and attack rolls
- After you consume food, depending on the taste, you may choose to gain the corresponding benefit (each lasting 1 hour). You may only be under the effects of one benefit at a time:
 - **Spicy:** Whenever you hit with a weapon attack or unarmed strike, you may cause that attack to deal an additional 6d6 fire damage; additionally, you gain immunity to the effects of extreme cold
 - **Sweet:** Your speed increases by 30 ft and your jump distance/height is doubled
 - **Salty:** You can breathe underwater and you are immune to the charmed condition

- **Sour:** Whenever you hit with a weapon attack or unarmed strike, you may cause that attack to deal an additional $6d6$ acid damage; additionally, you gain immunity to acid damage
- **Bitter:** You have advantage on Constitution saving throws and you gain immunity to poison damage
- **Umami:** You gain a +15 bonus to checks made to prepare food and you may add your total food preparation bonus to any damage rolls you make with melee weapon attacks or unarmed strikes
- **Flavorless:** You may add 1d8 to any attack rolls, saving throws, and ability checks you make
- You can cast Goodberry, Create Food and Water, Purify Food and Drink, Detect Poison and Disease, Protection from Poison, Locate Animals and Plants, Plant Growth, and Heroes' Feast at will
 - Use your highest ability score modifier as your spellcasting ability modifier

• 2nd Level – Sous Mastery:

- While you can smell, you gain 200 ft of Blindsight
- You can use each individual food amplification up to twice per day; however, a single food amplification can only be applied once to the same meal (DNS)
- While holding a set of cook's utensils, you can cast *Create Food and Water* or *Goodberry* while conferring up to 3 amplifications to the food creating through the spell – this still counts towards daily amplification uses
- You gain the following amplifications:
 - **Protection:** Creatures that spend at least 10 minutes eating the food produced by the meal are immune to the paralyzed, poisoned, charmed, and frightened conditions for the next 8 hours
 - **Superfood:** Other amplifications on the meal have their durations or effect values (i.e. direct healing, etc.) doubled. If it has both a duration and a direct effect value, only one may be doubled, your choice which.
 - **Lissome:** Creatures that spend at least 10 minutes eating the food produced by the meal gain a +15 to any ability checks, saving throws, or attack rolls relying on Dexterity for the next hour. They also have advantage on checks to resist being grappled or restrained as well as to escape a grapple or restraints for the duration.
 - **Clarity:** Creatures that spend at least 10 minutes eating the food produced by the meal gain a +15 to any ability checks, saving throws, or attack rolls relying on Wisdom for the next hour. They are also immediately cured of any short-term or long-term madness

- **Resilience:** Creatures that spend at least 10 minutes eating the food produced by the meal gain a +15 to any ability checks, saving throws, or attack rolls relying on Constitution for the next hour. They also immediately gain 30 temporary hit points that last for the duration
- **Robust:** Creatures that spend at least 10 minutes eating the food produced by the meal gain a +15 to any ability checks, saving throws, or attack rolls relying on Strength for the next hour. They also have their carrying capacity doubled for the duration
- **Acumen:** Creatures that spend at least 10 minutes eating the food produced by the meal gain a +15 to any ability checks, saving throws, or attack rolls relying on Intelligence for the next hour. They also have Expertise in two skills that they are proficient in of their choice for the duration
- **Persona:** Creatures that spend at least 10 minutes eating the food produced by the meal gain a +15 to any ability checks, saving throws, or attack rolls relying on Charisma for the next hour. They also gain the ability to understand any creature that speaks at least one language, no matter the language they are speaking for the duration

- **3rd Level – Michelin Magnum Opus:**

- While you can smell, you gain 400 ft of Blindsight (DNS)
- Enchantment die limits: 40d4, 34d6, 30d8, 26d10, or 22d12 (DNS)
- You can use each individual food amplification up to four times per day (DNS)
- Natural +15 to checks made to prepare and/or inspect food as well as to gather ingredients (DNS)
- After spending the necessary 10 minutes, you can give a prepared meal up to 2 custom enchantments (DNS)
- In order to gain the effects of your food amplifications that require 10 minutes of consumption, a creature only needs to spend at least 1 minute eating the food
- While holding a set of cook's utensils, you can cast *Create Food and Water* or *Goodberry* while instantly applying one custom enchantment to the food produced
- As a bonus action, you can conjure a set of cook's utensils that last 1 hour before vanishing into nothing. You must complete a short or long rest before conjuring them again
- You can more acutely control the time it takes for an enchantment to automatically trigger. Normally, an effect triggers automatically after 1 hour, unless you use bonus action to trigger it early. Now, when setting up the enchantment, you can define a time for the effect to automatically trigger from the range 30 seconds after consumption to 24 hours after consumption, inclusively.

- **Overload – Pinnacle Refection:**

- Enchantment die limits: 80d4, 68d6, 60d8, 52d10, or 44d12 (DNS)
- Natural +30 to checks made to prepare and/or inspect food as well as to gather ingredients (DNS)
- There is no longer a limit to how many times an individual food amplification may be used per day (DNS)
- As soon as you complete a meal you can apply a custom enchantment, no longer taking an additional 10 minutes; additionally, the first amplification you apply to a meal only takes 1 minute of cooking time

47 – Gel (Physical):

“Create and control an amorphous mass generated from your own body”

Bonus Hit Points: 50 (70 – Druid, Fighter, Ranger, Sorcerer, Warlock)

Starting Fame: +0

Starting Infamy: +0

Class: B

Strain: Creation

Element: Water

Type: Mixed

• 1st Level – Jelliform Production:

- As an action, you can produce an amorphous substance from your body
 - When you begin producing this substance, you immediately determine the following qualities of it:
 - Color
 - Adhesive Quality
 - Acidity
 - You keep producing this substance, surrounding yourself in it, until you use a bonus action to cease production – after which the gel begins receding into you
 - You may use subsequent actions to manipulate the gel using the following rules:
 - Any saving throws imposed by the gel have a DC of 10 + your highest ability score modifier + your proficiency bonus
 - The gel always stays centered upon you, but you can either expand it out up to 200 ft or retract it up to 200 ft with that action
 - When manipulating it, you may make and manipulate complex forms such as hands, faces, keys, etc.
 - You may form tools and weapons; however, you may only create tools and weapons you have proficiency in

- If the gel is acidic, whenever a creature other than you comes into contact with the gel for the first time on a turn or starts its turn in contact with it, it takes 2d10 acid damage
- If the gel is adhesive, a creature other than you that comes into contact with the gel for the first time on a turn or starts its turn in contact with it must succeed on a Strength saving throw or be grappled by the gel
- While in production, the gel forms a protective layer around you, conferring the following benefits:
 - You gain immunity to bludgeoning damage
 - You gain immunity to acid damage
 - You count as one size larger
 - You cannot be grappled
 - Your AC increases by 3
 - Unless you are willing, creatures and objects cannot directly touch you; instead they contact the gel. Whenever an attack hits the gel, you only take half the damage dealt (rounded up); however, if 100 or more total damage is dealt by the attack targeting the gel, it ceases production and you cannot produce the gel again for 1 minute
 - If the gel is acidic, whenever a creature hits you with a melee attack, they take 2d10 acid damage
 - If the gel is adhesive, whenever a creature hits you with a melee attack, they must succeed on a Strength saving throw or their weapon becomes stuck to the gel. If the weapon was from a spell, the creature may ignore this trait. If the weapon was an unarmed strike, the creature becomes grappled by your gel
- As an action, you can absorb a creature of your size or smaller grappled by your gel into the mass. The creature is then restrained in your gel
- You can store objects of your size or smaller within your gel. If the gel is acidic, the objects slowly dissolve as they take the acid damage
- Escaping a grapple or restraint from your gel requires a creature to use their action to make a Strength saving throw, escaping on a success

- **2nd Level – Jelly Advancement:**

- While producing the gel, Ooze-type creatures that attempt to attack you must succeed on a Charisma saving throw (DC = 10 + your proficiency bonus + your highest ability score modifier) to successfully attack you. On a failure, it must choose a different target in range to attack, and, if there are none, it loses its attack

- While producing your gel, you may use an action to fire bullets of gel. Make 3 ranged spell attack rolls out to a range equal to your gel manipulation range using both your proficiency bonus and your Dexterity modifier. For each hit, the target takes $5d10$ bludgeoning damage (or acid damage if the gel is acidic) plus your Dexterity modifier. If the gel is adhesive, the gel bullet sticks to the target, reducing a creature's speed by 5 feet per gel bullet on it – on a creature's turn, they may use their action to remove up to 3 gel bullets at a time
- You gain the following options when producing gel:
 - **Oxygenated** – You and any other creatures within the gel can breathe no matter the environment
 - **Temperature Controlled** – You gain resistance to fire and cold damage; additionally, you and any other creatures within the gel are immune to the effects of extreme heat and cold
 - **Necrotizing** – Whenever a creature comes into contact with the gel for the first time on a turn or starts its turn in contact with it and whenever a creature hits you with a melee attack, it takes $2d10$ necrotic damage; additionally, your gel bullets can deal necrotic damage instead of bludgeoning or acid damage
 - **Bouncy** – The gel bounces off surfaces, doubling your jump height/distance; additionally, it gives you an additional 5 AC. This option cannot be taken along with **Adhesive**

• 3rd Level – Ooze Expertise:

- Gel DC +2 (DNS)
- Gel manipulation range: 600 ft (DNS)
- You can fire up to 5 gel bullets with one action (DNS)
- You can now start producing the gel as a bonus action
- As a bonus action, you can change the properties of your gel
- While producing your gel, as an action, you can force all Ooze-type creatures you can see within your gel manipulation range to make a Charisma saving throw (DC = $10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failure, you immediately force the creature to move up to its speed in a direction of your choice and force it to take one action it is capable of under your direction. A creature that succeeds on the save is immune to the effects of this ability for the next 24 hours
- You gain the following option when producing gel:
 - **Edible** – You and other creatures may eat the gel to gain a full-days' worth of food and water; when you select this option, you determine the taste of the gel. This option cannot be taken along with **Adhesive**, **Acidic**, or **Necrotizing**

- **Overload – Gel Mastery:**

- Gel DC +4 (DNS)
- Gel manipulation range: 900 ft (DNS)
- You can fire up to 10 gel bullets with one action

48 – Geokinesis (Elemental):

“Command all the land which forms the world”

Bonus Hit Points: 45 (65 – Barbarian, Druid, Ranger, Sorcerer, Wizard)

Starting Fame: +0

Starting Infamy: +0

Class: E

Strain: Manipulation

Element: Earth

Type: Utility

• 1st Level – Command Earth:

- As an action, you can manipulate natural stone, dirt, and mud within 200 feet, employing rules as described by the *Manipulation Module*
 - If your earth manipulation results in a creature having to make a saving throw, the DC = 10 + your proficiency bonus + your highest ability score modifier
- You gain 100 ft of Tremorsense
- You can speak and understand Terran
- You gain immunity to the petrified condition
- You gain proficiency in clubs, heavy clubs, and batons
- Double all damage you deal to objects and constructs made of manipulatable material
- You are immune to the effects of difficult terrain imposed by manipulatable material
- You can sense creatures within 200 feet of yourself while you both are on natural stone, dirt, or mud
- You gain proficiency in unarmed strikes; additionally, your unarmed strikes use a base 1d8 damage die
- As a reaction to getting hit by an attack or spell, you may harden your skin, granting yourself resistance to all damage until the start of your next turn

- You can cast Detect Poison and Disease, Meld into Stone, Magic Stone, Mold Earth, Earth Tremor, Earthbind, Erupting Earth, Dust Devil, Wall of Sand, Maximilian's Earthen Grasp, and Melf's Minute Meteors at will
 - Use your highest ability score as your spellcasting ability modifier

• 2nd Level – Advanced Command:

- You can manipulate ceramics, masonry, sand, glass, and clay within 200 feet of yourself, employing rules as described by the *Manipulation Module*
 - Additionally, you can sense creatures while you both are in contact with the material and within your sensing range
- Min Strength score of 20
- You gain 200 ft of Tremorsense (DNS)
- You gain immunity to poison damage and to the poisoned condition
- Triple all damage you deal to objects and constructs made of manipulatable material (DNS)
- As a bonus action, you can rapidly burrow through the earth re-emerging at any spot you can see within 100 feet (including ceilings and walls) that has a clear path of manipulatable material. You do not need to breathe while burrowing
- As an action, you can transform a rock or group of rocks you can see within 200 feet that are at least 10 ft cubed in size into an Earth Elemental under your command for 1 hour. After the hour passes, the Earth Elemental crumbles to dust. You may have up to 3 Earth Elementals from this Arte under your control at a time
- As a bonus action, you can transmute sand you can see within your manipulation range into glass or vice-versa
 - In general, glass created through this ability is of average quality and durability; however, if you have proficiency in glassblower's tools, you may make an Intelligence check as part of this bonus action using your proficiency in glassblower's tools to determine the quality and durability of the glass (determined by the DM based on the check's total); additionally, with proficiency in glassblower's tools, you can form stained glass without requiring a check
- As a bonus action, you can transmute clay you can see within your manipulation range into ceramics or vice-versa
 - In general, ceramics created through this ability are of average quality and durability; however, if you have proficiency in potter's tools, you may make an Intelligence check as part of this bonus action using your proficiency in potter's tools to determine the quality and durability of the ceramics (determined by the DM based on the check's total); additionally, with proficiency in potter's tools, you can form glazed ceramics without requiring a check

- As an action, you can cause a minor tremor to roil out from a space centered on yourself or an Earth Elemental under your command (the targeted creature to be the center must be on solid ground comprised of manipulatable material). A tremor rocks an area out to up to a 100 ft radius area centered on the targeted creature.
 - A creature in the radius of the tremor that is in contact with the ground and lacks burrow speed makes a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the creature is knocked prone and is stunned until the start of its next turn.
 - Additionally, for the next minute, the area the tremor rocked becomes difficult terrain
- You can cast Transmute Rock, Investiture of Stone, Bones of the Earth, Stone Shape, Stoneskin, Wall of Stone, Commune with Nature, and Move Earth at will
- You cannot unwillingly lose concentration on spells you cast through this Arte

- **3rd Level – High Earth Lord:**

- You can manipulate molten rock and naturally occurring metals (including alloys containing them), employing rules as described by the *Manipulation Module*
 - Additionally, you can sense creatures while you both are in contact with the material and within your sensing range
- AC +2
- Tremorsense: 300 ft (DNS)
- Range of burrowing: 300 feet (DNS)
- Range of manipulation, and sensing: 600 feet (DNS)
- Immunity to bludgeoning damage
- Your total carrying capacity is doubled
- Your unarmed strikes deal double damage
- As a bonus action, you can transmute solid, unworked stone you can see within your manipulation range into molten rock or vice-versa
- As an action, you can infuse a set of Plate Armor you can see within 200 ft with earthen energy, creating an Earth Elemental Myrmidon under your control until it dies. You may have up to 3 Earth Elemental Myrmidons from this Arte under your control at a time
- You can cast Earthquake at will
- Whenever you cast a spell through this Arte that requires a saving throw, creatures of your choice make any required saving throws at disadvantage

- **Overload – Divine Patron of Stone:**

- Range of burrowing: 1 mile

- Range of sensing creatures: 10 miles
- As an action, you can transform a rock or group of rocks you can see within 200 ft that is at least 50 ft cubed into a Zaratan under your control that lasts 1 hour (even if you leave the Overload state) or dies, upon which, it loses its form and disappears in a giant cloud of dust and pebbles. You may only have 1 Zaratan from this Arte under your control at a time
- As an action, you can form and summon forth a small meteorite in a 10 ft radius sphere area of unoccupied open air you can see that's at least 300 ft above you. For the next 30 seconds (even if you leave this Overload state), the meteorite slowly descends towards the surface (at a rate appropriate to its height). At any time during these 30 seconds, you may use your action to instantaneously dispel the meteorite; however, other than destroying it, that is generally the only way to stop it. After the 30 seconds pass, if the meteorite is still present, it makes impact on the surface centered on the point directly below where it formed. All creatures within 500 ft of where the meteorite makes impact immediately make Dexterity saving throws (DC = 15 + your proficiency bonus + your highest ability score modifier). On a failed save, a creature takes $20d12$ bludgeoning + $20d12$ fire damage, is knocked prone, and is stunned until the end of its next turn. On a successful save, the creature takes only half as much damage, is still knocked prone, but is not stunned. After the meteorite makes impact, it leaves a 250 ft radius fiery crater centered on its impact point. The area is difficult terrain and, for the next hour while it burns, any creature that ends in turn on the surface of the area takes $2d12$ fire damage. After using this ability, you cannot do so again until you complete a short or long rest
- You can cast Meteor Swarm at will

49 - Grand Artifact (Special):

“Manifest a mighty artifact from the supernatural powers within you”

Bonus Hit Points: 40 (80 – Artificer)

Starting Fame: +5

Starting Infamy: +0

Class: S

Strain: Creation

Element: Arcana

Type: Mixed

• 1st Level – Artifact from the Soul:

- You have a special, custom magical object that is formed from your soul.
 - While the artifact is not in use, you can choose to either keep it physical in or store it within a special repository within your soul.
 - If you die, the artifact stays with your soul, wherever it goes
 - No other creature can use the artifact for its special properties; however, you may allow another creature to use it as a regular object
 - As a bonus action, while your artifact is manifested, you may summon your artifact to directly to you, no matter the distance between you and it. It immediately appears either in your hands or in the closest unoccupied space to you
 - While you are technically always attuned to the artifact, it does not count against the number of magic items you can attune to
 - The artifact is designed by you (with DM approval) with the following basic parameters:
 - The artifact can take the form of any small object (including a weapon, armor, a tool, etc.)
 - It counts as magical
 - If it is a weapon or armor, it counts as +3
 - If it is a weapon that requires ammunition, you have an infinite supply of supernaturally formed basic ammunition

- that, once fired, vanishes from existence whether it hits or misses
- You count as proficient with the artifact no matter its form
 - Unless specified otherwise, the artifact can never be broken and is weightless
 - When designing your artifact, you may determine whether the artifact has sentience
 - If the artifact has sentience, it gains blindsight out 30 ft and is completely blind beyond its blindsight radius but may still be able to hear; additionally, its personality may either be designed by you or the DM
 - Apply the following array of values to determine the artifact's Intelligence, Wisdom, and Charisma scores: {10, 12, 16}
 - The artifact will know all languages you know and communicates telepathically
 - Choose any combination of 3 skills, tools, or languages for the artifact to gain proficiency in. The artifact uses your proficiency score and may make checks relying on those proficiencies if applicable
 - Choosing to give your artifact sentience may limit the possible major & minor special effects (e.g. it won't be able to split into multiple parts, self-destruct, etc.)
 - The artifact offers a single major special effect of your design (it must be approved by the DM)
 - Additionally, you may apply various minor special effects to the artifact (up to your proficiency bonus), from the following list - these special effects are only active while the artifact is manifested and only affect you:
 - You gain proficiency in a specific language, tool, weapon, armor, skill, or saving throw (Can be chosen multiple times, selecting a different proficiency to gain each time)
 - You gain resistance to a specific damage type (Can be chosen multiple times, selecting a different damage type each time)
 - Whenever you take damage of a specific type, it is reduced by 5 (Can be chosen multiple times, selecting a different damage type each time)
 - You can cast a specific spell of 5th-level or lower at will (Can be chosen multiple times, selecting a different damage type each time)

- Your AC increases by 2
 - Your speed increases by 15 feet
 - You gain a +2 bonus to attack rolls
 - You gain a +2 bonus to damage rolls
 - A custom minor special effect (approved by the DM)
 - Whenever you complete a long rest, you may change the minor special effects your artifact offers
 - Finally, the artifact comes with 2 minor beneficial properties and 2 major beneficial properties (DMG, Pg. 219)
- **2nd Level – Mode 2:**

- You can now give the artifact a new mode
 - This new mode can be a completely different small item from other modes
 - As a bonus action, you can swap from one mode to another
 - All modes share the minor and major beneficial properties
 - Different modes have different major special effects; however, different modes can share the same set of minor special effects, though they can also have different sets of minor special effects – your choice
 - If your artifact has sentience, you may decide whether it retains its sentience in its new mode or not. If it does retain sentience, you may also determine whether the sentience differs in the new mode

- **3rd Level – Mode 3:**

- You can give the artifact another new mode
- Up to twice during your turn, you may swap from one mode to another as a free action
- As a reaction to another creature taking an action, exiting your melee range, or entering your melee range, you may swap from one mode to another

- **Overload – Omega Mode:**

- You gain a special omega mode for the artifact
 - This omega mode can have up to 5 different major special effects combined into a single overall power

50 – Grappling (Physical):

“Command the flow of battle through a specialization in the art of grappling and throwing”

Bonus Hit Points: 75 (95 – Barbarian, Fighter, Monk)

Starting Fame: +0

Starting Infamy: +0

Class: B

Strain: Gain

Element: None

Type: Combat

• 1st Level – Wrestling Arts:

- Min Strength and Dexterity of 20
- Proficiency and Expertise in Athletics
- Proficiency and Expertise in Acrobatics
- Natural +10 bonus to Athletics and Acrobatics
- Proficiency in Performance
- Proficiency in Strength saving throws
- Proficiency in Dexterity saving throws
- Proficiency in unarmed strikes; additionally, unarmed strikes use a base 2d12 damage dice
- Advantage on checks made to attempt to grapple, escape a grapple, and/or avoid a grapple
- Creatures of a larger size than you no longer automatically succeed on checks to escape your grapple
- Due to your expertise in the art of grappling, while you have a creature grappled, you benefit from the following:
 - Unless the creature is more than one size larger than you, your speed is not halved while moving with it
 - You have a +5 bonus to attack and damage rolls against the creature when using unarmed strikes
 - You have advantage on attack rolls against creatures you have grappled

- As an action, if the creature is your size or smaller, you may shove the creature up to 15 ft in any direction
- You have advantage on Intimidation checks as well as Performance checks made to draw attention to yourself
- Your methods of fighting have a way of eliciting strong emotions from the people around you, and this ability of yours truly comes to bear while you have a creature grappled. Once per turn, as a bonus action, you may use one of the following special techniques
 - With a show of confidence and strength, you inspire your allies. Each friendly creature that can see and hear you within 50 ft gains a d10 they may add to all attack rolls and saving throws for the next minute. If they already are under this effect, they instead gain 10 temporary hit points
 - With a show of remorseless savagery and power, you evoke fear in your enemies. Each hostile creature that can see and hear you within 50 ft must succeed on a Wisdom saving throw ($DC = 10 +$ your proficiency bonus + your Strength or Dexterity modifier) or be frightened of you for the next minute. A creature that succeeds is instead immune to this effect for 24 hours. A frightened creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
 - With a show of honor and skill, you rile up your allies, filling them with vim and vigor. Each friendly creature that can see and hear you within 50 ft ends any effect on themselves causing them to be charmed, frightened, or stunned; additionally, they gain a +5 bonus to all their damage rolls for the next minute
 - With a thunderous, inspiring battle cry, you beckon cheers and applause from spectators of your bout. Each nonhostile creature that can see and hear you within 50 ft makes an Insight check contested by a Performance check from you. If you win the contest, the creature cheers for you, inspiring you to do even better and crushing the spirit of your opponent. For each cheer you receive, your next unarmed strike against a creature you have grappled receives a +2 bonus to the damage while the creature you have grappled suffers a -2 penalty to the next saving throw, they make within the next minute.
- You have a set of special throws you can perform on a creature you have grappled. As an action, you may choose one of the following throws to perform. Any throws requiring a saving throw use a DC of $10 +$ your proficiency bonus + your Strength or Dexterity modifier.

- **Drop Throw:** You forcefully slam the creature onto the ground with a mighty throw. The creature makes a Dexterity saving throw. On a failure, it takes $6d12$ bludgeoning damage and falls prone. On a success, it rolls out and stands its ground, only taking half damage and not falling prone. Alternatively, if you use this throw while grappling the creature in the air, the creature immediately falls 100 feet instead. If it lands on the ground, it takes the falling damage on top of the damage it would've taken from the throw.
- **Circle Throw:** You spin the creature around before throwing it in a circular motion, repositioning it in the process. Choose an unoccupied spot you can see within 20 ft of you. The creature is forcibly moved there and then must make a Constitution saving throw. On a failure, the creature is disoriented – losing concentration if its concentrating – and it has its speed halved for the next minute.
- **Mighty Toss:** Employing your full strength, you attempt to forcefully throw the creature a distance. You may only use this throw if the creature you have grappled weighs less than your carrying capacity. The creature makes a Strength saving throw. On a success, the creature breaks free from your grasp as you lift it, falling prone to the ground on an unoccupied space within 5 feet of you. On a failure, you may throw the creature to a space you can see within 60 feet. If the creature impacts an object, the object takes $8d12$ bludgeoning damage. If the object is destroyed, the creature falls prone in that space and takes half the damage dealt. If the object isn't destroyed, the creature takes double the damage dealt and falls prone in front of the object. If the creature impacts another creature, the impacted creatures and all other creatures within 5 feet of it must make a Dexterity saving throw. The thrown creature takes $8d12$ bludgeoning damage and falls prone as does every other creature that failed the saving throw. A creature that passed its saving throw takes only half damage and doesn't fall prone. Finally, if the thrown creature impacts only the ground, it takes $8d12$ bludgeoning damage and falls prone.
- **Twin Dive:** Using both your weight and the creature's weight to your advantage, you grip it tightly and dive with it into the ground. You may only use this throw if you are grappling a creature in the air. The creature makes a Strength saving throw. On a success, the creature breaks free from your grip as you try to adjust your position – you are no longer grappling it. On a failure, you begin a quick dive straight downwards. You and the creature immediately fall downwards 500 feet. If you impact the ground, both you and the creature take double the falling damage plus $24d12$ bludgeoning damage – if you fell at least 200 feet – and you are both stunned until the

end of your next turn. If the damage would drop you to 0 hit points, you instead drop to 1 hit point.

- **2nd Level – Inescapable Grip:**

- Your reach is increased by 5 feet
- Your speed is increased by 20 feet
- Any falling damage you take is halved
- Your total carrying capacity is doubled
- Whenever you shove a creature, you may push it up to 20 feet away
- Creatures have disadvantage on checks made to escape your grapple
- As an action, you can instantly escape any grapple or non-magical restraints
- Whenever you make an opportunity attack with an unarmed strike, if you hit the creature, you may also attempt a grapple
- If you have at least two free arms, you may attempt to grapple up to 2 creatures within your reach with one grapple attempt
- After a creature escapes your grapple, you may use your reaction to immediately attempt another grapple on the same creature
- The first time on a turn that you attempt a grapple against a creature, it doesn't use up your attack, allowing you to both grapple and attack
- You may add your total Performance bonus to the attack and damage rolls of unarmed strikes you make against a creature you have grappled

- **3rd Level – Mastered Throwing:**

- Min Strength of 25
- Min Dexterity of 25
- Increase your throw DC by 2 (DNS)
- Increase the damage dice of your throws by 6 dice (DNS)
- Increase your unarmed strike damage dice by 2 dice (DNS)
- You gain the benefits of the *Evasion* feature
- You can take the Dodge action as a bonus action
- Creatures have disadvantage on saving throws against your throws
- You have resistance to the damage dealt by a creature you have grappled
- No attack roll from a creature you have grappled has advantage against you
- After a creature fails the saving throw against your throw, once the throw concludes, you may immediately use one your special emotion-eliciting techniques as a free action
- After a creature fails the saving throw against your throw, once the throw concludes, you may immediately move up to your speed towards the creature (without using the movement) and attempt another grapple as a free action

- **Overload – Champion-Style Techniques:**

- Min Strength of 30
- Min Dexterity of 30
- Increase your throw DC by 6 (DNS)
- While you have a creature grappled, it cannot cast spells
- Increase the damage dice of your throws by 10 dice (DNS)
- Creatures do not benefit from the Disengage action against you
- +20 bonus to the attack and damage rolls of unarmed strikes against a creature you have grappled (DNS)
- Whenever you may use one of your special emotion-eliciting techniques, you may use 2 of them at once

51 - Gravity Manipulation (Elemental):

"Manipulate the force of gravity to your foes' dismay and your boon"

Bonus Hit Points: 45 (65 - Artificer, Druid, Cleric, Paladin, Ranger, Warlock)

Starting Fame: +0

Starting Infamy: +0

Class: D

Strain: Manipulation

Element: Reality

Type: Mixed

• 1st Level – Command Gravity:

- You gain 100 ft of fly speed
- With a glance, you learn exactly how much a creature or object weighs
- As an action, you may touch a willing creature and confer up to 100 ft. of fly speed to them for the next hour. After this hour, a creature must complete a short or long rest in order to gain fly speed from this ability again
- As a bonus action, you can cause up to 5 objects and/or creatures you can see within 200 feet of yourself – so long as each is under 500 lbs. – at a time to float up to 20 ft in the air. A creature can make a Dexterity saving throw (DC = 10 + your proficiency bonus + your highest ability score modifier) to grab onto a fixed object it can reach, anchoring it from rising. While a creature is floating, it is not restrained but, if it lacks fly speed, its other speeds are set to 0. A creature with fly speed can still move, but it is stuck always hovering at least 20 ft above any surface, it cannot go any lower than that. A floating creature (anchored or not) may make a Wisdom saving throw (DC = 10 + your proficiency bonus + your highest ability score modifier) at the end of each of its turns, ending the effect on itself on a successful save. The floating effect lasts until you dispel it (no action required), you fall unconscious, or you die
- As an action, you may touch an object or creature, altering its gravitational properties. If the target is an unwilling creature, you must make a melee attack roll, using either your Strength or Dexterity along with your proficiency bonus. On a hit, you successfully alter the creature's gravity. When altering the effects of gravity

on a target you may either increase or decrease the weight of the target by up to 500 lbs. (to a minimum of 1 lb.) This alteration lasts until you either use a bonus action to dispel it (no action required), until you fall unconscious, or until you die. If you try to use this again against a target you've already altered the gravity of, the new change overwrites the old alteration. Alternatively, if you alter the gravity of a target that weighs less than 100 lbs. (either due to your own alteration or naturally), you may instead cause the target to float up to 40 ft into the air – using the same rules as your float ability – for up to 10 minutes or until dispelled (no action required).

- As an action, you can attempt to push or pull an object or creature that you can see within 500 ft of yourself up to 500 ft in a straight line in any direction. In order to be a valid target, the creature or object must weigh less than 1000 lbs.
 - An unwilling creature makes a Strength saving throw ($DC = 10 +$ your proficiency bonus + your highest ability score modifier), resisting the effects on a successful save
- Whenever you make a melee weapon attack or unarmed strike, you may either greatly decrease the weight behind or greatly increase it
 - If you decrease the weight:
 - The attack deals a quarter of damage it would normally deal, but it gains a +10 bonus to hit
 - If the attack hits an object or construct, it deals, at most, 1 damage
 - The attack ignores any disadvantage or penalties imposed by a creature taking the Dodge action or having cover
 - This single attack becomes up to 2 separate attacks (using all other rules for weight reduction for each attack other than splitting into more attacks)
 - If you increase the weight:
 - An attack deals an extra 10d10 of its damage type, but suffers a -10 penalty to hit
 - If the attack hits an object or construct, its total damage is tripled
 - If the attack target is small or tiny, you suffer disadvantage on the attack roll, but, on a hit, its total damage is doubled
- You can cast Tenser's Floating Disk, Catapult, Jump, Feather Fall, Levitate, Fly, Telekinesis, Reverse Gravity, and Antipathy/Sympathy at will
 - Use your highest ability score as your spellcasting ability

- **2nd Level – Fundamental Force:**

- Proficiency in Strength saving throws
- Advantage on Strength saving throws
- Proficiency in Acrobatics

- Advantage on Acrobatics checks
- Natural +10 to Acrobatics
- Float weight limit: 200 lbs. (DNS)
- You gain 200 ft of fly speed (DNS)
- Push/Pull distance limit: 1000 ft (DNS)
- As a bonus action, you can acutely control your own weight, going up to a maximum of 1000 lbs. or down to a minimum of 1 lb. This alteration lasts until you dispel it (no action required), alter your weight again through this ability, or die
- As an action, you may choose up to 5 objects that weigh less than 100 lbs. that you can see within 50 ft. of yourself to start orbiting around you. All 5 objects immediately float towards you and begin orbiting around you, circling 5 ft away from you. A creature holding one of the chosen objects can attempt to stop its traction towards you by making a Strength saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a successful save, the object stays held by the creature, stops floating towards you, and doesn't orbit around you. An object that is unable to physically leave its position such as something adhered to a creature, armor being worn, covered clothing, etc. cannot be targeted. You may have a maximum of 30 objects orbiting around you at one time. A creature that enters the radius around you for the first time on a turn or starts its turn there takes 1d6 of an appropriate damage type for each object in orbit. You may end the orbit as a bonus action, causing all objects to immediately fall around you. The orbit also ends if you fall unconscious or die. Finally, a creature may use its action to attempt to remove an object from your orbit. It makes a Dexterity check ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$), successfully grasping and removing the object from your orbit on a success
- As an action, you can acutely manipulate the gravity in up to a 150 ft radius sphere area centered on you, turning it into either a zone of super heavy or super reduced gravity. The zone moves with you. These effects last for 1 minute and end early if you use a bonus action to dispel them, fall unconscious, or die. Whenever a creature makes a saving throw or check as a result of the zone, the $DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$
 - The zone of super heavy gravity employs the following rules:
 - Other creatures within the zone that start their turn within 10 ft of you are restrained and grounded (unable to fly). A creature restrained in this way may use their action to attempt a Strength check, moving up to 5 ft in any direction on a success
 - Other creatures within the zone that start their turn within 50 ft of you have their speed reduced to 0 and are grounded (unable to fly). A creature that had its speed reduced this way may use their action

- to attempt a Strength check, moving up to half their speed in any direction on a success
- Other creatures within the zone but outside the 50 ft radius around you have halved speed and are grounded (unable to fly)
 - Gargantuan creatures within the zone make all Strength-based and Dexterity-based attack rolls, ability checks, and saving throws at disadvantage
 - Ranged weapon attacks have their ranges limited to, at most, 5 ft as the projectiles fall to the ground past that distance
 - All creatures and objects in the zone have their weights multiplied by 10
 - A flying or falling creature that enters the zone immediately plummets to the ground, taking double falling damage
 - The zone of super reduced gravity employs the following rules:
 - Creatures caused to float through one of your abilities floats at double the height listed while within the zone
 - Creatures in the zone move at half speed but have their jump height/distance doubled
 - All weapon attacks and unarmed strikes made within the zone deal half damage
 - Ranged weapon attacks made within the zone have their ranges doubled
 - All creatures and objects in the zone have their weights divided by 10
 - A falling creature that hits the ground within the zone takes a quarter of the falling damage
 - **3rd Level – Wellspring of Gravity:**

- You gain resistance to force damage
- You gain 300 ft of fly speed (DNS)
- Float weight limit: 400 lbs. (DNS)
- Float object/creature limit: 20 (DNS)
- Push/Pull distance limit: 2000 ft (DNS)
- Reduced weight attack bonus to hit: +20 (DNS)
- Great weight attack bonus damage: 15d10 (DNS)
- When altering the gravitational properties of another creature you may alter their weight by up to 1000 lbs. (DNS)

- While objects are orbiting around you, as a reaction to being hit by a ranged weapon attack, if the projectile is Small or smaller, you may add it to your orbit rather than take any damage. This may exceed your maximum, but, at the start of your next turn, any projectiles going beyond your maximum fall harmlessly to the ground – if the projectile is sourced from a spell or other such magical/supernatural effect, it instead vanishes into nothing
- As an action, you can create a mote of super-dense, concentrated gravity and launch it
 - When launching the mote, you may launch it up to 200 ft away
 - The mote is considered a ranged spell attack using Dexterity with which you are proficient
 - On a hit, the mote bursts, dealing $10d12$ force damage
 - If the target hit by the mote is Small or Tiny, they take double damage
 - If the target hit by the mote is in the air, they immediately fall up to 100 ft downward, stopping if they impact a solid surface
 - If the target hit by the mote is a creature on the ground, it makes a Strength saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the creature is knocked prone and restrained by crushing gravity. On a successful save, the creature isn't knocked prone or restrained but their speed is halved

- **Overload – Event Horizon:**

- Float weight limit: 1000 lbs. (DNS)
- Float object/creature limit: 50 (DNS)
- Orbiting object limit: 60 objects (DNS)
- When altering the gravitational properties of another creature you may alter their weight by up to 5000 lbs. (DNS)
- As an action, you can create a supernaturally charged miniature facsimile of a black hole in an unoccupied space you can see. The black hole sits unmoving for 1 minute, exuding powerful gravitational force all around it
 - When you create a black hole, you may select a number of creatures equal to your proficiency bonus that you can see to be immune to all the effects of the black hole. You are always immune to the effects and do not count against the number of creatures you can choose
 - You may have up to 3 mini black holes active at one time
 - Any creature that ends its turn within 10 ft of a mini black hole takes $20d10$ bludgeoning damage. If a creature is within 10 ft of multiple mini black holes, it only takes the damage once

- A creature within 2000 ft of any mini black hole moves at half speed unless it is moving in the direction of the black hole
- A creature or object that weighs less than 5000 lbs. and ends its turn within 1000 ft of a black hole is forcibly moved 50 ft towards it. If a creature or object is within 1000 ft of multiple black holes, you choose the one it is moved towards
- If a medium or smaller object that weighs less than 5000 lbs. fully enters the black hole's space, it is completely crushed and instantly destroyed (if it can be destroyed)

52 - Heat Control (Elemental):

“Call upon the cyclic nature of heat and turn hot cold and cold hot”

Bonus Hit Points: 35 (55 – Artificer, Druid, Ranger, Sorcerer)

Starting Fame: +0

Starting Infamy: +0

Class: E

Strain: Manipulation

Element: Fire/Ice

Type: Mixed

• 1st Level – Command the Heat:

- You gain immunity to fire and cold damage
- You gain immunity to the effects of extreme heat and cold
- If any of your abilities that manipulate heat or alter the temperature result in a creature having to make a saving throw, the DC = 10 + your proficiency bonus + your highest ability score modifier
- As a bonus action, you can extract heat from the air you’re in contact in out to a radius of up to 300 feet – causing the ambient temperature to decrease by up to 40° F. A temperature shift caused by this ability fades after 1 hour, returning the area back to its original ambient temperature. A temperature shift made through this ability ends early if you dispel it (no action required), extract heat again, fall unconscious, or die.
- As a bonus action, you can infuse heat into the air you’re in contact in a radius of up to 300 feet – causing the ambient temperature to increase by up to 40° F. A temperature shift caused by this ability fades after 1 hour, returning the area back to its original ambient temperature. A temperature shift made through this ability ends early if you dispel it (no action required), infuse heat again, fall unconscious, or die.
- As an action, you can draw out the heat from a creature or object you touch
 - A targeted creature makes a Constitution saving throw (DC = 10 + your proficiency bonus + your highest ability score modifier). On a failed save, the creature takes 12d6 cold damage, gains 1 level of exhaustion, gains

increased susceptibility to the effects of extreme cold (even losing immunity to the effects of extreme cold) for 10 minutes, and has its speed reduced by 20 feet for the same duration. A creature that took damage from this ability is immune to its effects for the next 10 minutes or until the creature takes at least 20 fire damage from a single source

- A targeted object becomes frigidly cold for the next 10 minutes. During this time, whenever a creature touches the object for the first time on a turn or starts its turn in contact with the object, the creature takes 2d6 cold damage
- As an action, you can infuse heat into a creature or object you touch
 - A targeted creature makes a Constitution saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the creature takes 12d6 fire damage, gains 1 level of exhaustion, gains increased susceptibility to the effects of extreme heat (even losing immunity to the effects of extreme heat) for 10 minutes, and makes all attack rolls at disadvantage for the same duration. A creature that took damage from this ability is immune to its effects for the next 10 minutes or until the creature takes at least 20 cold damage from a single source
 - A targeted object becomes blisteringly hot for the next 10 minutes. During this time, whenever a creature touches the object for the first time on a turn or starts its turn in contact with the object, the creature takes 2d6 fire damage

- You can cast Create Bonfire, Produce Flame, Ray of Frost, Frostbite, Absorb Elements, Heat Metal, Control Flames, Ice Knife, Flaming Sphere, Fire Shield, Wall of Fire, Immolation, Protection from Energy, Sleet Storm, Investiture of Flame, Investiture of Ice, and Ice Storm at will
 - Use your highest ability score as your spellcasting ability

- **2nd Level – Acute State Control:**

- Proficiency in Constitution saving throws
- Advantage on Constitution saving throws
- Natural +10 on Constitution saving throws
- Ambient temperature heat extraction/infusion limit: 60°F (DNS)
- Damage taken from touching frigidly cold/blisteringly hot object: 4d6 (DNS)
- As an action, you can touch a Large or smaller object and set it to give off a specific amount of heat. Until dispelled, the object's exterior and interior are set to a constant temperature; however, the chosen temperature cannot be immediately harmful to the average creature. You can dispel the effects of this ability on any number of items; additionally, if you die, all effects of this ability fade after 24 hours unless you are revived before that time is up

- As a bonus action, you can acutely manipulate the temperature and state of liquid you can see within 300 ft of yourself or liquid you're in contact with, producing one of the following effects:
 - You can rapidly evaporate the liquid, removing it and converting it into a gaseous state
 - You can remove the liquid from air, drying out the air around you
 - You can instantly freeze the liquid, converting it into a frozen, solid state
 - You can instantly thaw frozen liquid, converting it into a liquid state
 - You can instantly boil liquid. It continues to boil for the next 10 minutes before returning to its original state
 - You can instantly condense vapor/steam, converting it into a liquid state
 - You can set the liquid to a specific temperature within the range of its freezing point to its boiling point
- You can cast Create or Destroy Water, Shape Water, Control Water, Wall of Water, Wall of Fire, Wall of Ice, Grease, Blight, and Abi-Dalzim's Horrid Wilting at will

- **3rd Level – Extreme Heat Manipulation:**

- Min Constitution score of 20
- Heat Infusion/Draw DC +2
- Heat Infusion/Draw damage to a creature: 18d6 (DNS)
- Damage taken from touching frigidly cold/blisteringly hot object: 6d6 (DNS)
- As a bonus action, you can completely freeze over or thaw out an object you can see within 300 ft
- As a bonus action, you can instantly snuff out a fire or flaming object/creature you can see within 300 ft
- As a bonus action, you can instantly ignite a flammable object you can see within 300 ft that isn't being worn or carried
- As an action, you can attempt to dehydrate a creature or object you touch
 - A targeted creature makes a Constitution saving throw (DC = 10 + your proficiency bonus + your highest ability score modifier). Plant-type creatures make the save at disadvantage. On a failed save, the creature takes 12d10 necrotic damage and gains 2 levels of exhaustion. On a success, the creature takes only half damage and gains no levels of exhaustion. If the target is a Plant-type creature, you do not roll for damage and instead use the maximum amount
 - A targeted object loses all moisture and, if it is a plant or fungi, immediately dies

- **Overload – Lord of Heat:**

- Dehydration damage: 20d10 (DNS)
- Heat Infusion/Draw damage to a creature: 24d6 (DNS)
- Damage taken from touching frigidly cold/blisteringly hot object: 10d6 (DNS)
- As an action, you can cause the air itself in up to 300 ft radius sphere centered on you to either freeze over or ignite. All creatures, other than you, in the area immediately make Constitution saving throws ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the creature faces effects listed below depending on whether the air froze over or ignited. On a success, the only effect the creature suffers from the list below is half damage. Either way, for the next 10 minutes (lasting even if you leave this Overload state), the air in the area cannot be breathed and counts as an area of extreme heat (if ignited) or extreme cold (if frozen)
 - If the air was ignited, creatures take 12d12 fire damage and ignite. While alight, the creature takes 1d12 fire damage at the start and end of each of its turns as well as whenever it takes an action, suffers a -5 penalty to all attack and damage rolls, and cannot concentrate. A creature stays alight until either a creature (including itself) uses its action to snuff the flames or the creature completely submerges itself in water
 - If the air was frozen over, creatures take 12d12 cold damage and become frostbitten. While frostbitten, the creature takes 1d6 cold damage at the start and end of its turns as well as whenever it takes an action, suffers a 30 ft penalty to its speed, and cannot concentrate. A creature stays frostbitten until warmed up by either taking any amount of fire damage, entering an area of extreme heat, or staying within 10 ft of an open flame for at least 10 minutes. If a frostbitten creature spends its action shivering, it does not take suffer any cold damage from this effect during its next turn.
- You can cast Fire Storm and Cone of Cold at will

53 – Hexes (Supportive):

“Accost and bewitch with curses aplenty thrown upon your foes”

Bonus Hit Points: 30 (50 – Barbarian, Cleric, Paladin, Warlock, Wizard)

Starting Fame: +0

Starting Infamy: +10

Class: D

Strain: Sync

Element: Dark

Type: Combat

• 1st Level – Call of the Accursed:

- You gain immunity to curses
- You can speak and understand Sylvan and Abyssal
- You know the location of all creatures currently under one of your curses so long as you both are on the same plane of existence
- As an action, you can attempt to curse a creature you can see within 100 ft. That creature must make a saving throw of an ability score of your choice (DC = 10 + your proficiency bonus + your highest ability score modifier). If you’re touching the creature, it makes the save at disadvantage. The curse can be one of your design or one you have studied prior. The curse must have an overall detrimental effect. Any curse that forces inaction (paralyzation, loss of action, petrification, etc.), must come with a way to act again within the creature’s control (saving throw repetition, a reasonable trigger, etc.). The curse lasts 10 minutes or until dispelled with a *Remove Curse* spell or similar effect. A creature can only be under the effects of 1 of your curses at a time. If you concentrate on the creature, the curse persists past the 10 minutes until you lose concentration on the creature; however, if you maintain concentration on the creature for a full hour, the curse becomes permanent and can only be removed with a *Remove Curse* or similar spell/effect (unless the curse forces inaction). If you die, all curses you’ve placed, even permanent ones, fade. A curse of your design has near limitless power and potential; however, there is a heavy cost if the power of the curses gets too great. First, if the curse goes beyond the bounds of mortal ability, it instantly fades once applied and your body is

destroyed from the backlash. Second, if the curse reaches near the ceiling of mortal ability, but is still undeniably above the average, the curse duration is halved, it cannot be made permanent, and while active, it affects you as well. Finally, a curse you create can never directly kill a creature.

- If you die while there is a creature with one of your permanent curses on the same plane as you, you can choose to store your spirit within that creature's curse. Upon doing so, all other permanent curses end apart from the chosen creature's curse. Your physical body is destroyed, and your soul goes inside that of the other creature. At the end of each day, you regain 1 hit point, up to your maximum. At any point after regaining at least half your hit point maximum or 30 hit points, whichever is lower, you may appear with a newly reformed body next to that creature, then curing its curse. During this time – before you reappear – the curse cannot be removed by any means short of a *Wish* spell or effect of similar power (unless the curse forces inaction); however, if it is removed, your soul leaves the creature without you resurrecting. Additionally, if you reach your hit point maximum or 100 hit points, whichever is lower, while within the creature, you are immediately forcibly ejected from the creature, resurrecting and curing the creature's curse; however, if you resurrect in this way you gain 5 levels of exhaustion and cannot use your *Hexes Arte* until you complete $2d4 + 4$ long rests
- Over the course of a 10-minute ritual you can apply a curse to small or smaller object. The object must stay within 10 ft of you for the full length of the ritual and you must be able to see it the whole time. The curse applied must be detrimental – following the same rules as when you directly curse a creature. The curse can either be a constant effect applied to the object and anyone who attunes to it or have a trigger (Ex. Curses the first person other than you who touches it with one of your curses). The curse on the object can only be removed with a *Remove Curse* spell or similar spell/effect
- You can cast Hex, Remove Curse, Bane, Tasha's Hideous Laughter, Blindness/Deafness, Zone of Truth, Crown of Madness, Hypnotic Pattern, Compulsion, Dream, Hold Monster, Eyebite, Tasha's Mind Whip, Summon Shadowspawn, Mind Sliver, Intellect Fortress, Otto's Irresistible Dance, Contagion, Dispel Magic, Slow, Ray of Enfeeblement, Confusion, Enemies Abound, Elemental Bane, Entrall, Flesh to Stone, Polymorph, Hold Person, and Bestow Curse at will
 - Use your highest ability score as your spellcasting ability
- Whenever you cast *Remove Curse* through this Arte, it is cast at 9th level
- You cannot unwillingly lose concentration on spells you cast through this Arte

• 2nd Level – Dark Animation:

- Curse DC: +2
- Curse range: 200 ft (DNS)

- Base Curse Time: 1 hour (DNS)
- Whenever a creature under your command that you created through this Arte hits a creature with a melee attack, the targeted creature is afflicted by one of the curses described under the *Bestow Curse* spell as if you had cast it at 3rd level with the attacking creature maintaining concentration on it
- As an action, you can infuse certain nonmagical objects with dark energy, transforming them into related creatures (primarily constructs) of different types depending on what the objects originally were. The creature is under your command and lasts until either you die, it dies, or you dispel the energy (no action required) returning the creature to its original object state. You may have up to 5 creatures created through this ability active at a time
 - Any tiny object: A Tiny Servant, as though created through the *Tiny Servant* spell (*Xanathar's Guide*)
 - A full suit of armor: Animated Armor (*Monster Manual*)
 - A sword: Flying Sword (*Monster Manual*)
 - A rug: Rug of Smothering (*Monster Manual*)
 - Medium sized number of bronze/bronzed objects: Bronze Scout (*Mordenkainen's Tome*)
 - Medium sized amount of iron/iron objects: Iron Cobra
 - Medium sized number of wood/wooden objects: Oaken Bolter (*Mordenkainen's Tome*)
 - Medium sized amount of stone/stone objects: Stone Defender (*Mordenkainen's Tome*)
 - A large statue: Sacred Statue – as though it were controlled by an Eidolon but without the *Ghostly Inhabitant* or *Inert* features (*Mordenkainen's Tome*)
 - Large sized amount of steel/steel objects: Steel Predator (*Mordenkainen's Tome*)
 - A petrified Medium sized creature: Stone Cursed (*Mordenkainen's Tome*)
 - Large sized amount of clay/clay objects: Clay Golem (*Monster Manual*)
 - Large sized amount of inanimate flesh: Flesh Golem (*Monster Manual*)
 - Large sized amount of iron/iron objects: Iron Golem (*Monster Manual*)
 - Large sized amount of stone/stone objects: Stone Golem (*Monster Manual*)
 - Medium sized amount of straw and cloth: Scarecrow (*Monster Manual*)
 - Small sized number of twigs: Twig Blight (*Monster Manual*)
 - Medium sized number of needles, briars, and/or thorns: Needle Blight (*Monster Manual*)
 - Medium sized number of vines: Vine Blight (*Monster Manual*)
 - Medium sized amount of fungi: Myconid Adult (*Monster Manual*)

- Huge sized tree: Awakened Tree - or a Treant if you focus for 1 hour instead of use an action (Monster Manual)
- Large sized pool of water: Water Weird (Monster Manual)
- Small sized plant: Awakened Shrub (Monster Manual)
- You can cast Feeblemind and Madding Darkness at will
- Spells you cast through this Arte are cast at 9th-level
- Your curses applied through this Arte require a *Remove Curse* spell of 6th-level or higher to be successfully removed

- **3rd Level – Eternal Curse:**

- Curse DC: +4 (DNS)
- Curse range: 300 ft (DNS)
- Base Curse Time: 8 hours (DNS)
- A single creature can have up to 2 of your curses from this Arte at once
- With one action, you can attempt to curse all creatures you can see in range
- Your curses applied through this Arte require a *Remove Curse* spell of 9th-level to be successfully removed (DNS)
- You know the location of any creature you've ever cursed (whether it was cured or not) and can communicate telepathically with them if you're on the same plane of existence
- If you die while a creature is afflicted by one of your curses (permanent or not), you may instantly revive yourself next to that creature – destroying your original body and leaving your equipment behind, while removing that creature of its curse.

- **Overload – Inescapable Curse:**

- Curse DC: +6 (DNS)
- Curse range: indefinite (DNS)
- Base Curse Time: 1 week – persisting even after leaving this Overload state (DNS)

54 – Hive (Transformative):

“You are a hive, use the beasts that inhabit your body however you wish”

Bonus Hit Points: 55 (75 – Barbarian, Druid, Ranger)

Starting Fame: +0

Starting Infamy: +5

Class: B

Strain: Transformation

Element: Life

Type: Combat

• 1st Level – Inner Beasts:

- Min Constitution of 20
- Immune to poison damage
- Immune to poison and disease
- Upon first gaining this Arte, choose a tiny beast. Your body serves as a nest for those beasts and, while you have access to this Arte, you continually produce more and more of those beasts. While you may add other tiny beasts to your hive, you only continually produce your original kind of tiny beast
 - Beasts that persist within you understand all languages you know; additionally, you can communicate with and control these beasts telepathically. The beasts themselves can telepathically communicate simple thoughts and ideas to you
 - As an action, you can create a swarm of beasts from your inner hive
 - A swarm you create through this Arte uses the following statistics:
 - Maximum HP of $50 + 2 * \text{your proficiency bonus}$
 - AC of $13 + \text{your proficiency bonus}$
 - A single swarm is a medium swarm of tiny beasts
 - Any relevant speed appropriate to the beasts comprising the swarm (such as swim, fly, walk, or climb) of 20 ft each
 - Resistance to bludgeoning, piercing, and slashing damage
 - Immunity to the charmed, frightened, paralyzed, petrified, prone, restrained, and stunned conditions

- Blindsight out 10 ft on top of any other senses appropriate to the beasts comprising the swarm
 - Strength score of 3
 - Dexterity score of 16
 - Constitution score of 10
 - Intelligence score of 6
 - Wisdom score of 7
 - Charisma score of 1
 - Employment of your proficiency bonus for any relevant checks
 - The **Swarm** property – The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a beast comprising the swarm. The swarm can't regain hit points or gain temporary hit points.
- Each of your swarms takes its own turn immediately after you end yours
- During its turn, a swarm either acts of its own volition if given no orders (focusing on defending itself), acts to complete orders you have given it, or acts completely as you direct (with you controlling its movement and actions). A swarm acting of its own volition will not attack you or any creatures friendly to you; however, apart from that stipulation it will indiscriminately attack any creature that attacks it
- A swarm has a *Bites* attack it may make if it takes the Attack action. The swarm uses your Constitution modifier and proficiency bonus for the attack and damage roll bonuses and deals $8d4$ piercing damage on a hit
- You may have up to 10 different swarms active at one time. Whenever one of your swarms dies before returning to you, the maximum number of swarms you may have active at one time is reduced by 1 until you complete $1d4$ long rests
- As an action, you can take control of a nonmagical swarm of tiny beasts you can see within 500 ft and permanently add the beasts to your inner hive. If this specific swarm of beasts ever dies, you cannot produce it again
- As an action, you may acutely manipulate the motion or form of any of your beast swarms you can see within 500 ft, employing rules as described by the *Manipulation Module*.

- If your swarm manipulation would result in a creature needing to make a saving throw, the DC = 10 + your proficiency bonus + your Constitution modifier
- As an action, you may send out a single beast in a surveillance mode. While you have a beast out in this surveillance mode, your maximum number of active swarms is reduced by 1. During this time, the beast cannot be damaged nor targeted by any harmful effects; additionally, the beast acts only under your direction – following your directives to the best of its ability. If given no commands, it simply sits still, awaiting orders. In this mode, you may telepathically command it from any distance, and you know its location while you’re on the same plane of existence. As a bonus action, you may perceive through its senses rather than your own. While doing so you may speak through the beast. Finally, the beast cannot deal damage or target other creatures with harmful effects while in this mode. You may end this mode as an action, causing the beast to immediately start making its way back to you.
- As an action, you can direct one of your internal swarms to begin improving your form. Choose one of the following effects that you aren’t already under, until you complete a long rest or dispel the effect (no action required), you benefit from that effect. For each effect you’re under, your maximum number of active swarms is reduced by 1.
 - **Restoration:** The swarm works to restore and nourish you. If you start your turn at 0 hit points and are still alive, you stabilize if you’re dying; additionally, every hour, if you’re above half your hit point maximum, you regain 50 hit points and gain enough nourishment to avoid exhaustion from lack of food or drink for the next hour.
 - **Physicality:** The swarm works to improve your physical capabilities and stamina. Your Strength modifier increases by 2 and your carrying capacity doubles; additionally, whenever you spend hit dice to recover hit points during a short rest, you recover the maximum amount possible
 - **Focus:** The swarm works to improve your focus and senses. You gain a +5 bonus to all Perception checks as well as to all attack rolls; additionally, you have advantage on checks and saves made to maintain concentration or notice something
 - **Defense:** The swarm works to improve your defenses and vitality. As a reaction to taking damage, you may grant yourself 20 temporary hit points before allocating the damage; additionally, you gain a +2 bonus to your AC as well as all saving throws
 - **Metamorph:** The swarm transforms your body. You gain a physical feature of one of the beasts residing inside you (such as wings, fangs, chitin, etc.), scaled appropriately to your form

- You can cast Infestation, Locate Animals or Plants, Beast Sense, Animal Messenger, Animal Friendship, Summon Beast, Web, Speak with Animals, Insect Plague, and Giant Insect at will
 - Use your Constitution as your spellcasting ability

- **2nd Level – Swarm Mastery:**

- AC +2
- Beast swarm bite damage: 16d4 (DNS)
- You can sense all tiny beasts within 1 mile
- As a bonus action, you can create a single swarm of beasts
- With one action, you can create up to 3 different swarms of beasts (DNS)
- You gain 100 ft of climb speed and can adhere to vertical surfaces and ceilings while you have at least 1 free hand
- Whenever one of your swarms uses its action on its turn to attack, it may make up to 2 attacks as part of that action (DNS)
- The maximum number of swarms you can have active is 15 – if you are ever above your swarm maximum, excess swarms return to you (DNS)
- Upon first gaining this level of this Arte, choose another tiny beast you haven't previously chosen. While you have access to this level of this Arte, your body now also produces that beast as well as serves as a nest for it. No matter what the beast is, it coexists peacefully with your other beasts.

- **3rd Level – Minute Maestro:**

- AC +4 (DNS)
- You gain 300 ft of climb speed (DNS)
- Beast swarm bite damage: 24d4 (DNS)
- The maximum number of swarms you can have active is 20 (DNS)
- With one action, you can create up to 5 different swarms of beasts (DNS)
- Whenever one of your swarms uses its action on its turn to attack, it may make up to 3 attacks as part of that action (DNS)
- Upon first gaining this level of this Arte, choose another tiny beast you haven't previously chosen. While you have access to this level of this Arte, your body now also produces that beast as well as serves as a nest for it. No matter what the beast is, it coexists peacefully with your other beasts.

- **Overload – Fortress of Thousands:**

- Min Constitution of 25
- Beast swarm bite damage: 32d4 (DNS)
- Tiny beast sensing radius: 10 miles (DNS)

- With one action, you can create up to 8 different swarms of beasts (DNS)
- Whenever one of your swarms uses its action on its turn to attack, it may make up to 4 attacks as part of that action (DNS)

55 – Hydrokinesis (Elemental):

“Employ the ebb and flow of the tides as your power”

Bonus Hit Points: 40 (60 – Druid, Ranger, Sorcerer, Wizard)

Starting Fame: +0

Starting Infamy: +0

Class: E

Strain: Manipulation

Element: Water/Ice

Type: Utility

• 1st Level – Command Water:

- As an action, you can manipulate water, steam, fog, and mist you can see within 200 feet, employing rules as described by the *Manipulation Module*
 - If your water manipulation results in a creature having to make a saving throw, the DC = 10 + your proficiency bonus + your highest ability score modifier
- You gain 100 ft of Swim Speed
- You can speak and understand Aquan
- You can both breathe and speak underwater
- Heavy mist, fog, or steam no longer obscures your vision
- You can naturally sense water sources within 600 feet of yourself
- At will, you can naturally walk across liquid surfaces as if they were solid ground
- You can sense any creatures that are in contact with the same water source as you
- As an action, you can create water, steam, mist, and fog anywhere in any shape within your manipulation range
- You can cast Purify Food and Drink, Create or Destroy Water, Create Food and Water, Water Walk, Water Breathing, Shape Water, Tidal Wave, Wall of Water, Fog Cloud, and Misty Step at will
 - Use your highest ability score as your spellcasting ability

• 2nd Level – Command the Frost:

- You gain immunity to cold damage
- You can manipulate ice and snow you can see within your manipulation range, employing rules as described by the *Manipulation Module*
- You are immune to the effects of difficult terrain imposed by manipulatable material
- As an action, you can create ice and snow anywhere in any shape within your manipulation range
- As a bonus action, you can cause instant state changes in water you can see or sense within your manipulation range
- Once per turn, while manipulating water, ice, or steam – you may cause an instant state shift or temperature shift in what you’re manipulating as a free action
- As an action, you can turn an area of water you can see within 200 feet that is at least 10 ft cubed in size into a Water Elemental under your command for 1 hour. After the hour passes, the Water Elemental instantly evaporates. You may have up to 3 Water Elementals from this Arte under your control at a time
- You can cast Frostbite, Ray of Frost, Ice Knife, Snilloc’s Snowball Swarm, Sleet Storm, Control Water, Maelstrom, Watery Sphere, and Investiture of Ice at will

• 3rd Level – Draw the Water:

- Manipulation Range: 600 feet (DNS)
- You gain 250 ft of Swim Speed (DNS)
- You can manipulate the water found in creatures, objects, and air, employing rules as described by the *Manipulation Module*
- As an action, you can infuse a set of Plate Armor you can see within 200 ft with aqueous energy, creating a Water Elemental Myrmidon under your control until it dies. You may have up to 3 Water Elemental Myrmidons from this Arte under your control at a time
- As an action, you can dehydrate or rehydrate an object or creature you touch
 - A creature you attempt to dehydrate makes a Constitution saving throw (DC = 10 + your proficiency bonus + your highest ability score modifier). On a failed save, the creature takes 10d12 necrotic damage and gains 2 levels of exhaustion. If the targeted creature fails the save, it is immune to the effects of this ability until it loses all levels of exhaustion gained through it
 - When rehydrating a creature, it loses all levels of exhaustion gained through abilities that dehydrate it or gained from thirst; additionally, the creature is sustained enough to not need to drink for the next 24 hours. A creature that loses levels of exhaustion through this ability is immune to the effects of this ability until it completes a long rest

- As an action, you're able to call forth clouds and command precipitation out to a range of up to 1 mile, centered on you
 - When doing so, you choose the type of precipitation and level of precipitation, resulting in a variety of effects depending on the chosen type and level. The precipitation continues for up to 1 hour (duration chosen by you) after which it ends, and the clouds return to their original state. Additionally, unless you have abilities that make you directly immune, all effects produced also affect you when possible. After using this ability, you cannot do so again until the precipitation concludes
 - **Overcast:** Instead of precipitation, the clouds above create heavy cover over the sky. For the duration, while the overall light level is unaffected, no direct sunlight (or moonlight) hits the area
 - **Light Rain:** A light drizzle covers the area. No specific mechanical effects apart from those that would naturally occur during a rain shower
 - **Moderate Rain:** Rainfall blankets the area coupled with a mist, lightly obscuring the region
 - **Heavy Rain:** A heavy downpour of rain pours forth coupled with a mist, lightly obscuring the region; additionally, a creature that starts its turn directly within the rain takes $2d6$ cold damage. All creatures within the rain have disadvantage on checks made to maintain concentration and, if they spend more than 1 minute directly within the rain, suffer the effects of extreme cold
 - **Light Storm:** A storm accompanied by a light drizzle rolls through the area. Every 10 minutes, lightning will randomly strike a space in the area. A creature within 10 ft of where the lightning strikes makes a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the creature takes $5d10$ lightning damage or half as much on a successful one.
 - **Moderate Storm:** A strong storm accompanied by rainfall rolls through the area. Mist blankets the region, causing it to be lightly obscured. Every minute, lightning will randomly strike a space in the area. A creature within 10 ft of where the lightning strikes makes a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the creature takes $5d10$ lightning damage or half as much on a successful one.
 - **Heavy Storm:** A violent storm accompanied by a deluge of torrential rain, mist, and strong winds wracks the area. The mist blankets the region, causing it to be lightly obscured. The strong winds cause all ranged weapon attacks made within the region to be made at disadvantage and with a -5 penalty to the attack and damage rolls. A creature that starts its turn directly

within the rain takes 4d6 cold damage. Creatures within the rain have disadvantage on checks made to maintain concentration and, if they spend more than 30 seconds directly within the rain, suffer the effects of extreme cold. Finally, every 6 seconds, lightning will randomly strike. A creature within 10 ft of where the lightning strikes makes a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the creature takes 5d10 lightning damage or half as much on a successful one.

- **Light Snow:** Snow gently falls within the area. No specific mechanical effects apart from those that would naturally occur during snow fall
- **Moderate Snow:** Snowfall blankets the region. A creature without proper cover that lacks immunity to the effects of extreme cold and isn't within 15 ft of a heat source takes 1d6 cold damage at the end of each of its turns; additionally, if the snow lasts longer than 10 minutes, after those 10 minutes pass the area is covered in snow. Until the snow melts, anywhere covered in snow is considered difficult terrain
- **Heavy Snow:** Heavy snowfall covers the region. A creature that lacks immunity to the effects of extreme cold and isn't within 5 ft of a strong heat source takes 6d6 cold damage at the end of each of its turns – if a creature takes 20 or more damage from this, it suffers 1 level of exhaustion (to a maximum of 5th-level exhaustion). If the snow lasts longer than 1 minute, after the minute passes the area is covered in snow that only continues to pile up while the snow falls. Until the snow melts, anywhere covered in snow is considered difficult terrain; additionally, if more than 10 minutes have passed while the snow continues to fall, whenever a creature moves 10 or more feet in the snow for the first time on a turn, it takes 4d6 cold damage.
- **Light Hail:** Small bits of hail fall across the region. A small or tiny creature with 8 or less Strength takes 1d4 bludgeoning damage + 1 cold damage at the start of each of its turns if it is directly in the hailstorm
- **Moderate Hail:** Chunks of hail pelt the area. A creature that starts its turn directly in the hailstorm takes 1d8 bludgeoning damage + 1d4 cold damage
- **Heavy Hail:** Large chunks of hail violently drop across the area. A creature that starts its turn directly in the hailstorm takes 4d12 bludgeoning damage + 2d12 cold damage
 - You can cast Control Weather, Tsunami, and Abi-Dalzim's Horrid Wilting at will
 - Your spells cast through this Arte that deal cold damage deal double damage

- **Overload – Lord of Seas:**

-
- You gain immunity to lightning damage

- While directly under rain, snow, or a similar form of precipitation, you move at double speed
- You can naturally sense weather patterns and the state of the weather within the next 24 hours for a region out to 20 times your manipulation range, centered on you
- As an action, you can draw out ground water to instantly flood areas of natural, unworked material out to up to 2 miles, centered on you. The flooded areas become difficult terrain for Medium or larger creatures, but Small or smaller creatures must swim to traverse the region. The flood persists for 1 hour (lasting even if you leave this Overload state). While a flood you've created through this ability is active, you cannot use this ability again
- You can turn an area of water you can see within 200 ft that is at least 50 ft cubed into a Leviathan under your control that lasts 1 hour (even if you leave the Overload state) upon which it instantly evaporates and disappears in a giant cloud of steam. You may only have 1 Leviathan from this Arte under your control at a time

56 – Hyperintellect (Enhancing):

“Unlock the full potential of what your mind can truly do”

Bonus Hit Points: 20 (40 – Artificer, Fighter, Rogue, Wizard)

Starting Fame: +0

Starting Infamy: +5

Class: F

Strain: Gain

Element: None

Type: Utility

• 1st Level – True Genius:

- Min Intelligence of 25
- Proficiency in Intelligence saving throws
- Natural +5 to Intelligence saving throws
- Advantage on Intelligence saving throws and on Intelligence-based ability checks
- Proficiency in Arcana, Insight, Medicine, Investigation, History, Religion, and Nature
- You have a natural +5 to Arcana, Medicine, Insight, Investigation, History, Religion, and Nature
- Your memory cannot be unwillingly altered
- You gain immunity to the charmed condition
- The spell save DC of any spell you cast, no matter the source (your class, another Arte, this Arte, etc.) is increased by 5
- You gain proficiency with all tools, and, whenever you make an ability check with a tool, you may add your Intelligence modifier to the check total if you aren't already adding it
- You can maintain an internalized compendium of spells you've completely memorized
 - Your mind functions as if it were a spellbook with the following rules:
 - When learning spells and adding them to your internal compendium, it does not cost you any resource other than time

- You may learn and add any spell to your internal compendium, despite its level or the class spell list it appears on
 - Any spell you've learned and added to your compendium in this way cannot be lost or forgotten through any means
 - A cantrip takes 1 hour to add to your compendium
 - You do not need a written version of the spell present when taking the time to learn it, you only need to have seen the spell fully cast once or viewed a spell scroll or page from a spellbook containing the spell once
- When casting a spell from your internal compendium, you employ the following rules:
 - You may use either Intelligence or Wisdom as your spellcasting ability – your choice
 - You do not need spell slots to cast the spells, and the only components you need to provide when casting the spell are costly or consumed material components
 - You may cast each spell in your compendium up to twice per long rest
 - You may ritually cast a spell from your compendium if it has the ritual tag, if you do so, it does not count against your two castings per long rest
 - When casting a cantrip, use your total level to determine your casting level
- **2nd Level – Supreme Mind:**

 - Min Wisdom of 25
 - Proficiency in Wisdom saving throws
 - Natural +5 to Wisdom saving throws
 - Advantage on Wisdom saving throws and Wisdom-based ability checks
 - You gain immunity to psychic damage
 - You can hold 2 separate instances of concentration at a time
 - You cannot be targeted by Divination magic if you are unwilling
 - You have advantage on checks and saves made to maintain concentration
 - When casting a cantrip through this Arte, it may be cast any number of times per long rest
 - You can perfectly recall any information you have learned, no matter how long ago you learned it

- You can finish any book to full comprehension and understanding, no matter the complexity or length, in under 5 minutes
- You may use both your Intelligence and Wisdom combined as your spellcasting ability modifier when casting spells through this Arte
- You gain proficiency with all weapons, and you may add your Intelligence modifier to any attack roll and/or damage roll made with them
- You gain proficiency in all skills, and you may add your Intelligence modifier to any skill check you – even if you already add your Intelligence modifier
- The *Identify*, *Detect Magic*, *Locate Object*, and *Sending* spells are all added to your internal compendium if not already added; additionally, whenever you cast any of those spells through this Arte, their respective ranges are tripled, you don't need to provide any costly material components, and they may be cast any number of times per long rest (still triggering *Stale Spell* rules when applicable)

• 3rd Level – Living Lexicon:

- Min Intelligence of 30
- Natural +10 to Arcana, Insight, Medicine, Investigation, History, Religion, and Nature (DNS)
- You gain immunity to the frightened condition
- Your proficiency bonus increases by 5
- Your Intelligence modifier increases by 5
- You gain expertise with all tools and skills
- You are immune to the effects of the *Counterspell* spell
- You learn how to speak, write, and understand every language
- Double the total value of any check made to find traps, determine a lie, or recognize an illusion
- If you roll less than a natural 10 on any Intelligence or Wisdom based ability check, you may replace that roll with a 10.
- All cantrips, 1st-level spells, and 2nd-level spells are added to your internal compendium; additionally, when casting a 1st-level spell through this Arte you do not need to provide any costly material components and it may be cast any number of times per long rest (still triggering *Stale Spell* rules when applicable)

• Overload – 100% Cerebral Capability:

- Min Wisdom of 30
- Your proficiency bonus increases by 10 (DNS)
- You can hold an unlimited number of separate instances of concentration
- Your mind gains the same level of processing power to a high-power supercomputer

- The spell save DC of any spell you cast, no matter the source (your class, another Arte, this Arte, etc.) is increased by 12 (DNS)

57 – Illusion (Enhancing):

“Fool the world with visions made manifest by the mind”

Bonus Hit Points: 30 (50 – Bard, Cleric, Rogue, Warlock, Wizard)

Starting Fame: +0

Starting Infamy: +5

Class: E

Strain: Creation

Element: Arcana

Type: Utility

• 1st Level – Trickery:

- Min Charisma of 20
- Natural +5 to Charisma saving throws
- Proficiency in Charisma saving throws
- Proficiency in Deception
- Natural +10 to Deception
- Advantage on Deception checks
- You gain 30 ft of Truesight
- As a bonus action, you may warp to any unoccupied space you can see within 20 ft of yourself
- As an action, you can create illusory images centered on a point in an unoccupied space you can see within 500 ft of yourself. The illusion can take any shape or form as long as it fits within a 30 cubic ft space; additionally, the illusion cannot produce tactile sensations
 - A creature may use an action to make an Investigation check to see through this illusion (DC = 10 + your proficiency bonus + your Charisma modifier). On a successful check, they fully recognize it's only an illusion
 - Your illusions can be purely visual, purely auditory, purely olfactory, or a combination of those sensations
 - While an illusion is active you must maintain concentration on it (using the same rules as if you were concentrating on a spell). While you are

maintaining concentration, you may use subsequent actions to either move the center of the illusion's area or alter the illusion's properties

- Your illusions last until you die, fall unconscious, lose concentration, or dispel them (no action required)
- You can cast Minor Illusion, Dancing Lights, Prestidigitation, Dissonant Whispers, Faerie Fire, Silent Image, Unseen Servant, Enemies Abound, Invisibility, Phantasmal Force, Glyph of Warding, Hypnotic Pattern, Major Image, Disguise Self, Mirror Image, and Illusory Script at will
 - Use Charisma as your spellcasting ability

• 2nd Level – Realized Forms:

- Illusions you create can fit in up to a 50 cubic ft shape (DNS)
- You gain immunity to psychic damage
- You gain immunity to the charmed and frightened conditions
- Other creatures have disadvantage on checks against your illusions
- Illusions you create can now produce tactile sensation and can even harm creatures, dealing half the damage the normal damage the damage source would
 - The illusion deals damage when it would be appropriate for it to do so and a creature or object takes damage from it only once per turn. If the illusion is of something that can attack or use a damaging ability, you may have the illusion use that attack/damaging ability as a bonus action on your turn
 - The damage dealt by the illusion is either psychic or the damage type appropriate to the replicated damage source – your choice
 - If a creature sees through the damaging illusion, the damage is halved an additional time
 - If your illusion attacking a creature results in that creature having to make a saving throw, the DC equals the DC to see through the illusion
 - If your illusion needs to make an attack roll, it uses your proficiency bonus and your Charisma modifier
 - No matter the damage source mimicked by the illusion, the maximum amount of damage that can be dealt is 100
- As an action, you can take on a spectral form, becoming translucent and gaining the following effects:
 - You gain 60 feet of fly speed
 - Objects you are wearing and carrying upon becoming spectral also become spectral
 - You can move through objects and creatures as if it were difficult terrain

- If you end your turn inside of an object or a creature, you are supernaturally shunted out to the closest unoccupied space, taking 1d10 force damage per 5 feet you were moved
- You gain immunity to non-magical bludgeoning, piercing, and slashing damage; however, you cannot deal damage with your weapons or unarmed strikes
- You can cast Cause Fear, Fear, Phantasmal Killer, Phantom Steed, Intellect Fortress, Mind Sliver, Summon Shadowspawn, Tasha's Mind Whip, Darkness, and Daylight at will

- **3rd Level – Illusory Mastery:**

- Min Charisma of 25
- You gain 100 ft of Truesight (DNS)
- You cannot unwillingly lose concentration
- Illusions you create can fit in up to a 70 cubic ft shape (DNS)
- You can maintain up to 2 separate instances of concentration at a time
- Your illusions deal the normal damage the emulated damage source would deal
- Whenever one of your illusions deals damage or makes an attack, you may add your Charisma modifier to any relevant attack or damage rolls
- You can cast any Illusion spell at will

- **Overload – New Reality:**

- Min Charisma of 30
- Illusions you create can fit in up to a 100 cubic ft shape (DNS)
- Your illusions deal double the normal damage the emulated damage source would deal whenever they deal damage; additionally, the maximum amount of damage an illusion can deal is increased to 250
- Spells you cast through this Arte are cast at 9th-level

58 – Infuse (Enhancing):

“Infuse your energy into objects and creatures to an array of effects”

Bonus Hit Points: 40 (60 – Artificer, Paladin, Ranger, Sorcerer)

Starting Fame: +0

Starting Infamy: +5

Class: F

Strain: Creation

Element: Arcana/Reality

Type: Mixed

• 1st Level – Object Infusion:

- As an action, you can begin infusing energy into an object you’re in contact with. You must be able to lift and hold the object in order to infuse it with your energy. The time of infusion can last anywhere from the single action to an hour-long ritual spent on infusion – wherein you stay in contact with the object for the full length of time, allowing for more possible effects as you spend more and more time infusing energy. After infusing your energy, choose one of the following effects along with one of the following triggers, with the effect occurring as soon as the trigger activates. If you die before the triggers go off, the effect lasts for 10 more days before fading away. Certain effects have a specific length of time noted; those effects require at least that length of time spent infusing before you can leave that effect. A single object can only have one infused effect at a time. You can only have a maximum of 10 objects infused at a time. While you cannot activate the infused effect early, you can dispel it at any time as a bonus action no matter the distance from you. Upon completing the infusion, you also determine a time limit up to a maximum of 168 hours. After the time limit passes, the infusion fades without the effect going off. Whenever your infused effect goes off, if it requires a saving throw, the DC = 10 + your proficiency bonus + your highest ability score modifier
 - Effects:
 - **Message:** A previously “recorded” message – alongside a previously defined illusory visual aid – plays. The message can be up to 1-

minute long. For each additional minute spent infusing energy, the message can be 1-minute longer

- **Snapshot:** The object sends an image of the entire surrounding area – out to a 100 ft radius of what is “visible” to the object, directly to your mind
- **Shock:** The object pulses out concentrated electricity out to up to a 20 ft radius sphere, dealing 8d8 lightning damage. A creature in the radius makes a Dexterity saving throw, taking full damage on a failed save or half as much on a successful one. If you are in the center point of the sphere, you are unaffected by the damage. For each additional minute spent infusing energy, you may either increase the maximum radius of the sphere by 5 ft or increase the damage by 1d8
- **Burn:** The object radiates an intense heat out to up to a 20 ft radius sphere, dealing 8d8 fire damage. A creature in the radius makes a Dexterity saving throw, taking full damage on a failed save or half as much on a successful one. If you are in the center point of the sphere, you are unaffected by the damage. For each additional minute spent infusing energy, you may either increase the maximum radius of the sphere by 5 ft or increase the damage by 1d8.
- **Freeze:** The object exerts an essence of pure cold out to up to a 20 ft radius sphere, dealing 8d8 cold damage. A creature in the radius makes a Dexterity saving throw, taking full damage on a failed save or half as much on a successful one. If you are in the center point of the sphere, you are unaffected by the damage. For each additional minute spent infusing energy, you may either increase the maximum radius of the sphere by 5 ft or increase the damage by 1d8.
- **Travel:** If you and the object are on the same plane of existence, the object teleports either into your hand or into the closest unoccupied space to you – your choice
- **Float:** The object floats up to 100 ft into the air, taking other creatures that are holding it along with it. For each additional minute spent infusing, the maximum height the object can rise is increased by 100 ft. Once the object reaches its designated height, it stays there, gently oscillating, for 5 minutes – after which the object slowly falls to the ground
- **Mute (1-minute):** For the next 5 minutes, no sound can travel in, out, or within up to a 100 ft radius sphere centered on the object. For each additional minute spent infusing energy, you may either

increase the maximum radius of the sphere by 10 ft or increase the duration of the sphere by 5 minutes

- **Summon (1-minute):** If you and the object are on the same plane of existence, you immediately teleport to the closest unoccupied space to the object
- **Barrier (5-minute):** The object creates an invisible barrier of force in the form of up to a 30 ft radius sphere. The barrier itself has an AC of 20; 50 hit points; Immunity to poison, psychic, and force damage; and immunity to all conditions. The barrier cannot regain hit points. While the barrier is active it is centered on the infused object and moves with it. For each additional minute spent infusing energy, you may either increase the maximum radius of the sphere by 5 ft or increase the barrier's maximum hit points by 5 point.
- **Flash (5-minute):** The object flashes an extremely bright light out up to 500 ft (and dim light out up to another 500 ft). A creature within one-fifth (rounded down) of the bright light area makes a Constitution saving throw. On a failed save, the creature takes 10d10 radiant and is blinded for the next minute. If you are in the center point of the flash area, you are unaffected by it. On a success, the creature takes only half as much and isn't blinded. After the initial flash, if you can see the object, you may have it continue to emit a softer glow for up to the next hour. If you do so, for the chosen duration, the object emits bright light out to one-tenth (rounded down) of the initial bright light range of the flash and dim light out an additional one-tenth (rounded down) of the initial dim light range of the flash. For each additional minute spent infusing energy, you may either increase the maximum bright light range and maximum dim light range by 10 ft or you may increase the radiant damage by 1d10.
- **Sending (10-minute):** Each creature within up to a 50 ft radius area of the object makes a Charisma saving throw. On a failed save, the creature is enveloped in a soft glow and randomly teleported to a safe, unoccupied location within 1d6 miles of the object. For each additional minute spent infusing energy, you may either increase the maximum radius of the effect area by 5 ft or increase the base number of miles a creature is teleported away by 1
- **Detonation (30-minute):** A destructive explosion radiates out in up to a 100 ft radius sphere – centered on the object. Each creature in the radius makes a Dexterity saving throw. On a failed save, a creature takes 20d12 fire damage or half as much on a successful

one. This explosion is powerful enough to damage objects and structures as well as ignite flammable objects that aren't being worn or carried. For each additional minute spent infusing energy, you may either increase the maximum radius of the sphere by 10 ft or increase the damage by 1d12.

- **Gravitation (1-hour):** The object rises 30 ft into the air then begins exerting a powerful gravitational force upon everything within up to a 1000 ft radius sphere centered on it. A creature that starts its turn in the area or enters the area for the first time on a turn must succeed on a Strength saving throw or be forcibly moved 50 ft directly towards the object. A creature in the effect area moving away from the center moves at half speed and a creature in the effect area moving towards the center moves at triple speed. The object continues to exert this gravitational force for 1 hour, after which it falls to the ground. The gravity is strong enough to destroy parts of large solid objects (including the ground) within range. A creature or object that starts their turn within 10 ft of the object or comes within 10 ft of the object for the first time on a turn takes 10d10 force damage
- The possible triggers are as follows; additionally, upon setting the trigger, for any of the triggers dependent upon the actions of other creatures (such as *Shake* or *Strike*) you may designate up to 10 specific creatures – including yourself – that do not activate the trigger
 - *Touch:* Effect triggers when a creature directly touches the object
 - *Shake:* Effect triggers when the object is shaken
 - *Charge:* Effect triggers when the object either takes lightning damage or receives strong enough electrical current
 - *Heat:* Effect triggers when the object either takes fire damage or enters an area of extreme heat
 - *Chill:* Effect triggers when the object either takes cold damage or enters an area of extreme cold
 - *Strike:* Effect triggers when a creature hit the object with a weapon attack
 - *Magic:* Effect triggers the first time a spell is cast within 100 ft of the object
 - *Detection:* Effect triggers the first time a creature moves within 100 ft of the object
 - *Distance:* Effect triggers as soon as the object is a designated number of feet away from you (As long as it is still on the same plane)

- **2nd Level – Greater Infusion:**

- Infuse DC +2
- You have a maximum of 20 infused objects (DNS)
- You may infuse a single object up to twice. Each infusion must be a different effect; however, both infusions may have the same trigger
- The following effects are now available for your infusion:
 - **Analyze:** The object sends you a telepathic image of the creature that activated the trigger, or, if it wasn't a creature dependent trigger, an image of the closest creature within 100 ft of the object. If no such creature exists, you are telepathically alerted the trigger went off; however, no further effects occur. If an image was successfully sent, along with the image, the object also sends information about the creature, including: the creature's maximum hit points; its current hit points; the creature's type (humanoid, fiend, etc.); any Minor/Major Artes the creature has; any spells affecting the creature; the creature's height; and the creature's weight
 - **Relay:** For the next 10 minutes, the object telepathically relays all auditory information it detects within 100 ft. For each additional minute spent infusing, you may either increase the detection range by 10 ft or increase the time spent relaying by 1 minute
 - **Adhere:** The object forcibly attaches itself the nearest surface it is with contact with (including a creature in contact with it) and stays so for the next 10 minutes. As an action, a creature may attempt a Strength check against your Infuse DC, removing the object from the surface or creature on a success. For each additional minute spent infusing, the object will stay adhered for another minute.
 - **Alarm (1-min):** The object emits a shrill, extremely loud siren noise audible out to up to 1000 ft away, centered on the object. The sound can wake you up. A creature that can hear within 10 ft of the object when it activates makes a Constitution saving throw. On a failed save, the creature is deafened for the next minute. For each additional minute spent infusing both the maximum audible range increases by 100 ft and the deafening range increases by 5 ft
 - **Counter (5-min):** Once the effect triggers, the object rises 5 ft into the air and floats there for the next 5 minutes, emitting a soft glow of pallid light, giving off dim light out 10 ft. During this time, whenever a spell is cast within up to 100 ft of the object, the object's glow brightens in a flash, and, if the spell is of 3rd-level or lower, it fails and has no effect. The object can cancel up to 3 spells before falling back down to the ground. For each additional minute spent infusing energy, you may either increase the effect time by 1 minute, increase the maximum effect range by 20 ft, increase the

number of spells that can be cancelled by 1, or increase the maximum spell level that can be cancelled by 1

- **Animate (20-min):** The object magically animates and acts out a predefined, specified action. The object stays animated for up to 1 hour or until it completes its assigned action – after which it returns to its inert, nonmagical state. While in this animate state, the object gains blindsight out 100 ft, a walk and fly speed of 20 ft, and can communicate simple thoughts and ideas with you through telepathic imagery. At any time while animated, before it completes its assigned action, you can change the action it is assigned to as a free action. Finally, for each additional minute spent infusing energy, the object will stay animated for another 6 minutes. If the object is physically unable to complete the assigned action, it will do everything in its power to complete the action for as long as it is animated.
- **Recover (30-min):** The object emits soothing waves of magical healing energies out in up to a 20 ft radius sphere. For the next minute, whenever a creature ends its turn within the area of the sphere, it recovers 5d8 hit points. For each additional minute spent infusing energy, you may either increase the maximum radius of the sphere by 5 ft or increase the healing by 1d8

• 3rd Level – Creature Infusion:

- You have a maximum of 40 infused objects (DNS)
- You can now infuse your energy into creatures. You must be touching target the creature for the full duration of your infusion; additionally, if the infusing time is one action, you must make a melee attack roll against them if the creature is unwilling. When the effect triggers, the creature is treated as the center of the effect. You may choose upon setting the effect whether the creature would also be affected. If the effect lasts over time, it moves with the creature, staying centered with them.
 - A creature infused counts as 5 “objects” towards your infusion limit
- Whenever you apply a trigger that relies on the action of a creature, you may now apply any or all the following specifiers to the trigger to narrow down the kind of creature that can trigger it. If multiple specifiers are applied to a trigger, you may decide whether a creature only needs to satisfy one to be a valid target or satisfy all. If it is impossible for a creature to satisfy all specifiers, then you cannot choose the latter option
 - *Injured:* A creature below its hit point maximum
 - *Bloodied:* A creature at or below half its hit point maximum (rounded down)
 - *Dying:* A creature at or below a quarter of its hit point maximum (rounded down)

- *Unconscious*: A creature at 0 hit points or an otherwise unconscious creature
- *Healthy*: A creature above half its hit point maximum (rounded down)
- *Unharmed*: A creature at its hit point maximum
- *Type*: A creature of a specified type (Monstrosity, Humanoid, Beast, etc.)
- *Size*: A creature of a specified size (Tiny, Small, Medium, etc.)
- *Maven*: A creature with any number of Minor or Major Artes
- *High Maven*: A creature with more total levels in Major Artes than you
- *Low Maven*: A creature with less total levels in Major Artes than you
- *Sapient*: A creature with 6 or more Intelligence
- *Strong*: A creature with a Strength score equal to or greater than yours
- *Dextrous*: A creature with a Dexterity score equal to or greater than yours
- *Constituted*: A creature with a Constitution score equal to or greater than yours
- *Intelligent*: A creature with an Intelligence score equal to or greater than yours
- *Wise*: A creature with a Wisdom score equal to or greater than yours
- *Charismatic*: A creature with a Charisma score equal to or greater than yours
- *Proficient*: A creature with a proficiency score equal to or greater than yours

- **Overload – Instant Infusion:**

- Infuse DC +5 (DNS)
- You can infuse objects and creatures out 30 ft
- An action worth of infusion counts as 30 minutes towards infusion time

59 – Invisibility (Transformative):

“Manipulate light to vanish from all sight”

Bonus Hit Points: 30 (50 – Cleric, Monk, Rogue)

Starting Fame: +0

Starting Infamy: +0

Class: C

Strain: Transformation

Element: Light

Type: Utility

• 1st Level – Invisible Body:

- You gain immunity to radiant damage
- As a bonus action, you can become totally invisible – including all objects you’re wearing and carrying for an unlimited time. You may use a subsequent bonus action to drop your invisibility; additionally, you lose this invisibility if you die or fall unconscious
- While you’re invisible through any ability or spell from this Arte, you gain the following benefits:
 - Your AC increases by 3
 - You make all attack rolls at advantage
 - Whenever you hit with a weapon attack or unarmed strike, you may cause it to deal an additional 2d10 of the weapon’s damage type
 - Whenever a creature hits you with an attack that deals any radiant damage, the attacking creature takes the radiant damage instead
- You can cast Invisibility, Greater Invisibility, and See Invisibility at will
 - Use your highest ability score as your spellcasting ability
- Whenever you cast the *Invisibility* spell through this Arte, it is cast at 9th-level, and you don’t need to maintain concentration on it

• 2nd Level – Control Invisibility:

- Your movements make no noise

- You can make individual select portions of your body invisible
 - Whenever you cast a spell or use an ability with a visual effect, you may instead make the effect invisible – treating the spell/ability as if the creature cannot see it
 - As an action, you may touch a Small or smaller object that you are able to lift and turn it completely invisible. It retains invisibility until you either die or use a bonus action to rid it of invisibility. While the object is invisible it gains all possible benefits that you gain from this Arte while invisible
 - Your benefits while invisible change in the following ways:
 - Blindsight cannot sense or detect you
 - You may choose to leave no tracks when moving
 - Your AC increases by 5 (DNS)
 - Whenever you hit with a weapon attack or unarmed strike, you may cause it to deal an additional 4d10 of the weapon's damage type (DNS)
 - You gain a +10 bonus to Stealth and Sleight of Hand checks
 - You can cast Pass without Trace and Freedom of Movement at will
-
- **3rd Level – Sensitive Stealth:**
- Natural +10 to Perception
 - Advantage on Perception checks relying on sight
 - You gain 200 ft of Darkvision, 100 ft of Blindsight, and 50 ft of Truesight
 - You may make up to Medium objects invisible (DNS)
 - You can naturally sense and detect other invisible creatures/objects within 200 ft of you
 - You can perceive color in dim light and suffer no penalty to any Perception checks due to being in an area of dim light
 - Your benefits while invisible change in the following ways:
 - Whenever you hit with a weapon attack or unarmed strike, you may cause it to deal an additional 6d10 of the weapon's damage type (DNS)
 - Creatures make any ability checks meant to detect you at disadvantage
 - Neither magic nor Arte effects can detect you, even allowing you to bypass magically/supernaturally sourced triggers (such as the *Glyph of Warding* spell or effects from the **Infuse Major Arte**)
 - You can cast Passwall and Project Image at will

- **Overload – Invisible Aura:**

- You gain immunity to Divination spells and effects while you're unwilling
- Your benefits while invisible change in the following ways:
 - Whenever you hit with a weapon attack or unarmed strike, you may cause it to deal an additional 10d10 of the weapon's damage type (DNS)

- You produce no sensory effects that you don't want to, preventing creatures from smelling you, hearing you, tasting you, or even physically feeling you
- Neither Magic, Arte effects, nor Truesight can perceive through your invisibility

60 – Karma (Physical):

“Turn mischance into fortune and pain into power through karmic punishment”

Bonus Hit Points: 65 (85 – Cleric, Monk, Paladin, Rogue, Warlock)

Starting Fame: +5

Starting Infamy: +0

Class: F

Strain: Sync

Element: Life

Type: Combat

• 1st Level – Repayment:

- Min Constitution of 20
- You cannot be directly killed outright by massive damage
- At the start of your turn, if you are at 0 hit points and dying, you stabilize and regain 1 hit point (you do not automatically regain consciousness however)
- As a reaction to taking damage from a creature, if you can see or sense the creature, you may cause it to take the exact same total amount of damage you take using the same damage type
- As a reaction to seeing a creature regain hit points, you may regain the same amount of hit points – gaining any excess healing beyond your hit point maximum as temporary hit points
- After rolling a critical failure (such as through a natural 1) on an ability check, attack roll, or saving throw – the next ability check, attack roll, or saving throw you make within the next minute is an automatic critical success (as if the roll was a natural 20)

• 2nd Level – Karmic Flow of Life:

- After a creature directly reduces you to 0 hit points, the first time you hit it with a melee weapon attack or unarmed strike within the next minute, you may cause the attack to deal triple damage to it

- When you hit a creature with a melee weapon attack or unarmed strike, if the creature has directly damaged you within the last 6 seconds, you may cause the attack to deal double damage to it
- Whenever you hit with a weapon attack or unarmed strike, you may cause it to deal an additional 1d8 damage of the weapon's damage type for every 15 hit points below your hit point maximum you are
- You can cast Spirit Shroud, Warding Bond, Protection from Evil and Good, Dispel Evil and Good, Death Ward, Feign Death, and Contingency at will
 - Use Constitution as your spellcasting ability

- **3rd Level – Negativity to Positivity:**

- Min Constitution of 25
- Whenever you have disadvantage on a roll, that roll gains a +10 bonus
- After you use the Help action to aid an ally, you make all attack rolls at advantage for the next minute
- After you target another creature with a spell or ability that restores hit points to it, you may use your reaction to regain the double the amount of hit points the other creature regained
- You can use the Help action as a bonus action; additionally, when you use the Help action to aid an ally in attacking a creature, the target of the attack can be within 60 ft of you, if the target can see and hear you
- As a reaction to either being directly targeted by another creature's spell or caught in the area-of-effect of another creature's spell, if you can see or sense the creature, you can target the caster with the same spell, cast at no cost and using the other creature's spellcasting ability
- After you target another creature with a spell or ability that induces a positive effect upon it, you may use your reaction to gain that same positive effect if you aren't already under it. It lasts until the effect on the other creature ends and ends early if the other creature dies or you start your turn further than 100 ft from the other creature

- **Overload – Karmic Bonded Destiny:**

- Min Constitution of 30
- Whenever you hit with a weapon attack or unarmed strike, you may cause it to deal an additional 3d8 damage of the weapon's damage type for every 15 hit points below your hit point maximum you are (DNS)
- As a reaction to dropping to 0 hit points or seeing an ally drop to 0 hit points directly due to another creature, you may cause the assaulting creature to take 100 damage. This damage has no type and cannot be reduced in any way

- The first time you would die while in this Overload state, you may instead cause all creatures of your choice that you can see or sense within 500 ft of yourself to drop to 1 hit point. You then revive at 1 hit point, gaining the total amount of hit points lost amongst the enemy creatures as temporary hit points that last until the end of your next turn

61 - Laser Vision (Elemental):

"Your eyes emit streams of powerful energy with multiple capabilities"

Bonus Hit Points: 40 (60 – Artificer, Fighter, Paladin, Ranger, Sorcerer)

Starting Fame: +5

Starting Infamy: +0

Class: C

Strain: Emission

Element: Fire/Light/Ice

Type: Combat

• 1st Level – Elemental Eyes:

- You gain 300 ft of Darkvision
- As an action, you can fire a beam of energy out from your eyes out to a maximum range of a 300 ft line
 - Alternatively, as a reaction to seeing a creature move within your maximum laser range, you can fire a beam directly at that creature
 - A creature in the area makes a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failure, the creature takes $5d12$ fire, radiant, cold, necrotic, or force damage (your choice). On a success, they take half as much damage.
 - Depending on the damage type chosen, the beam has a secondary effect
 - Your fire-damage beams can ignite creatures and objects. A creature that fails the saving throw against your fire-damage beam is set alight, taking $2d12$ fire damage at the start of each of its turn. A creature may use an action to extinguish the flames. A nonmagical object that isn't being worn or carried is set aflame and burns until either extinguished or burned up
 - Your radiant-damage beams provide bright light and can blind creatures. A creature that fails the saving throw against your radiant-damage beam is blinded for 30 seconds. Additionally, when you release your radiant beam it provides 200 ft of bright light and an

additional 200 ft of dim light centered on the beam itself; alternatively, when firing this beam, you may instead choose your eyes to glow brightly, providing 150 ft of bright light and an additional 150 ft of dim light out from your eyes

- Your cold-damage beams can freeze creatures and objects. A creature that fails the saving throw against your cold-damage beam is slightly frozen over, having their speed halved for the next 30 seconds. A nonmagical object that isn't being worn or carried is completely frozen over and stays so until it thaws or the ice melts. Additionally, you can use this beam to freeze liquids
- Your necrotic-damage beams can cause decay and ruin. A creature that fails the saving throw against your necrotic-damage beam suffers the effects of minor decay, gaining 1 level of exhaustion if it doesn't have any sourced from this ability already; additionally, while it has a level of exhaustion from this ability, the creature suffers a 1d4 penalty to all attack rolls, ability checks, and saving throws. An organic nonmagical object or plant that isn't being worn or carried rapidly decays and rots away
- Your force-damage beams can move creatures and objects. A Large or smaller creature that fails the saving throw against your force-damage beam is either pushed or pulled (your choice) up to 60 ft either towards or away from you. A nonmagical object that weighs 100 lbs. or less, is either pushed or pulled (your choice) up to 300 ft towards or away from you.

- **2nd Level – Laser Focus:**

- Min Wisdom of 20
- Laser DC +2 (DNS)
- Base Laser damage: 10d12 (DNS)
- You gain 100 ft of Truesight
- Proficiency in Perception and Investigation
- Advantage on Perception checks that rely on sight
- Natural +10 to Perception and Investigation checks that rely on sight
- You gain immunity to the blinded condition
- Natural +10 to ranged attack and damage rolls
- You cannot be surprised while you can see and aren't incapacitated
- You make all ranged attack rolls at advantage if you can see the target
- Your ranged attacks and your laser ignore half and three-quarters cover
- You may add your total visual Perception bonus to the damage roll of your laser

- You may add your Wisdom modifier to the attack and damage rolls of ranged weapon attacks you make
- As part of a single action, you may fire up to 2 beams in either the same direction or 2 different directions; additionally, both beams may either be the same damage type or differing damage types (DNS)
- When a creature makes a saving throw against your laser, you may change the saving throw from a Dexterity saving throw to any other type of saving throw, altering the properties of your beam to match

- **3rd Level – Catastrophic Lasers:**

- Laser DC +4 (DNS)
- Base Laser damage: 15d12 (DNS)
- Maximum laser range: 500 ft (DNS)
- Creatures have disadvantage on saving throws against your lasers
- As a bonus action, you can create a spherical array of reflecting lasers around you that grants you +5 AC and deals your laser damage to any creature that ends its turn within 5 ft of you. You may dispel the array as a bonus action; additionally, the array fades when you die, when you become incapacitated, and/or after you move or are moved
- You can now fire the following types of lasers:
 - **Charm:** Instead of dealing damage, creatures that fail the save are charmed by you for the next hour. Whenever a creature charmed by this ability takes damage, it may repeat the saving throw, ending the effect on itself on a success
 - **Paralyzing:** Instead of dealing damage, creatures that fail the save are paralyzed for the next 10 minutes. A creature paralyzed by this ability may repeat the save at the end of each of its turns, ending the effect on itself on a success
 - **Fear:** Instead of dealing damage, creatures that fail the save are frightened of you for the next hour. A creature frightened by this ability may repeat the save at the end of each of its turns, ending the effect on itself on a success
 - **Slowing:** Instead of dealing damage, creatures that fail the save are under the effect of the *Slow* spell for the next hour. A creature under the effect of this ability may repeat the save at the end of each of its turns, ending the effect on itself on a success
 - **Sleep:** Instead of dealing damage, creatures that fail the save fall unconscious for the next 10 minutes. They awaken upon taking damage. No effect on constructs or undead
 - **Petrification:** Instead of dealing damage, a creature that fail the save begin turning to stone. The creature is immediately restrained. At the end of its

next turn, the creature repeats the saving throw, ending the effect on itself on a success, but on a failure, the creature is petrified until freed by the *Greater Restoration* spell or another similar effect.

- **Disintegration:** Instead of the normal damage, a creature that fails the save takes 20d12 force damage and a creature that succeeds on the save takes no damage and suffers no other effects from this ability. If the damage reduces a creature to 0 hit points, the creature – along with all nonmagical equipment its wearing and carrying – becomes a fine gray dust. If the target is a Large or smaller object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, a 10 ft cube of it is disintegrated
- **Death:** Instead of the normal damage, a creature that fails the save takes 30d12 necrotic damage and a creature that succeeds on the save takes no damage and suffers no other effects from this ability. A creature that is reduced to 0 hit points through this beam dies.

• Overload – Catalyst of Destruction:

- Base Laser damage: 20d12 (DNS)
- Maximum laser Range: 1000 ft (DNS)
- When firing lasers as an action on your turn, you may fire an indefinite number of times with each firing being either a different beam or a beam already fired; however, each firing after the 3rd results in you taking a non-reducible, non-avoidable 50 damage. If you fire 10 times in a single turn, immediately after concluding your 10th firing and all firings beyond, you make a DC 30 Constitution saving throw, dying on a failed save. For each firing beyond the 10th, the DC cumulatively increases by 5

62 - Light Manipulation (Elemental):

"Control the light of life, turning it into your weapon and tool"

Bonus Hit Points: 35 (55 - Cleric, Monk, Paladin)

Starting Fame: +10

Starting Infamy: +0

Class: D

Strain: Manipulation

Element: Light

Type: Mixed

• 1st Level – Bright Star:

- You gain immunity to radiant damage
- You gain immunity to the blinded condition when sourced from bright light
- As an action, you can dispel up to a 100 ft radius sphere of magical darkness that you can see
- As a bonus action, you may blacken a Large or smaller light source that you can see within 1000 ft of yourself, for up to 1 hour. While blackened, the light source produces no light and appears dark and inert
- As a bonus action, you may brighten a Large or smaller light source that you can see within 1000 ft of yourself, for up to 1 hour. While brightened, the light source emits light out to double its range and appears extra bright and vivid
- As a bonus action, you can alter the composition of light within a 1000 ft sphere centered on yourself, making all light in the area count as sunlight. This sphere of modified light moves with you and you may end this effect at any time (no action required). The effect also ends if you fall unconscious or die
- As an action, while you're in an area of bright light, you may reflect light off your body in order to turn yourself and all objects you're wearing and carrying invisible. This invisibility ends if you enter an area of dim light or darkness. You may end the invisibility at any time (no action required). The invisibility also ends if you fall unconscious or die
- You can manifest blades of light out from your form. You gain a new attack option that you can use with the Attack action. This special attack is either a melee spell

attack or a ranged spell attack with a range of 100 ft. You are proficient with it, and you add any ability score modifier of your choice to its attack and damage rolls. Its damage is radiant, and its damage dice is 4d8.

- As an action, while you're in an area of bright light, you may reflect light off your body in order to alter your outward appearance through an illusory mirage. You may alter anything about your form, and you may appear as up to one size larger or smaller than normal. A creature may use its action to make a Perception check (DC = 10 + your proficiency bonus + your highest ability score modifier) in order to attempt to realize your appearance is an illusion; additionally, this altered appearance does not hold up to physical inspection. You may end the illusion at any time (no action required). The illusion also ends if you fall unconscious or die
- As a bonus action, you may create up to 3 floating motes of bright light. Each mote provides bright light up to 100 ft out (determined by you upon forming the mote) and additional dim light the same distance out; additionally, each mote's light can be any color of your choice. A mote continually hovers 5 ft above a surface, is a tiny, intangible sphere, and typically moves with you, circling your head. Alternatively, you may use a bonus action to send a mote out up to 100 ft away from you and lock its position. You may unlock any number of active motes at any time (no action required). As soon as a mote is unlocked, it immediately returns to circling around your head. At the start of your turn, all motes that are further than 1000 ft away from you disappear. A mote lasts up to 1 hour, after which it disappears. You may cause any number of motes to disappear at any time (no action required)
- As an action, you may begin concentrating light into a blast of radiant energy
 - As part of the initial action, you may immediately release the blast; alternatively, you may hold the charge and use subsequent actions on following turns to increase the damage and overall power behind the blast
 - You may maintain the charge and continue to use actions to increase the power for at most 1 minute, after which the blast releases
 - While maintaining the blast's charge, you must concentrate on it (as if you were concentrating on a spell) and, if you lose concentration, the blast immediately releases out in the direction you're facing
 - While maintaining the blast's charge, you may use your action to release it, firing the blast out instead of further increasing the charge
 - While maintaining the blast's charge, before the minute ends, as a bonus action, you may safely diffuse the light energy out, ending the charge without releasing the blast
 - No matter how many actions you have in a turn, you may only charge once per turn

- The blast's damage starts at a base 4d8 radiant damage and increases by 8d8 for each additional action you spend charging
 - When you use your action to charge the blast, you may choose to either increase the damage of a blast or create an additional, separate blast of base 8d8 damage. Subsequently, you may choose to charge any additional blasts you have stored
 - No matter how many additional blasts you create, they all release at the same time, determined by when you first started charging.
 - When you use your action to charge the blast, if you are in an area of direct, bright sunlight, the damage increases by 16d8 rather than 8d8
- You can shape your blasts in any way and release them in any possible direction (Examples include beams, spherical balls of energy, etc.) so long as each blast stays within a 150 ft radius centered on you
 - If you have multiple blasts to release, each blast can be in different shape and/or direction
- A creature in the area of a blast makes a Constitution saving throw (DC = 10 + your proficiency bonus + your highest ability score modifier + the total number of actions used to create and charge that blast). On a failed save, the creature takes the full damage and is blinded for 1 minute by the intense bright light. On a success, a creature takes half as much damage and isn't blinded.
 - You can cast Light, Sacred Flame, Word of Radiance, Invisibility to Cameras, Guiding Bolt, Continual Flame, Daylight, Dancing Lights, Silent Image, Major Image, Minor Illusion, Chromatic Orb, Color Spray, Illusory Script, Blur, Mirror Image, Invisibility, Tenser's Floating Disk, Pyrotechnics, Blinding Smite, Crusader's Mantle, Blindness/Deafness, See Invisibility, and Faerie Fire at will
 - Use your highest ability score as your spellcasting ability
- **2nd Level – Sol Soul:**

- As a bonus action, you can begin emitting a brilliant glow out from yourself, selecting a specific intensity of the glow from the following list. You may stop emitting this glow as a bonus action. The glow also stops if you fall unconscious or die
 - **Dim glow:** You give off up to 100 ft of dim light
 - **Bright glow:** You give off up to 200 ft of bright light and up to an additional 200 ft of dim light

- **Super bright glow:** You give off up to 300 ft of bright light and up to an additional 300 ft of bright light. Additionally, a creature within 10 ft of you that can see you makes a Constitution saving throw (DC = 10 + your proficiency bonus + your highest ability score modifier) at the start of each of its turns. On a failed save, the creature is blinded for 1 minute. On a successful one, the creature is not blinded and is immune to the effects of the super bright glow for the next minute.
- While in an area of direct sunlight, you gain the following benefits:
 - At the start of your turn, if you are above half your hit point maximum (rounded down), regain 20 hit points
 - Your speed increases by 30 ft
 - Whenever you make an attack, you may apply a +10 bonus to the damage roll
 - The first time on a turn that you hit with your blade of light attack option, double the total amount of damage dealt to the target
- Whenever you attack using your blade of light attack option, you may morph the light manifested for the attack into one of the following different forms, altering the properties of the attack:
 - **Bow:** The light manifests as a bow with an arrow coupled and knocked. The attack must be made as a ranged spell attack but the range increases to 1000 ft.
 - **Rifle:** The light manifests as a longarm with ammunition at the ready. The attack must be made as a ranged spell attack; additionally, you may only choose this option if it is your first attack of the turn. You may only attack once this turn; however, the range of the attack increases to 3000 ft and you may roll the attack against each creature of your choice within the line of fire; additionally, on a hit, the rifle of light deals an additional set of dice worth of damage on a hit
 - **Whip:** The light manifests as a massive whip of pure light energy coiled around you. The attack must be made as a melee spell attack; additionally, you may only choose this option if it is your first attack of the turn. You may only attack once this turn; however, your reach with the whip of light is 15 ft and it deals 2 additional sets of dice worth of damage on a hit
 - **Greatblade:** The light manifests as a massive blade with a finely tuned edge. The attack must be made as a melee spell attack; additionally, you may only choose this option if it is your first attack of the turn. You may only attack once this turn; however, you may roll the attack against each creature of your choice within 5 ft of you; additionally, on a hit, the greatblade of light deals an additional set of dice worth of damage on a hit

- **Cudgel:** The light manifests as a mighty bludgeon of great size and magnitude. The attack must be made as a melee spell attack and it suffers a -5 penalty to the attack roll, but it deals an additional set of dice worth of damage on a hit and deals double damage to tiny creatures
 - You can cast Greater Invisibility, Hallucinatory Terrain, Seeming, True Seeing, Programmed Illusion, Guardian of Faith, Dispel Evil and Good, Hallow, Sunbeam, Aura of Life, Aura of Purity, Dawn, Holy Weapon, Summon Celestial, Wall of Light, Sickening Radiance, Flame Strike, Scrying, Wall of Fire, and Destructive Wave at will
 - Double the total damage dealt by your spells cast through this Arte that deal radiant damage
 - **3rd Level – Beacon of Glory:**
-

- You gain 100 ft of fly speed
- Weapon of Light Base Damage: 8d8 (DNS)
- Your light blasts use d12's as the base damage dice instead of d8's
- While you're alive and conscious, all creatures of your choice that're both within 60 ft of you and within direct sunlight gain the same benefits that you gain from being in direct sunlight sourced from this Arte
- As an action, you can manipulate how all light reflects off creatures and surfaces within a 200 ft radius sphere centered on you. Choose up to 2 of the following effects. For the next hour, the area is under your chosen effects. During this time, the sphere moves with you. You may end the effect early as a bonus action; additionally, the effects end if you fall unconscious or die
 - An invisible creature, object, or otherwise existent phenomena that has a visible form turns visible while in the area. If the invisibility is sourced from a spell of 5th-level or lower, that spell also ends
 - A visible creature, object, or otherwise existent phenomena turns invisible while in the area. Additionally, spells of 5th-level or lower with the sole effect of locating or outlining a creature (such as *Faerie Fire* or *Locate Creature*) fail within the area
 - All illusions directly altering the appearance of physical creatures or objects in the area are dispelled
 - The area is filled with a purely visual, illusory mirage of your design
 - Creatures in the area become unable to distinguish any number of colors of your choice
 - Any number of colors of your choice swap visual appearance (ex. red appears as blue, even to a creature that lacks color-blindness)
- As an action, you can create a supernatural plane of solidified light

- As part of a single action, you may create up to 3 planes of light
- You may have up to 9 total planes of light active at one time
- As a bonus action, you may dispel any number of planes of light
- A single plane can be formed in any two-dimensional shape but can be no larger than 20 square feet while at least 1 square inch in size
 - As a bonus action, you can change the overall shape of a single plane of your choice; however, you cannot change the size of a plane once it has been formed
- A plane has an AC of 20 and 200 hit points; additionally, a plane is immune to all conditions as well as poison, psychic, radiant, and necrotic damage
- A single plane can hold up to 500 lbs. If its load ever exceeds that amount, the plane shatters and disappears
- As a bonus action, you may move any or all active planes up to 60 ft in any direction. A plane can float in mid-air no matter the altitude; additionally, as part of the bonus action, you may change the orientation of any or all active planes
- You can cast Mirage Arcane, Etherealness, Temple of the Gods, Crown of Stars, Project Image, Symbol, Conjure Celestial, Prismatic Spray, and Sunburst at will

• Overload – Almighty Luminary:

- Your light blasts deal double damage
- Triple the total damage dealt by your spells cast through this Arte that deal radiant damage (DNS)
- While in an area of direct sunlight, whenever you make an attack, you may apply a +30 bonus to the damage roll (DNS)
- As a bonus action, you can turn any or all your active motes of light into miniature suns. These miniature suns slowly move through the air in a direction of your choice, burning through all in their path; additionally, they give off bright and dim sunlight out to double the radius of the mote used to create it. These suns no longer follow the movement rules of your motes, instead, at the start of your turn, while you have a miniature sun active, you may move any number of miniature suns 5 ft in a direction of your choice. Miniature suns burn through Small or smaller nonmagical objects not being worn or carried, instantly destroying them. If a miniature sun encounters a Medium or larger nonmagical object that isn't being worn or carried, it instead burns a 5-inch diameter hole into the object as it passes through. If a miniature sun encounters a creature, it bursts and dissipates into super-concentrated light energy, dealing $30d10 + 30$ radiant damage to the creature. If this damage kills the creature, it along with all nonmagical objects being worn or

carried turn to dust. 1 minute after a miniature sun is created, if it has not yet encountered a creature, it immediately bursts and all creatures within 10 ft of the sun make Constitution saving throws ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). A creature that fails the save takes $15d10 + 15$ radiant damage and is blinded.

63 - Lightning Control (Elemental):

"Decimate all before you with the furious ire of the storm"

Bonus Hit Points: 45 (65 – Barbarian, Druid, Fighter, Ranger, Sorcerer)

Starting Fame: +5

Starting Infamy: +0

Class: C

Strain: Manipulation

Element: Lightning

Type: Combat

• 1st Level – Might of Storms:

- Min Dexterity of 20
- You gain 60 ft of fly speed
- Your walking speed increases by 30 ft
- You gain immunity to lightning and thunder damage
- Whenever you would take lightning or thunder damage, you instead regain that many hit points
- As an action, you can manipulate the flow of electricity from sources you can see within 500 ft, employing rules as described by the *Manipulation Module*
 - If you send the electricity flow out to harm a creature, the damage depends on the source (DM determines the damage), to a maximum of 20d10 lightning damage
 - If your lightning/electricity manipulation results in a creature having to make a saving throw, the DC = 10 + proficiency bonus + your highest ability score modifier
- As an action, you can summon forth a bolt of lightning from clouds you can see that are at least 300 ft above you
 - You summon the bolt into any space that you can see within 500 ft; however, the chosen space must have a direct path to open air
 - The damage of the summoned bolt depends on the general weather conditions of the region, employing the following list:

- **Clear Skies:** 4d10 lightning damage
 - **Overcast:** 6d10 lightning damage
 - **Light Rain:** 8d10 lightning damage
 - **Heavy Rain:** 12d10 lightning damage
 - **Storm:** 10d10 lightning damage
 - **Heavy Storm:** 20d10 lightning damage
 - **Tropical Storm/Hurricane:** 40d10 lightning damage
- Each creature of your choice within 10 ft of the chosen space makes a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the creature takes the full damage. On a successful one, a creature takes only half as much damage
- As an action, you can create a floating elemental locus of pure electrical energy in any unoccupied space you can see within 500 ft of yourself. The chosen space must either be on or, at most, 5 ft above a solid or liquid surface
 - As part of a single action, you can create up to 3 separate loci
 - The locus itself can be of any color and shape; however, it must fit within a 5 cubic foot area
 - A locus continually hovers 5 feet above a surface and emits 20 ft of bright light and an additional 20 ft of dim light
 - As a bonus action, you may move any or all active loci up to 30 ft in any direction
 - A creature that starts its turn within 5 ft of a locus or moves within 5 ft of a locus for the first time on a turn takes 3d10 lightning damage
 - A locus lasts up to 10 minutes from creation; however, you may dispel any or all active loci at any time (not action required). Additionally, all loci are dispelled early if you fall unconscious or die
 - You may have up to 6 separate loci active at one time
- As an action, you can expend your own life force to fire a concentrated, destructive blast of lightning from your body, dealing lightning damage at a cost of your hit point maximum (Note: If your hit point maximum ever reaches 0, you immediately die)
 - The blast can be of any shape so long as it doesn't exceed a range of a 500 ft radius around you
 - A creature within the area of the blast makes a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failure, a creature takes the full damage. On a success, a creature takes half as much damage.
 - The damage dealt, and the hit point maximum reduction depends on the intensity you decide on from the following list:

- **Minor:** 1d10; Your hit point maximum is reduced by 1 point and a creature brought to 0 hit points by this ability stabilizes
 - **Weak:** 2d10; Your hit point maximum is reduced by 1d10 until you finish a long rest
 - **Fair:** 4d10; Your hit point maximum is reduced by 2d10 until you finish a long rest
 - **Moderate:** 6d10; Your hit point maximum is reduced by 4d10 until you finish a long rest
 - **Empowered:** 10d10; Your hit point maximum is reduced by 6d10 until you finish a long rest
 - **Strong:** 15d10; Your hit point maximum is reduced by 10d10 until you finish a long rest
 - **Mighty:** 20d10; Your hit point maximum is reduced by 15d10 until you finish a long rest
 - **Lethal:** 40d10; Your hit point maximum is reduced by 20d10 until you finish a long rest; You also take half the damage you rolled, this damage cannot be avoided or reduced in any way (including damage immunity)
- You can cast Shocking Grasp, Call Lightning, Thunderclap, Skywrite, Gust, Thunderwave, Fog Cloud, Shatter, Protection from Energy, Zephyr Strike, Booming Blade, Lightning Lure, Warding Wind, Lightning Arrow, Dust Devil, Witch Bolt, Gust of Wind, Lightning Bolt, and Haste
 - Use Dexterity as your spellcasting ability
- **2nd Level – Spirit of the Storm:**

 - Your walking speed increases by 60 ft (DNS)
 - You cannot be unwillingly forcibly moved by strong winds
 - Whenever you hit with a melee weapon attack or unarmed strike, you may cause it to deal an additional 2d10 lightning damage
 - Whenever a creature you can see within 60 ft of you would take lightning damage, you may use your reaction to have it regain that many hit points instead
 - While you are directly under stormy conditions, all your spells and abilities that deal lightning damage and are used through this Arte have their lightning damage doubled
 - As a reaction to lightning, electricity, or a spell/ability that deals lightning damage entering within 1000 ft of you, you may draw it into yourself, taking the full effects and acting as the center of any resulting area effects

- You can perform a meditative ritual over the course of 10 minutes in order to discern the weather conditions of an area you're in. After performing the ritual, you learn the following details about a 5-mile radius area centered on you:
 - The weather within the next week
 - General temperature within the next week
 - Elemental-type creatures and other such areas of strong elemental energy in the region
- As a bonus action, you can cloak yourself in electrical energy, granting yourself the following benefits:
 - Your speed is doubled
 - Whenever a creature touches you or hits you with a melee weapon attack, the creature takes $3d8$ lightning damage (taking double damage if the creature is wearing or carrying an object comprised of metal)
 - You may dispel the cloak with a subsequent bonus action, but it also ends early if you're incapacitated or die
- You can cast Control Winds, Maelstrom, Scatter, Storm Sphere, Destructive Wave, Chain Lightning, and Cloudkill at will

- ***3rd Level – Grand Storm Theurgist:***

- Proficiency in Dexterity saving throws
- Advantage on Dexterity saving throws
- You gain 200 ft of fly speed (DNS)
- Your walking speed increases by 90 ft (DNS)
- As part of a single action, you can create up to 6 loci (DNS)
- As part of a single action, you can summon 3 different bolts of lightning (DNS)
- Whenever you hit with a melee weapon attack or unarmed strike, you may cause it to deal an additional $4d10$ lightning damage (DNS)
- As a bonus action, you can teleport to any unoccupied space you can see within 30 ft, disappearing and reappearing in a flash of sparks; alternatively, if you are within 5 ft of one of your loci, you may teleport to an unoccupied space within 5 ft of any of your loci that you can see, no matter the distance
- As an action, you can begin to generate a zone of powerful static electrical energy around you
 - The zone can be up to a 50 ft circular area centered on you and moves with you
 - Whenever a creature starts its turn in the area or enters the area for the first time on a turn, the creature takes $2d10$ lightning damage
 - The area counts as difficult terrain for all creatures other than you

- Creatures in the area take double the damage from your loci and summoned bolts
 - The static lasts until you use a subsequent action to end it, until you fall unconscious, or you die
 - You can cast Control Weather and Whirlwind at will
-
- **Overload – True Fulgarian:**
 - As part of a single action, you can create up to 12 loci (DNS)
 - You may have up to 12 separate loci active at one time (DNS)
 - As part of a single action, you can summon 8 different bolts of lightning (DNS)
 - While you are directly under stormy conditions, all your spells and abilities that deal lightning damage and are used through this Arte have their lightning damage tripled (DNS)
 - As an action, if you are outdoors and can directly see the sky, you can instantly summon forth a thunderstorm out to a 3-mile radius centered on you that rages for 1 hour before fading away, returning to the original weather conditions
 - If you spend 1-minute concentrating on the storm, the thunderstorm becomes a hurricane out in the same area, lasting for the same duration
 - You can cast Storm of Vengeance at will

64 - Limited Foresight (Special):

"See the future within your mind's eye as far as it can gaze"

Bonus Hit Points: 25 (45 – Cleric, Monk, Wizard)

Starting Fame: +10

Starting Infamy: +0

Class: S

Strain: Constant

Element: Reality

Type: Mixed

• 1st Level – Minute Vision:

- You cannot be surprised, even while unconscious – waking up as soon as danger is present
- At their discretion, the DM may offer occasional hints and glimpses at events to occur within the next minute
- At their discretion, the DM may offer cryptic hints towards future events to occur whilst you are dreaming, meditating, or otherwise unconscious/seminconscious
- Natural +5 to all attack rolls
- Advantage on initiative rolls
- Natural +10 to initiative rolls
- You may add your Wisdom modifier to initiative rolls
- Advantage on all saving throws
- Natural +3 to all saving throws
- You benefit from the *Evasion* feature
- While you're conscious and not incapacitated, you gain a +8 bonus to your AC
- You gain resistance to damage from traps and other such "hidden" or "timed" effects
- As an action, you can focus on a creature that is hostile towards you. After doing so, you learn the creature's general plan for its next immediate course of action. While the DM doesn't have to provide any specifics, you gain resistance to all damage the creature deals during its next turn and, if the creature moves on its next

- turn, you may use your reaction to move up to your speed in any direction, provoking no opportunity attacks
- You can cast Augury at will
 - Use your highest ability score as your spellcasting ability
- Whenever you cast a Divination spell with a cumulative chance of giving a false reading through this Arte, such as *Augury*, you may ignore that chance – always getting an accurate read

- ***2nd Level – Super Prediction:***

- Natural +5 to all saving throws (DNS)
- You gain immunity to the frightened condition
- Advantage on all Intelligence and Wisdom-based ability checks
- You gain resistance to damage sourced from weapon attacks and unarmed strikes
- While you’re conscious and not incapacitated, you gain a +12 bonus to AC (DNS)
- No attack roll has advantage against you so long as you’re conscious and not incapacitated
- At their discretion, the DM may offer occasional hints and glimpses at events to occur within the next 10 minutes (DNS)
- After focusing on a hostile creature, you now also count as having half-cover from any of their attacks, spells, or abilities; additionally, you ignore any critical hits the creature would score against you
- You gain 100 ft of Blindsight; additionally, as a bonus action, you can close your eyes and begin concentrating on your surroundings (as if concentrating on a spell), while concentrating in this way, your total Blindsight is doubled and can see through total cover
- At the DM’s discretion, you may perform a 5-minute-long meditative ritual in order to gain a cryptic hint towards an event to occur within the day. If the DM offers a hint, it must be towards an event that you’re involved in and would be helpful to know. You may only perform this ritual twice per 24 hours.
- While you’re conscious and not incapacitated, whenever you’re directly targeted by a harmful ability, spell, or attack, you may roll a percentile die with a 10% chance of completely avoiding the harmful effect – no matter the form the effect takes. This percentage chance cannot be influenced by effects such as the abilities of the *Luck Manipulation* Arte
- As a reaction to seeing a creature attacking, casting a spell, or using an otherwise damaging/harmful ability, you can focus and gain a minor glimpse of the future, learning a bit of the outcome before it happens. You gain up to two of the following details about the attack, spell, or ability of your choice: the intended target, the maximum range/reach, the damage dice that would be rolled against an average creature, the type of resulting saving throw that would be made (if any), all

damage types, or whether it is sourced from or influenced by one of the creature's Artes. Additionally, as part of this reaction, you may warn one other creature of the coming danger just before it happens, giving them precious time to react. If it hasn't already used its reaction, the creature may use it then to either take one action it has or move up to its speed, provoking no opportunity attacks

- You can cast Clairvoyance and Divination at will

- **3rd Level – Divine Sight:**

- Min Wisdom score of 20
- Natural +10 to all damage rolls
- Natural +10 to all attack rolls (DNS)
- Natural +3 to your Spell Save DC
- Natural +7 to all saving throws (DNS)
- You cannot be fooled by illusions
- Advantage on all attack rolls and ability checks
- Creatures have disadvantage on attack rolls against you
- While you're conscious and not incapacitated, you gain a +15 bonus to AC (DNS)
- You gain resistance to damage from spells, spell attacks, and other magical effects
- At their discretion, the DM may offer occasional hints and glimpses at events to occur within the next hour (DNS)
- You can cast all Divination spells at will
- You do not need to provide any material components for any Divination spells you cast through this Arte
- Whenever you cast the Scrying spell through this Arte, the target always has an additional -10 penalty to the saving throw

- **Overload – Eyes into Beyond:**

- Natural +10 to all saving throws (DNS)
- Natural +5 to your Spell Save DC (DNS)
- Natural +20 to attack and damage rolls (DNS)
- You gain 300 ft of Blindsight (DNS)
- You gain resistance to all damage
- While you're conscious and not incapacitated, you gain a +20 bonus to AC (DNS)
- At their discretion, The DM may offer occasional hints and glimpses at events to occur within the next day

65 - Luck Manipulation (Special):

"Manipulate the course of destiny with the ultimate of gambles"

Bonus Hit Points: 20 (40 - Bard, Rogue, Sorcerer)

Starting Fame: +10

Starting Infamy: +10

Class: S

Strain: Manipulation

Element: Reality

Type: Utility

• 1st Level – Shift Destiny:

- You make all saving throws and ability checks at advantage
- Whenever you make a damage roll, you may reroll all results of 1 or 2; however, you must use the new roll
- Whenever a creature that you can see within 100 ft of yourself makes a saving throw or ability check, you may confer either advantage or disadvantage onto the roll (this does not use your reaction)
- Whenever you or any other creature that you can see within 100 ft of yourself makes an ability check, saving throw, or attack roll, you may roll an additional 1d20 and choose which roll will be used. If you use this ability on another creature's roll, you make the choice before learning the result of the creature's check
- At will, you can either increase or decrease the chance of an event – occurring within 100 ft of you – by up to 30% so long as the natural chance of the event occurring is at least 1% and the event has no other magical, divine, or supernatural influence affecting the odds
 - Additionally, you cannot employ this ability to directly influence the feelings, thoughts, or actions of another creature
- After you complete a long rest, roll 5d20 and track each individual roll
 - Before you complete another long rest, whenever you or any other creature you can see within 30 ft of you makes an ability check, saving throw, or attack roll, you may use your reaction to force the chosen creature to use

one of the rolls on this list, expending that die roll. You make the choice before learning the result of the chosen creature's check

- **2nd Level – Fated Champion:**

- Min Charisma of 20
- Chance alteration: max 40% (DNS)
- Minimum natural chance: 0.1% (DNS)
- You make all attack rolls at advantage
- You are always under the effects of the *Synchronicity* spell (no concentration required)
- Whenever you successfully hit with an attack roll made at advantage, you may apply an additional 3d8 of the attack's damage type to the attack
- Whenever a creature that you can see within 100 ft of yourself makes an attack roll, you may confer either advantage or disadvantage onto the roll (this does not use your reaction)
- After you successfully complete a long rest, you may roll two percentile dice. If both come up as 1, you gain one free casting of the *Wish* spell that ignores all the penalties for wishing for anything other than spell duplication. This chance cannot be altered
- As a bonus action, you may attempt to intentionally focus your luck in order to call upon the divine power of the *Deus Ex Machina*. Roll a percentile die. If you roll a 1, a special context-sensitive effect determined by the DM in that moment occurs to turn the tides in your favor. After you get a successful *Deus Ex Machina*, you cannot use this ability again for 1d4 days. This chance cannot be altered
- Once per long rest, as a bonus action, you may declare a supernaturally charged wager with another creature. You immediately lay out the terms of wager and what's at stake. If the creature accepts, the wager is on; however, if they don't accept, this does not expend your use of this ability.
 - The terms of the wager decide the frame under which the bet is made; essentially, what you're betting on (i.e. a coin flip, a card draw, etc.). The terms must be something that can feasibly occur and has more than one possible result
 - The wager made determines the stakes of the bet. The winner gains the full pot of the stake and loser loses their stake. The wager can be anything a creature could feasibly lose and not immediately die. For example, the wager can have both creatures lose 20 hit points and the winner regains 40 hit points (up to their maximum). Or the wager can have both creatures lose access to a level of one of their Major Artes and the winner can use all staked levels for the next hour. Or the wager can have the winner gain a +3

bonus to ability checks while the loser suffers a -3 penalty to ability checks for the next hour.

- You may not alter the odds of the terms of the wager
- Anything non-concrete won from a wager that lasts a period of time can last, at most, 1-hour

- **3rd Level – Universal Gambler:**

- Natural +10 bonus to all skills
- Chance alteration: max 50% (DNS)
- Extra roll and forced adv/dis range: 300 ft (DNS)
- You score a critical success on saving throws, ability checks, and attack rolls on a natural 16, 17, 18, and 19
- You roll 2d20 when you or other creatures you can see within range make any sort of check, saving throw, or attack roll and may choose for either to be used (DNS)
- Whenever you use a feature or cast a spell that either has a limited number of uses or consumes a component, you have a 25% chance to not exhaust the use of that feature or consume the component (this includes features such as ki, spell slots, wild shape uses, sorcery points, etc.). You cannot alter this chance

- **Overload – Mastery over Destiny:**

- Natural chance: min 0.01% (DNS)
- Chance alteration: max 90% (DNS)
- *Deus Ex Machina* occurs on a roll of 50 or lower
- Natural +10 to all attack rolls, damage rolls, saving throws, and ability checks
- 50% chance not to exhaust a use of a feature or consume a component (DNS)
- You score a critical success on saving throws, ability checks, and attack rolls on a natural 10-20 (DNS)

66 - Martial Mastery (Physical):

"You are never truly unarmed as you become a lethal force of mind, spirit, and especially fist"

Bonus Hit Points: 75 (100 - Fighter, Monk)

Starting Fame: +10

Starting Infamy: +0

Class: B

Strain: Gain

Element: None

Type: Combat

• 1st Level – Art of the Fist:

- Min Strength and Dexterity of 20
- Advantage on Dexterity saving throws
- Proficiency in Strength and Dexterity saving throws
- Natural +10 to Strength and Dexterity saving throws
- Advantage on Acrobatics checks
- Natural +10 to Acrobatics and Athletics
- Proficiency and Expertise in Acrobatics, Athletics, and Insight
- AC +2
- You gain 100 ft of Blindsight
- Your speed increases by 30 ft
- You benefit from the *Evasion* feature
- By controlling the air, your unarmed strikes gain a range of up to 30 ft
- While not wearing armor or using a shield, you may add your Wisdom modifier to your AC
- You can move normally across surfaces of liquids, walls, and ceilings; however, once your movement ends, normal physics resume
- When you take the Attack action on your turn, you may make 1 additional attack; however, this attack must be an unarmed strike
- As a bonus action, you can teleport to an unoccupied space you can see up to 30 ft away. Vanishing and reappearing in a puff of clear smoke
- You gain proficiency in unarmed strikes, and you use 2d12 as the base damage dice

- You use both your Strength and Dexterity modifiers for the attack and damage rolls of unarmed strikes
- **2nd Level – Martial Perfection:**

 - Your speed increases by 60 ft (DNS)
 - You gain 300 ft of Blindsight (DNS)
 - Your unarmed strikes count as magical
 - Unarmed base damage dice: 3d12 (DNS)
 - Your total jump distance and height tripled
 - Making an opportunity attack does not expend your reaction
 - You gain a climb and swim speed equal to your walking speed
 - Coming up from prone costs only 5 ft of movement rather than half of it
 - You can take the Dodge, Dash, Hide, and Disengage actions as bonus actions
 - Moving through nonmagical difficult terrain costs you no additional movement
 - Once per turn, after hitting a creature with an unarmed strike, you may double the damage you deal with that strike
 - You gain proficiency in darts, daggers, and quarterstaffs. You may use your unarmed damage dice in place of any normal damage you would normally use for them
 - As a reaction, when you are hit by a ranged weapon attack, you can reduce the damage by double your Dexterity score. If the total damage is brought to zero and the ranged weapon attack is a missile that can fit in a hand, you may catch that missile and throw it back, making a ranged attack with proficiency using your unarmed damage dice and both Dexterity and Strength modifiers for attack and damage rolls
 - Once on your turn, after you hit a creature with an unarmed strike, you may apply a special technique to that hit. For special techniques that require a saving throw, the DC = 10 + your proficiency bonus + either your Strength or Dexterity modifier
 - **Knockout Strike:** The creature makes a Constitution saving throw. On a failure, the creature is stunned until the start of your next turn. It is then immune to the effects of the **Knockout Strike** technique until the end of your following turn
 - **Confusing Strike:** The creature makes a Wisdom saving throw. On a failure, the creature cannot take reactions or use bonus actions until the start of your next turn.
 - **Distracting Strike:** The creature makes a Wisdom saving throw. On a failure, the creature has disadvantage on all attack rolls against creatures other than you for the next minute.

- **Disorienting Strike:** The creature makes a Strength saving throw. On a failure, the creature falls prone and loses concentration on anything it was concentrating on.
- **Sweeping Strike:** Any creatures of your choice that are within 5 ft of you, other than the originally targeted creature, take a quarter (rounding down) of the total damage you deal to the targeted creature with this unarmed strike
- **Distancing Strike:** The creature makes a Strength saving throw. On a failure, the creature is pushed back up to 20 ft away from you.
- **Opportunist Strike:** All friendly creatures within 5 ft of the targeted creature may use their reaction to make a melee weapon attack against the targeted creature
- **Combination Strike:** You may make 2 additional unarmed strikes against the targeted creature
- **Shattering Strike:** If the target is a construct or object, the damage is doubled
- **Influencing Strike:** The creature makes a Wisdom saving throw. On a failure, on the creature's next turn, if it makes any attacks, it must target a creature of your choice that the targeted creature can see
- **Unerring Strike:** Your next unarmed strike against the targeted creature cannot miss (so long as they are in range and you know where the targeted creature is), but you cannot apply a special technique to it
- **Intimidating Strike:** Other creatures of your choice within 10 ft of the targeted creature must make Wisdom saving throws. On a failure, they are frightened of you for the next minute or until they see you take any damage.

- **3rd Level – Harmonious Body and Soul:**

- Min Strength and Dexterity of 25
- Proficiency in Stealth
- Advantage on Stealth checks
- Natural +10 to Stealth checks
- Teleport distance: 90 ft (DNS)
- You gain 500 ft of Blindsight (DNS)
- Your speed increases by 120 ft (DNS)
- Unarmed strike damage: 5d12 (DNS)
- Jump height and distance quintupled (DNS)
- Unarmed strike range extension: 60 ft (DNS)
- Advantage on all saving throws
- You gain immunity to psychic damage

- Double the range of your thrown weapons
- Your steps do not leave tracks or make noise
- You can hold your breath for up to 10 hours
- You gain resistance to damage from traps and spells
- Ranged weapon attacks have disadvantage to hit you
- Your movement does not invoke attacks of opportunity
- You gain immunity to the frightened and charmed conditions
- As a reaction, you may slow your descent, taking no falling damage
- Your special techniques can now be applied to melee dagger attacks and quarterstaff attacks
- When you take the Attack action on your turn, you may make 2 additional attacks; however, these attacks must be unarmed strikes (DNS)

● **Overload – Quintessence of Mind and Fist:**

- Min Dexterity and Strength of 30
- Special technique DC +2 (DNS)
- Your speed increases 240 ft (DNS)
- Unarmed strike damage: 7d12 (DNS)
- You gain 1000 ft of Blindsight (DNS)
- Unarmed strike range extension: 120 ft (DNS)
- Triple the range of your thrown weapons (DNS)
- When you take the Attack action on your turn, you may make 4 additional attacks; however, these attacks must be unarmed strikes (DNS)

67 - Metal Control (Elemental):

"Use your iron will to command the metals of the world"

Bonus Hit Points: 50 (70 - Artificer, Fighter, Paladin)

Starting Fame: +0

Starting Infamy: +0

Class: D

Strain: Manipulation

Element: Earth/Fire

Type: Mixed

• 1st Level – Metal Manipulation:

- As an action, you can manipulate any metal or metallic objects you can see within 200 ft, employing rules as described by the *Manipulation Module*
 - If your metal manipulation results in a creature having to make a saving throw, the DC = 10 + proficiency bonus + your highest ability score modifier
- AC +3
- Proficiency and expertise with Smith's Tools
- You gain resistance to non-magical slashing, bludgeoning, and piercing damage
- As an action, you can instantly and acutely shape metal or a metallic object that isn't being worn or carried within your manipulation range into any form of the same general size category as the original object
- You can sense naturally occurring metals and ore within double your manipulation range, centered on yourself; additionally, you can naturally sense the metal comprising a primarily metallic object that you can see
- As an action, you can acutely control the magnetic properties of any ferrous object you can see within your metal manipulation range. Any alterations made to an object last up to 10 minutes. An alteration on an object ends early if you dispel it as a bonus action, make a new alteration to its magnetic properties, fall unconscious, or die
- Your mastery over metal allows you to augment metallic objects, such as weaponry and armor, over the course of a 1-hour ritual (which you may perform during a

short rest). Upon completing the ritual, you may apply one of the following effects to the object:

- **Bolster:** The object's form is strengthened, protecting it from damage. The object itself gains 100 hit points; additionally, it gains resistance against any damage it takes within the next 24 hours; finally, the first time within the next 24 hours the object would be subject to an effect that would apply a negative penalty directly to it (such as a -1 to AC), that effect is negated against the object
- **Repair:** The object is fully repaired and refreshed. The object regains all missing hit points, wear and tear is completely fixed, and – if the object has received any negative penalties (such as a -1 to AC), they are removed
- **Reshape:** The object shifts into another metallic object in the same general size category as the original object
- **Strengthen:** The object is empowered, with the exact effects being dependent upon the exact type of the object
 - **Weapon:** The weapon gains a +1 bonus to all attack and damage rolls made with it, on top of any bonuses the weapon already possessed. This ability can confer a total maximum of 10 bonuses to a single weapon (+10 bonus)
 - **Armor:** The armor gains a +1 bonus to its AC, on top of any bonuses the weapon already possessed. This ability can confer a total maximum of 5 bonuses to a single piece of armor (+5 bonus)
 - **Tool:** The tool gains a +1 bonus to any ability checks made to use it, on top of any bonuses the tool already possessed. This ability can confer a total maximum of 20 bonuses to a single tool (+20 bonus)
- You can cast Heat Metal, Mending, Protection from Ballistics, and Grease at will
 - Use your highest ability score as your spellcasting ability

- **2nd Level – Body of Iron:**

- Min Strength of 20
- Min Constitution of 20
- Manipulation range: 400 ft (DNS)
- You gain immunity to poison damage
- You gain immunity to poisons, disease, and the poisoned condition
- You gain immunity to non-magical slashing, piercing, and bludgeoning damage
- As a bonus action, you can shift your skin in to or out of a metallicized state, gaining the following effects while metal:
 - You gain a +10 bonus to your AC; on top of any other AC bonuses you have through this Arte

- When you use your action to alter the magnetic properties of ferrous objects, you may also magnetize yourself to any affected ferrous objects and surfaces
 - Your weight is tripled, and your speed is halved
 - You gain vulnerability to lightning damage
 - At will, you can shift parts of your body into forms of metallic weaponry or into metallic tools
 - You are proficient with your body weaponry – no matter the form taken, and all body weaponry is treated as though it had the Light, One-Handed, and Finesse properties
 - You have a natural +5 bonus to all attack and damage rolls made with body weaponry
 - You can extend body weaponry out to 30 ft, giving all melee weaponry a reach of 30 ft
 - You have infinite ammunition for any ranged weaponry you make, and you may ignore the Loading property of any ranged weapons you form that have it
 - Tools you form gain a +10 bonus to any ability checks you make with them
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- **3rd Level – Soul of Steel:**
 - Min Constitution of 25
 - Manipulation range: 600 ft (DNS)
 - As a reaction to a critical hit being scored against you, you may temporarily toughen your form with an adamantine sheen, turning the hit into a normal hit
 - As an action, you can instantaneously transmute a Small or smaller quantity of unrefined ore that you can see within your control range into its refined metal form
 - Over the course of 10 minutes, you can perform a meditative ritual during which you focus intently on a Small or smaller amount of refined metal or metallic object that you can see within 10 ft of yourself, transmuting the primary metal composition into a different metal at the end of the ritual
 - As a bonus action, you can meld your body with a metal surface into order to easily move across it. While melded, your speed is doubled, you cannot be forcibly moved by any means, and you may move across and stand on walls and ceilings normally; however, you cannot leave the surface by any means until you use a subsequent bonus action to end the melding. The melding also ends if you die.
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- **Overload – Adamantine Aegis:**
 - Min Strength of 25

- Manipulation range: 1200 ft (DNS)
- +20 bonus to AC while metal (DNS)
- Natural +10 to attack and damage rolls with metal body weaponry (DNS)
- As an action, you can instantly turn any amount of natural stone you can see in control range into metal then immediately enter Manipulation Status (as per the *Manipulation Module*) it as you would any other form of metal

68 - Mind Control (Supportive):

“Dominate all before you with the intensity of your mind”

Bonus Hit Points: 30 (50 – Bard, Cleric, Paladin)

Starting Fame: +5

Starting Infamy: +10

Class: A

Strain: Sync

Element: None

Type: Mixed

• 1st Level – Command Mind:

- Min Wisdom of 20
- Min Charisma of 20
- Proficiency in Charisma and Wisdom saving throws
- Advantage on Charisma and Wisdom saving throws
- Natural +5 to Persuasion, Deception, and Insight
- Proficiency in Persuasion, Deception, and Insight
- You gain immunity to charmed condition
- Your memory cannot be unwillingly altered
- You are immune to any effects that would force you to act under another creature's command through mental control/manipulation
- You can telepathically communicate with any creature you can see within 100 ft of you so long as that creature knows at least one language – even if you don't share a language
- As an action, you can attempt to take over the mind of a creature you can see within 500 ft of yourself
 - Constructs and other such mindless creatures are immune to this ability
 - The targeted creature makes a Charisma saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Wisdom modifier}$). On a failed save, you succeed in taking over the creature's mind. On a successful one, your attempt fails, and the creature becomes immune to this ability for the next 24 hours;

however, the creature is left unaware of your attempt made to take over its mind

- Creatures that are immune to being charmed or that have advantage on saving throws against being charmed make the saving throw at advantage
- You can only take over the mind of one creature at a time
- After you've successfully taken over a creature's mind, you gain absolute control over the taken over creature for the next 10 minutes. Once this time ends, that creature is immune to your mind control attempts for the next 24 hours
 - You fully take over the target's senses and body, fully controlling them for the duration. While controlling the creature, you use its Strength, Dexterity, and Constitution scores; however, you retain your Intelligence, Wisdom, and Charisma scores and you gain none of the creature's proficiencies
 - Your own body becomes incapacitated and stays so until the control effect ends
 - If the creature dies while you control them, you die as well
 - You can end the control early as a bonus action; additionally, whenever the creature takes damage while you're controlling them, it may repeat the saving throw. On a successful save, the control ends early.
 - After the control ends, they must repeat the save. On a failure, they have no memory of what happened during your control period. On a success, they have a slight, fading memory of what occurred
- You can cast Charm Person, Friends, Comprehend Languages, Enemies Abound, Catnap, Cause Fear, Fear, Enthrall, Mind Spike, Mind Sliver, Intellect Fortress, Tasha's Mind Whip, Tongues, Detect Thoughts, Calm Emotions, Sending, Suggestion, Zone of Truth, Hold Person, and Command at will
 - Use Charisma as your spellcasting ability
- You do not need to provide verbal or somatic components for any spells you cast through this Arte

- **2nd Level – True Mind Control:**

- Telepathy Range: 200 ft (DNS)
- You can take over a creature's mind for up to 1 hour (DNS)
- You cannot have your thoughts, memories, or emotions read if you are unwilling
- As an action, you can attempt to erase the memory of up to 5 creatures of your choice that you can see within 60 ft of yourself. Each targeted creature makes a Charisma saving throw (DC = 10 + your proficiency bonus + your Wisdom

modifier). On a success, the creature is immune to the effects of this ability for the next 24 hours. On a failure, you erase all knowledge of everything from up to the last hour of their memory and then they are immune to this ability for the next 24 hours.

- As an action, you can attempt to exert your influence over the mind of a creature you can see within 100 ft
 - Constructs and other such mindless creatures are immune to this ability
 - Creatures that are immune to being charmed are immune to this ability
 - The targeted creature makes a Charisma saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Wisdom modifier}$). On a failed save, you succeed in exerting your mind. On a successful one, your attempt fails, and the creature becomes immune to this ability for the next 24 hours; however, the creature is left unaware of your attempt made to exert your influence over its mind
 - If you successfully exert your influence, for the next 24 hours, you gain control over the creature. The creature is charmed by you and listens to your every command under the rules of the *Geas* spell; however, it can take the psychic damage from acting counter to your command multiple times per day
 - You can end this effect early at any time (no action required); the effect also ends early if you die
 - You may have an unlimited number of creatures under your control through this ability at one time
 - You know the location of all creatures under the effect of your mind control and can telepathically communicate with any of them, no matter the distance
 - This effect counts as a curse and can be removed by any spell or ability that can remove curses (such as the *Remove Curse* spell)
 - After the effect ends, the creature is immune this ability for the next 24 hours and must repeat the saving throw. On a failed save, the creature remembers nothing of what happened while under your control. On a successful one, the creature retains slight memory over the events that transpired
- You can cast *Geas*, *Compulsion*, *Charm Monster*, *Synaptic Static*, *Mental Prison*, *Modify Memory*, *Confusion*, *Remove Curse*, *Greater Restoration*, *Mass Suggestion*, and *Dominate Person* at will

- **3rd Level – Mental Dominator:**

- Min Charisma and Wisdom of 25

- Exertion Range: 200 ft (DNS)
- Telepathy Range: 300 ft (DNS)
- You gain immunity to psychic damage
- You can take over a creature's mind for up to 24 hours (DNS)
- You can exert your influence over a creature's mind for up to 10 days (DNS)
- With one action, you may attempt to exert your influence over the minds of up to 10 creatures you can see or sense with your exertion range
- As a bonus action, you can transfer a curse or other such non-physical negative ailment afflicting you to another creature under the effects of your mind control
- You can naturally sense living creatures within 100 ft of yourself; additionally, you can spend 1 minute focusing on a creature you see or sense to learn its Wisdom and Charisma scores
- Spells cast through this Arte are cast at 9th-level

- **Overload – Unending Control:**

- Exertion Range: 500 ft (DNS)
- If a creature dies while you've taken over its mind, you no longer die, instead, you simply return to your body and awaken
- Both taking over minds and exerting influence over minds have no maximum time limit while in you're in this Overload state (DNS)
- With one action, you may attempt to exert your influence over the minds of any number of creatures that you can see or sense within your exertion range (DNS)
- While you've taken over a creature's mind, you maintain this Overload state until the effect ends; even if the original catalyst that led to you entering this Overload state ends

69 – Mutation (Special):

“Through commanding quintessence and life, alter the form and artes of others”

Bonus Hit Points: 40 (60 – Druid, Sorcerer, Warlock)

Starting Fame: +0

Starting Infamy: +15

Class: S

Strain: Sync

Element: Soul/Life

Type: Mixed

• 1st Level – Life Reformation:

- You can perform a special ritual wherein you alter the bodily form of an unconscious creature. The time of the ritual is dependent on the desired alterations, but you must stay within 5 ft of the creature for the entire time and the creature must stay unconscious for the full length of time. The changes are supernatural by nature and count as a curse; however, even if removed it takes a full 3 days for all alterations to revert and, during this time, the creature has 5 levels of exhaustion from the pain and stress induced by the sudden changes. Once you've given a creature a set of alterations, you cannot do so again on the same creature until they have rid themselves of the first set of alterations
 - The following options are available to you, with each having an associated ritual time. You can make up to 3 alterations per ritual, adding the total time for each alteration. Some alterations come with additional options; in those cases, you may only select one
 - Alternatively, as an action, you may instantaneously alter your own bodily, choosing any one of your alteration options to immediately apply to only yourself. This alteration lasts until you either use a subsequent action to revert it or you use a subsequent action to gain a new alteration
 - **Altered Skin (2 hours):** The creature's skin changes, giving it new properties – chosen from the following list

- **Hardened:** While the creature is wearing no armor, it gains a +3 bonus to AC and its AC cannot be lower than 18. A creature can use a shield and still benefit from this effect
 - **Antimagic:** The creature gains resistance to damage from spells and other magical effects
 - **Oily:** While the creature is wearing light or no armor, it gains a swim speed equal to its walking speed
 - **Rotting:** The creature gains vulnerability to necrotic damage and makes all Charisma-based ability checks at disadvantage
 - **Lesions and Boils:** The creature gains vulnerability to acid damage and makes all skill checks at disadvantage
 - **Flammable:** The creature gains vulnerability to fire damage and suffers an additional level of exhaustion whenever it gains any due to extreme heat
 - **Volatile:** Whenever the creature takes non-psychic damage from any source other than this effect, their skin spontaneously combusts, causing the creature to take an additional $4d4$ fire damage from that source
 - **Analgesic:** Whenever the creature would regain hit points, it instead regains double the amount it would
 - **Rubber:** The creature gains immunity to lightning damage and, while the creature is wearing light or no armor, its jump height and distance are doubled
 - **Rash:** Whenever the creature attempts an attack, it must first succeed on a DC 10 Constitution saving throw, losing the attack attempt on a failure; additionally, the creature makes saving throws to maintain concentration at disadvantage
 - **Non-Restorative:** The creature gains no benefit from magical or supernatural healing
- **Beast Feature (4 hours):** The creature gains a single physical feature from a Beast-type creature
- **Change Appearance (8 hours):** You completely alter the creature's facial structure, voice, hair length/color, and/or facial features to your own design; this feature cannot prevent the use of facial features the creature already has (such as their eyes) but can change how they appear
- **Change Race (10 hours):** The creature becomes a new race, losing any of their current racial features and gaining the new ones (including ability score increases)

- **Digit Gain (1 hour per digit):** The creature gains fingers, toes, or both. You can grant a creature a maximum of 10 fingers per hand and 10 toes per foot
- **Digit Loss (3 hours per digit):** The creature loses fingers, toes, or both. You cannot use this if the creature has no hands or feet.
- **Emotional Amplification (5 hours per emotion):** You amplify the degree a creature feels a certain emotion
- **Emotional Suppression (5 hours per emotion):** You remove the creature's ability to feel a certain emotion
- **Extra Eye (3 hours):** The creature gains a new, fully functioning eye located somewhere of your choice
- **Extra Mouth (2 hours):** The creature gains a new, fully functioning mouth located somewhere of your choice
- **Eye Loss (8 hours per eye):** The creature supernaturally has eyes removed
- **Limb Gain (2 hours per limb):** Using this Arte, you may have the creature gain arms, legs, or both. You can grant a creature a maximum of 10 arms and 10 legs
- **Limb Loss (6 hours per limb):** Using this Arte, you supernaturally remove limbs from the creature. You cannot use this if the creature has no arms or legs
- **Personality Addition (12 hours per aspect):** You add a certain aspect to a creature's personality
- **Personality Suppression (8 hours per aspect):** You remove a certain aspect from a creature's personality
- **Resize (6 hours):** The creature increases to the next size category above it (if there is one), decreases to the next size category below it (if there is one), or stays the same size category but either increases or decreases in height by 2 feet
- **Tentacles (2 hours per tentacle):** The creature grows a fully ambulatory tentacle somewhere on its body. You can give a creature up to 20 tentacles

- **2nd Level – Sudden Genesis:**

- You can keep up to 2 alterations applied to yourself at a time (DNS)
- Upon gaining this level in this Arte for the first time, choose four distinct Major Artes that are not: **Bonds, Computational Mind, Conversion, Cyber, Grand Artifact, Hive, Mutation, Puppeteering, Spectral Other, Undeath, and**

Vampirism. After you complete a short or long rest, you can swap all levels you have in this Arte to one of the other four selected Artes – retaining this specific ability to swap between Artes. If you already have one of the four Major Artes you selected from another source, you combine the total levels to a maximum of 3rd-level. Upon swapping levels to a new Arte, you gain all the benefits of the levels of the Arte except for the changes outlined in the following list; additionally, your amp does not affect the levels of a swapped Arte

- You only use half of the bonus hit points you would gain from the chosen Arte
- Any abilities from the chosen Arte that would allow you to gain further Artes do not function
- Any abilities from the chosen Arte that would permanently increase your hit point maximum (such as from the *Super Resilience* Arte) do not function
- You ignore ability score increases that would bring your ability score above 20
- Any damage immunities that would be gained from the chosen Arte are demoted down to damage resistances

- **3rd Level – Arte Transference:**

- You can keep up to 3 alterations applied to yourself at a time (DNS)
- Once per long rest, you may swap to one of your chosen Artes as an action
- Upon gaining this level in this Arte for the first time, choose another four distinct Major Artes that are not of the prior list nor of the four you selected for yourself. As an action, you may attempt to touch a creature and swap out all levels of one of their Major Artes for one of the four you've selected, using the following rules:
 - You cannot swap the following Artes: **Bonds, Computational Mind, Conversion, Cyber, Grand Artifact, Hive, Mutation, Puppeteering, Spectral Other, Undeath, and Vampirism.**
 - Until you swap the levels back, the creature may fully treat this new Major Arte as its own, even increasing levels they have in it through any means normally available to them
 - When attempting this on an unwilling creature, you first make an attack roll using both your proficiency and choice of Strength or Dexterity to determine if you successfully touch the creature. If you do, the creature then makes a Charisma saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the Arte swap successfully takes place. On a successful one, the Arte swap fails and the creature is immune to this ability for the next 24 hours

- If the creature is willing, you may automatically hit, and the creature may willingly fail the save
- Once the swap is completed, you lose the given Arte from your pool of four and gain the taken Arte, replacing it within your pool
- This Arte swap is considered a curse and, if it is removed, the swapped creature regains its original Arte – retaining any additional levels they intentionally invested into it (up to 3rd-level) and retaining the same number levels of the given Arte that they intentionally invested into it. Your pool remains unchanged by the curse's removal

- **Overload – Gifts of Power:**

- Upon entering this Overload state for the first time, choose a fifth, distinct Major Arte for both your own Arte transference and the Arte transference of other creatures. The chosen Artes may be the same or they may be different. When choosing this Arte you may select **Grand Artifact**, **Puppeteering**, or **Spectral Other**. You only have access to this fifth Major Arte in either pool while in this Overload state; however, if you swapped to it, you may retain it until you swap out of it – even after you leave this Overload state
- You can cast the *Reincarnate* spell at will and when you cast the *Reincarnate* spell through this Arte, you do not need to provide any material components

70 – Necromancy (Medical):

“Command death, ruling over both life and antilife”

Bonus Hit Points: 45 (65 – Cleric, Druid, Monk, Warlock, Wizard)

Starting Fame: +0

Starting Infamy: +25

Class: B

Strain: Sync

Element: Soul/Life

Type: Combat

• 1st Level – Macabre Revival:

- Min Constitution of 20
- You gain immunity to curses
- You gain immunity to necrotic damage
- You have advantage on death saving throws
- You cannot be unwillingly raised as an undead
- You can sense all undead and corpses within 1 mile of yourself
- Whenever you damage an undead with an attack, spell or one of your abilities, you may cause it to deal double damage
- After you directly kill a creature with an attack, spell, or one of your abilities, you gain a quarter of its hit point maximum as temporary hit points, which last until you complete a long rest
- As an action, you can raise a corpse that you can see within 500 ft up from death using the following rules:
 - If the creature died within the last 10 minutes, and their soul is free and willing, you may choose for the creature to return to life with 1 hit point
 - This resurrection cannot bring a creature that died of old age back to life; additionally, it does not cure disease nor return missing body parts
 - A creature revived in this manner cannot be revived through this ability again for the next 7 days; additionally, until the creature

completes $1d4 + 2$ long rests, it suffers from 2 levels of exhaustion and its hit point maximum is halved

- Otherwise, the creature rises as an undead under your control
 - This undead is a facsimile of the original creature, possessing all its statistics – including any Artes the creature originally possessed; however, the undead only has a quarter of the original creature's hit point maximum and it lacks the ability to learn or become more powerful, so it never increases its level or other abilities – though it is still able to regain expended features (such as spell slots or Ki)
 - When you raise the creature, you may choose whether it retains its original mind and personality. If you allow the creature to retain its mind, it can make its own decisions, but it is permanently charmed by you – ignoring any immunity to the charmed condition the creature may possess. While charmed in this fashion, at any time, while you and the creature are on the same plane of existence, you know its location, you can communicate telepathically with it, you can use an action to perceive through its senses, and you can use a bonus action to sense the creature's emotional state and foremost thought; finally, you can use a bonus action to forcibly exert your control over it, either forcing it to perform an action exactly under your specifications or switching it to a mindless undead. This charmed condition can only be cured by the *Greater Restoration* spell or a similar spell/effect or an equal or greater power. If the condition is cured, the undead is no longer forcibly under your control but it may still aid you depending on its demeanor.
 - A mindless undead is completely under your control, only taking actions you direct it to perform. No matter the distance between you and an undead, you know its location, you can communicate telepathically with it, and you can use an action to perceive through its senses. If not given a command, the undead will defend itself to the best of its ability. Undead manifested in this manner are immune to the charmed and frightened conditions; additionally, they are immune to any effect that would turn them or force them to act in a manner counter to your own direction
 - While an undead created through this ability persists, the original creature cannot be resurrected
 - When an undead created through this ability reaches 0 hit points, it dies and the body crumbles to dust – unable to be raised by this ability again; however, as a reaction, if you are within 500 ft and can

see the undead, you may use a corpse you can see within 500 ft to save the undead. The chosen corpse must be of the same overall creature type as the undead (i.e., humanoid, beast, dragon, etc.). The original body of the undead still crumbles to dust, but the soul transfers over to the chosen corpse, reforming into the original creature's body. The undead regains half its hit points but does not reform with any equipment from the original body

- As an action, you may reduce your hit point maximum by any amount (If your hit point maximum reaches 0, you immediately die). All undead of your choice created through this ability then regain hit points equal to the amount your hit point maximum was reduced. Your hit point maximum returns to its original value after completing a long rest
- As an action, you can release any or all undead created through this ability. Their bodies immediately either crumble to dust or simply return to lifeless corpses – your choice; meanwhile, their souls return to freedom; however, a non-mindless undead that is no longer charmed by you may make a Charisma saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Constitution modifier}$). On a successful save, the creature persists as an undead, permanently free from your control. It regains its original hit point maximum as well as the ability to learn and grow more powerful; additionally, from then on, it makes all saving throws against any effect that would turn, exorcise, or destroy it at advantage. Once you release an undead, you cannot revive it again through this ability
- If you die, all non-mindless undead created through this ability immediately make Charisma saving throws ($DC = 10 + \text{your proficiency bonus} + \text{your Constitution modifier}$). A creature can willingly fail the saving throw. A creature that fails the save or a mindless undead created through this ability immediately returns to a lifeless corpse with the soul returning to freedom. A creature that succeeds on the saving throw persists as an undead, permanently free from your control. It regains its original hit point maximum as well as the ability to learn and grow more powerful; additionally, from then on, it makes all saving throws against any effect that would turn, exorcise, or destroy it at advantage.
- You can cast Speak with Dead, Spare the Dying, Cause Fear, Gentle Repose, Bane, Detect Evil and Good, Inflict Wounds, Shadow Blade, Toll the Dead, Protection from Evil and Good, Spirit Shroud, Summon Shadowspawn, Summon Undead,

Animate Dead, Feign Death, Remove Curse, Bestow Curse, Revivify, Ray of Sickness, Hex, Ray of Enfeeblement, Vampiric Touch, and Fear at will

- Use Constitution as your spellcasting ability

- Whenever you cast the *Summon Undead* spell through this Arte, you do not need to provide any material components

- **2nd Level – Ruler of Souls:**

- Min Constitution of 25
- Proficiency in Constitution saving throws
- Advantage on Constitution saving throws
- You gain immunity to poison and disease
- Whenever you would take necrotic damage, you may regain that many hit points instead
- Your corpse raising ability can target a corpse that's been dead for no longer than a year (DNS)
- While you have any amount of temporary hit points sourced from this Arte, you gain resistance to all damage
- Whenever an undead creature makes an attack against you or targets you with a harmful spell or ability, it makes any attack rolls against you at disadvantage
- If you have spell slots, whenever you directly kill a creature with an attack, spell, or one of your abilities, you regain 1 spell slot of your choice of 5th-level or lower
- As an action, you can destroy a corpse or pile of bones you can see within 50 ft of yourself to supernaturally reconstitute yourself. The corpse or pile of bones dissolves into an inky black mass of necrotic energy and surrounds your body. You regain 8d8 + 10 hit points as well as any missing body parts that the targeted corpse or pile of bones possessed. After using this ability, you cannot do so again until you complete a long rest
- You can cast Blight, Confusion, Evard's Black Tentacles, Danse Macabre, Enervation, Negative Energy Flood, Death Ward, Soul Cage, Circle of Death, and Create Undead at will
- Whenever you cast the *Revivify* spell through this Arte, you do not need to provide any material components and the targeted creature regains any missing body parts

- **3rd Level – Forbidden Witchery:**

- Other creatures have disadvantage on saving throws against spells you cast through this Arte
- Whenever you cast a spell through this Arte that deals necrotic damage, you may double the total necrotic damage dealt
- Whenever you cast a spell through this Arte that requires concentration, you may cause one of the undead created either through an ability or spell sourced from this

Arte that you can see within 100 ft of you to maintain the concentration for you. The undead makes any relevant checks or saves to maintain the concentration and gains no additional benefits that you may have to maintaining concentration. If the undead loses concentration, if you are within 100 ft of the undead, you may use your reaction to reclaim concentration, if able

- You may now target other willing creatures with your ability to destroy a corpse or pile of bones to reconstitute a form; however, if the targeted creature lacks resistance or immunity to necrotic damage, it only regains $4d8 + 5$ hit points, though it still can regain any missing body parts. If the targeted creature is undead, it regains double the total rolled. The targeted creature must complete a long rest before it can benefit from this ability again. This ability does not affect constructs
- When you would hit 0 hit points or you are targeted by an effect that causes instant death, you may instead destroy the body of one of the undead created either through an ability or spell sourced from this Arte that you can see within 100 ft of you in order to persist (this does not use your reaction). The undead dies and the soul of the undead goes free; however, the physical form of the undead is destroyed and you can never raise that specific creature as an undead again. After that effect resolves, any effect that would cause instant death upon you is negated and you regain half of your hit points, up to half your hit point maximum. After using this ability, you cannot do so again until you complete a long rest
- Over the course of 1 hour, you can perform a ritual in order to summon forth an undead copy of a deceased creature
 - In order to perform the ritual, you must provide some form of DNA from the creature (such as hair, skin, blood, etc.) as well as a living sacrifice. The sacrifice must be a creature with at least 5 hit points and the sacrificial creature must be within 10 ft of you for the entire length of the ritual, dying at the end of it. When the sacrificial creature dies, its body is destroyed.
 - Upon successfully completing the ritual, choose a specific creature that you know of and that has died within the last 100 years – even possibly choosing a creature that is currently an undead or a creature that lacks a free soul; however, you cannot choose a living creature. You summon forth an exact replica of the creature, at a point in its life chosen by you that you are aware of. The creature appears in an unoccupied space within 10 ft of you and is formed without any equipment
 - This summoned copy of the creature is an undead facsimile of the original creature, possessing all its statistics and personality traits – including any Artes the creature originally possessed; however, the undead only has half the original creature's hit point maximum and it lacks the ability to learn or become more powerful, so it never increases its level or other abilities – though it is still able to regain expended features (such as spell slots or Ki)

- This copied creature manifests friendly to you as well as your allies; additionally, it cannot perform any actions that would bring direct harm to you or your allies; however, the creature is under no supernatural compulsion to follow your commands
- While an undead copy of a creature persists, if the original creature is ever brought back to life, the copy immediately perishes, with the body fading into dust
- When either you or an undead copy of a creature you've created through this ability dies, the undead copy fades into dust. After 24 hours, if you're alive and willing for it to return, the copy reforms in a new body in an unoccupied space within 30 ft of you
- You may have up to 5 different undead copies created through this ability active at a time and you may dispel any of them as an action; however, you cannot have multiple copies of the same specific creature active at once
- You can cast all Necromancy spells at will
- Spells cast through this Arte are cast at 9th-level
- Whenever you cast the *Create Undead* spell through this Arte, the casting time becomes 1 action, you do not need to provide any material components, you maintain control for up to 48 hours before needing to assert control again, and any undead you animate through the spell have their hit point maximums increased by the base amount of bonus hit points you receive each level from this Arte (45 or 65, depending on your class)

● Overload – Eternal Undertaker:

- Min Constitution of 30
- Whenever you cast a spell through this Arte that deals necrotic damage, you may triple the total necrotic damage dealt (DNS)
- Whenever you summon, raise, or create undead either through a spell or ability sourced from this Arte, you may manifest equipment for them
 - Equipment you manifest can either be any form of nonmagical armor or weapon or magical armor or weaponry of, at most, Rare rarity
 - At the start of turn, any gear you've created through this ability that aren't being worn or carried by an undead creature under your control vanish into nothingness
- As an action, you can attempt to take control of any undead that you can see within 200 ft of yourself
 - If the undead has an Intelligence score of 10 or higher, it must make a Wisdom saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Constitution modifier}$).

- An undead with less than 10 Intelligence or an undead that fails the saving throw becomes permanently charmed by you and must listen to your every command while charmed in this way
 - This charm effect lasts until you die and can only be removed by a *Greater Restoration* spell or another such effect of similar or greater power

71 - Nuclear Force (Elemental):

"Use a nuclear energy within you to charge yourself with the power of destruction for infinite energy"

Bonus Hit Points: 60 (80 - Artificer, Barbarian, Sorcerer)

Starting Fame: +5

Starting Infamy: +5

Class: A

Strain: Emission

Element: Fire/Wind/Lightning/Light/Reality

Type: Combat

• 1st Level – Generator of Destruction:

- You gain immunity to the effects of extreme heat and cold
- You can spend 10 minutes focusing, building up and catalyzing stores of pure energy
 - If you successfully spend the full 10 minutes focusing (during which you must be concentrating), you gain 1 energy charge
 - As an action, you can expend one of your stored charges of energy to gain all the following benefits:
 - You gain the full effects of a short rest
 - You lose up to 2 levels of exhaustion
 - You regain hit points equal to the base amount of bonus hit points you receive each level from this Arte (either 60 or 80)
 - You gain 20 temporary hit points
 - If you have spell slots, you regain up to 2 spell slots. Each spell slot must be of 5th-level or below
 - Until the end of the turn, your speed is doubled
 - You can hold a maximum of 6 charges at a time
 - You can harmlessly release any amount of charges with no effect at any time (no action required)

- Every hour, if you have 2 or more energy charges stored up, roll 1d100. On a roll of 5 or below, you immediately release all stored energy charges in an explosion of energy around you. For each charge lost this way, the explosion deals 10d10 force damage out in a 10 ft radius. You cannot avoid or reduce any damage dealt to yourself, but other creatures in range may attempt Dexterity saving throws ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$), avoiding the blast and taking no damage on a successful save. For each successive hour after the first that the explosion does not occur, increase the threshold by 5. While this chance can be influenced by abilities such as the *Luck Manipulation* Arte, if the threshold ever reaches 100, the explosion automatically goes off
- While you have 5 or more total charges stored, you have the following benefits:
 - You gain 100 ft of fly speed
 - You gain resistance to fire, cold, acid, force, lightning, and thunder damage
 - Whenever a creature ends their turn within 10 ft of you, you may choose to cause it to take 2d12 force damage
 - Whenever you hit a creature with a melee attack, you may cause that attack to deal an additional 2d12 force damage
- While you have at least 1 energy charge stored, as a bonus action, you may cause yourself to emit up to 1000 ft of dim light. You may stop emitting this light at any time (no action required). You also stop emitting the light if you fall unconscious, die, or fall below 1 energy charge
- While you have at least 1 energy charge stored, any technology that you're in contact with that runs on some form of fuel (gas, sunlight, electricity, etc.) runs fully powered without requiring or expending any fuel
- You can release blasts of pure, concentrated energy out from your form. You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 800 ft. You are proficient with it, and you add any ability score modifier of your choice to its attack and damage rolls. Its damage is force, and its damage dice is 4d12
- As part of the Attack action, you may expend any amount of stored energy charges you have. For each expended in this manner, you may make 2 additional attacks. These additional attacks must be your blasts of energy
- As an action, you can generate an explosion of energy centered on any space you can see within 200 ft. When you create the explosion, you decide its radius, up to a maximum of 50 ft across. A creature within the blast radius makes a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the creature takes 12d12 force damage. On a success, the creature takes half as much. Additionally, when you generate this explosion, you may expend any amount of stored energy charges you have. For each expended

in this manner, you may either increase the damage of the explosion by 6d12 or increase the explosion's DC by 2

- You can cast Absorb Elements, On/Off, Haywire, Shutdown, Chromatic Orb, Prismatic Spray, Chaos Bolt, Fireball, Crown of Stars, Melf's Minute Meteors, Elemental Bane, and Primordial Ward at will
 - Use your highest ability score as your spellcasting ability
- Whenever you cast the *Chaos Bolt* spell using this Arte it is cast at 6th-level

- **2nd Level – Reactive Catalyst:**

- Energy blast damage: 6d12 (DNS)
- Generated explosion base damage: 18d12 (DNS)
- You can take the Dash and Disengage actions as bonus actions
- You can hold a maximum of 15 stored energy charges at a time (DNS)
- You only roll the 1d100 if you have 3 or more stored charges at the end of an hour (DNS)
- Whenever you take a reaction, you may expend 1 stored energy charge. If you do so, you do not expend a reaction for the round
- As a reaction to taking damage from any source, you can generate a small explosion of energy around you, dealing 2d12 force damage to all creatures of your choice within 10 ft of you
- As a reaction to taking 60 or more total damage from a single source, you may choose to gain 1 energy charge; additionally, if the damage type was fire, cold, acid, lightning, or thunder damage, you may gain 1 additional charge
- Whenever you would gain a level of exhaustion, you may instead expend 1 stored energy charge to ignore it (this does not use your reaction). Whenever you expend a charge in this way, you may also choose one of the following benefits to gain:
 - Advantage on the first saving throw you make within the next minute
 - You regain 4d8 hit points
 - You gain 10 temporary hit points
 - Your speed is increased by 30 ft until the end of your next turn
- As an action, you can expend 5 stored energy charges at once for one of the following effects:
 - You fully heal, regain up to 18 levels worth of spell slots (if you have spell slots), are cured of any poisoning or diseases afflicting you, and you gain resistance to all damage until the end of your next turn
 - You fire a 5 ft wide linear beam out 500 ft. A creature in the path of the beam must make a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the creature takes 30d12 force damage and is stunned until the end of their next turn. On a success, a creature takes half as much damage and isn't stunned

- **3rd Level – Never-Ending Energy:**

- You can hold a maximum of 45 stored energy charges at a time (DNS)
- You only roll the 1d100 if you have 6 or more stored charges at the end of an hour (DNS)
- At the start of your turn, while you have at least 1 stored energy charge and 1 hit point, you regain 20 hit points
- At the start of your turn, you may expend 1 energy charge, if you do, you may take 1 additional action and bonus action during that turn.
- Once per long rest, when you would roll the 1d100 to determine whether you release an explosion or not, you may reroll the die. If you do not release an explosion as a result of the reroll, you may expend 6 stored energy charges to avoid increasing the threshold for any future rolls until you complete a long rest
- As an action, you can expend 45 stored energy charges all at once to gain the following benefits for the next minute:
 - You gain immunity to 3 damage types of your choice
 - Your total speed is quadrupled
 - You gain 1000 ft of fly speed
 - Whenever you hit with an attack or deal damage with a spell, you may triple the total damage dealt
 - You may take up to 2 additional actions each turn. If you take the Attack action as part of either of these additional actions, you may make a maximum of 2 attacks as part of the action
- Whenever you cast *Chaos Bolt* using this Arte, it is cast at 9th-level

- **Overload – Tumultuous Tsar:**

- Energy Blast damage: 10d12 (DNS)
- Generated Explosion max radius: 1000 ft (DNS)
- Generated Explosion base damage: 30d12 (DNS)
- Generated Explosion range: indefinite range if you can see the targeted space
- You gain immunity to fire, cold, acid, force, lightning, and thunder damage

72 - Ocular Might (Physical):

"Your eyes become your greatest strength. Your gaze means both light of clarity and dark of ruin"

Bonus Hit Points: 35 (55 - Fighter, Monk, Ranger, Rogue, Sorcerer, Wizard)

Starting Fame: +0

Starting Infamy: +0

Class: F

Strain: Constant

Element: None

Type: Utility

• 1st Level – Almighty Gaze:

- Min Wisdom of 20
- Proficiency in Perception, Investigation, and Insight
- Advantage on Perception, Investigation, and Insight checks that rely on sight
- Natural +20 to Perception, Investigation, and Insight checks that rely on sight
- You ignore half and three-quarters cover
- You gain immunity to the blinded condition
- You have Truesight out as far as you can see (Indefinite range)
- You gain proficiency with all ranged weapons and weapons with the *Thrown* property
- Whenever you make an attack, you may add your Wisdom modifier to the attack and damage roll
- Whenever you make an attack, you may add your total sight-based Perception bonus to the attack roll; additionally, once per turn, you may also add your total sight-based Perception bonus to one damage roll of the attack
- As an action, you can lock your gaze with that of another creature that you can see, manifesting a special effect through your eyes. Choose one of the following effects to resolve with the chosen creature as the target. If a targeted creature that isn't surprised is aware of you, it may use its reaction to avert its gaze. If it does so, it avoids the immediate effects of the chosen ability to resolve; however, it cannot see you while it has its eyes averted. While you can still see the creature, if it looks at

you before the end of its next turn, it immediately must resolve the effects of the chosen ability. When resolving the ability, if the creature must make a saving throw, the DC = 10 + your proficiency bonus + your Wisdom modifier; additionally, if the effect is lasting, you may end it early at any time (no action required). A lasting effect from this ability also ends early if you die or by any other conditions specified by the specific chosen ability

- **Cancel:** The targeted cannot cast spells or use any of their Major Artes until you avert your gaze directly from them. At the end of your next turn and all subsequent turns, if you are still cancelling the creature's Artes, you take a non-avoidable, non-reducible 20 damage per level in a Major Arte the targeted creature has. After you stop using your **Cancel** ability on a creature, you cannot use it again until you complete a long rest
- **Command:** You attempt to force the creature to act in a certain way. The creature makes a Charisma saving throw. On a successful save, the creature is unaffected. On a failure, the creature listens to your next verbal command and then attempts to carry out the order to the best of their abilities. If they cannot physically carry out the order or the order would directly lead to the creature's death, the creature takes 10d10 psychic damage and the effect ends. Once the order has been successfully carried out, the effect ends. If the order has not been carried out in 7 days, the effect ends.
- **Deceive:** You attempt to fool the targeted creature. The creature makes an Intelligence saving throw. On a successful save, the creature is unaffected. On a failure, you insert an illusory event directly into the thoughts and memory of the creature. The creature fully believes the event occurred and rationalizes any way that it doesn't hold up to inspection (Ex. You make the creature believe a bridge before them gave out, however they can still walk across it. The creature may rationalize it as them flying or a result of their own power).
- **Disarray:** You attempt to muddle the mind of the creature. The creature makes an Intelligence saving throw. On a successful save, the creature is immune to the effects of your **Disarray** ability for the next 24 hours. On a failure, the targeted creature is placed under the effects of the *Confusion* spell. At the end of its next turn, the creature repeats the saving throw, ending the effect on itself on a success. On a failure, the creature is placed under the effects of the *Feeblemind* spell for the next week and it perceives you as a friendly creature, no matter what actions you take towards it, for the duration; however, whenever the creature is the target of an attack or harmful effect, it may repeat the saving throw, ending the effect on itself on a success

- **Immolation:** You attempt to spontaneously combust a creature with accursed flames. The creature makes a Constitution saving throw. On a failed save, the creature immediately takes $10d10$ fire damage and is set alight. On a success, the creature takes half as much damage and isn't set alight. A creature that's alight stays so until you end the effect, or you are further than 1000 ft away from it. While alight, the creature takes $1d10$ fire damage at the start of each of its turns and all other creatures (other than yourself) within 5 ft of the creature takes half as much damage (rounding down). The flames continue to burn even while the creature is at 0 hit points and cannot be doused by normal means.
- **Madness:** You attempt to drive the creature into the throes of insanity. The creature makes a Wisdom saving throw. On a successful save, the creature is immune to the effects of your **Madness** ability for the next 24 hours. On a failure, the targeted creature gains a random form of long-term madness for the next 100 hours. During these 100 hours, it is immune to the effects of your **Madness** ability.
- **Nightmare:** You attempt to trap the creature in an illusory nightmare. A creature that does not sleep or dream is immune to this effect. The creature makes a Wisdom saving throw. On a successful save, the creature suffers no adverse effects, and it is immune to the effects of your **Nightmare** ability for the next 24 hours. On a failure, the targeted creature falls unconscious and begins to dream. At the end of their next turn, the creature repeats the saving throw (at advantage if another creature used an action to attempt to rouse them from slumber), ending the effect on itself a success. On a failure, the creature is locked in slumber and afflicted by vivid nightmares for the next week. At the end of each day while trapped in slumber, the creature's hit point maximum is reduced by $3d10$. If the creature's hit point maximum reaches 0, it dies. Whenever the creature takes damage from any other source, it may repeat the saving throw, waking early with no other negative effects on a success (the creature's hit point maximum returns to its original value after it completes a long rest). While the creature sleeps in this manner, it does not benefit from resting. If the creature sleeps for the full week, the creature awakens with 4 levels of exhaustion. While the creature has any levels of exhaustion sourced from this ability, the creature gains vulnerability to all damage and cannot cast spells; additionally, resting does not replenish the creature's hit point maximum. Only after all levels are gone can the creature regain their full hit point maximum from taking a long rest.
- **Petrification:** You attempt to petrify the creature. The creature makes a Constitution saving throw. On a successful save, the creature suffers no

adverse effects, and it is immune to the effects of your **Petrification** ability for the next 24 hours. On a failure, the creature begins to supernaturally turn to stone, becoming restrained. At the end of their next turn, the creature repeats the saving throw, ending the effect on itself a success. On a failure, the creature is petrified until freed by the *Greater Restoration* spell or an effect of similar or greater power.

- You can cast Detect Magic, Detect Poison and Disease, Scrying, Darkvision, True Seeing, Clairvoyance, Find the Path, Locate Creature, Dream, Locate Animals or Plants, Faerie Fire, Hunter's Mark, Project Image, True Strike, Guiding Bolt, Detect Evil and Good, Phantasmal Force, Phantasmal Killer, Arcane Eye, Identify, Locate Object, and Eyebite at will
 - Use Wisdom as your spellcasting ability

- **2nd Level – Combatant Vision:**

- Advantage on Dexterity saving throws
- Proficiency in Dexterity saving throws
- Expertise in Perception, Investigation, and Insight
- You benefit from the *Evasion* feature
- You can perfectly read lips that you can see so long as you know the language being spoken
- Double the range of all ranged weapon attacks (including those from weapons with the *Thrown* property)
- You can zoom your vision at will, allowing you to see things that are 10 miles away as if they were up to 5 ft away
- While you are conscious and not incapacitated, you cannot be surprised, and no attack roll has advantage against you
- As a reaction to being targeted by an attack, you can enter a focused dodging state, adding your Wisdom modifier to your AC until the start of your next turn
- After you take the Attack action on your turn and hit a creature during that action, you may use your bonus action to immediately target one creature you hit with your special effect gaze
- Whenever you use your special effect gaze with an action during your turn, you may sacrifice the vision in one of your eyes to amplify the effect of your chosen vision ability. If you choose to do so, one of your eyes (your choice which) goes blind (ignoring any immunity to blindness). While any of your eyes are blind in this manner, your total Perception bonus is halved when making checks that rely on sight, and you ignore your ability to not be surprised sourced from this Arte. Any eyes blinded in this manner stay blind until you complete a long rest after spending a full 24 hours not using any of your special effect gazes. You cannot use this ability if you have no eyes that aren't already blinded, and you are fully blinded if all your

eyes are made blind through this ability. Upon blinding your eye, your special effect is altered in the following manner:

- You may target one other creature with the chosen effect
- All targeted creatures make any saving throws sourced from the chosen effect at disadvantage
- Any damage dealt to the targeted creatures from the chosen effect is doubled
- If a targeted creature that succeeds on an initial saving throw sourced from the chosen effect would be made immune to the chosen ability, it does not gain that immunity
- A targeted creature that uses its reaction to avert its gaze immediately takes 3d10 psychic damage

• 3rd Level – Infallible Sight:

- Min Wisdom of 25
- Expertise in Dexterity saving throws
- Whenever you cast a spell sourced from this Arte, you may triple its range
- Whenever you are targeted by an attack, if you can see the assailant, you gain a +5 bonus to your AC
- Once per round, whenever you hit a creature with a ranged attack, you may choose to double the total damage dealt
- Whenever you use your special effect gaze with an action during your turn, you may target one additional creature that you can see with your chosen effect
- During your turn, if you have yet to use any of your movement, you may make up to 3 distinct Perception checks as part of a free action. After doing so, your speed is reduced to 0 for the rest of the turn
- As part of an action or bonus action during which you used your special effect gaze, you may move up to your speed. This movement does not provoke opportunity attacks, nor does it exhaust your movement for the turn

• Overload – Unfettered Scrutiny:

- Min Wisdom of 30
- You may amplify your special effect gaze without sacrificing vision in an eye
- Once per turn, after a creature averts its gaze from your special effect gaze, you may immediately target one other creature with your chosen effect
- During your turn, after you successfully make a Perception check to notice a hidden creature, a hidden detail about a creature, or just notice a creature's presence, you may immediately make one weapon attack or unarmed strike against the creature you noticed

- As part of an action or bonus action during which you used your special effect gaze, you may make one weapon attack or unarmed strike. This attack may be done before or after the movement you also gain. If you hit a creature that cannot see you with this attack, the total damage dealt is doubled

73 – Ossuary (Medical):

“Command bones, bringing forth their full strength – hardening and manipulating them”

Bonus Hit Points: 65 (85 – Barbarian, Cleric, Fighter, Paladin, Warlock)

Starting Fame: +0

Starting Infamy: +5

Class: C

Strain: Manipulation

Element: Earth/Life

Type: Combat

• 1st Level – Skeletal Control:

- Min Constitution of 20
- At the end of your turn, any of your broken bones fully regenerate
- You can contort your body in a wide variety of manners, ignoring the restrictions of your joints and ligaments
- Whenever you take the Attack action on your turn, you may make up to 2 additional attacks. These additional attacks must be your bone needles
- As a bonus action, you can manipulate your own skeleton to create spines of bones jutting out of your body. While these spines are active, any creature that hits you with a melee attack takes 2d8 piercing damage, your bone spear deals an extra 2d8 damage on a hit, and any creature grappling you takes 2d8 damage at the start of their turn
- You can fire off needles of sharpened bone out from your form. You gain a new attack option that you can use with the Attack action. This special attack is a ranged weapon attack with a range of 50 ft. You are proficient with it, and you use your Constitution modifier for its attack and damage rolls. Its damage is piercing, and its damage dice is 3d8
- As an action, you can take control of any skeletal undead you can see within 50 ft. If it has an Intelligence of 10 or higher, it may attempt a Charisma saving throw (DC = 10 + your Constitution modifier + your proficiency bonus), resisting your control on a success. If the targeted creature is already under the control of another creature, the controlling creature makes the Charisma saving throw instead

- As an action, you may attempt to take command over the bones of a creature you can see within 50 ft. A creature without bones is immune to this effect. The creature makes a Constitution saving throw ($DC = 10 + \text{your Constitution modifier} + \text{your proficiency bonus}$). On a success, the creature resists your attempt at control and is immune to the effects of this ability for the next 24 hours. On a failure, you immediately may have the creature move up to its speed – with you controlling the movement and/or have it take either the Attack or the Use an Object action. For the next minute, you may repeat this effect as a bonus action. After the minute passes, the creature gains 1 level of exhaustion. At the end of each of the creature's turns, it may repeat the saving throw – ending the effect on itself early without gaining exhaustion on a success
- As an action, you can extend a spear-like bone out from your body to employ as a weapon. Make a weapon attack roll against a creature within 50 ft of you, using your Constitution for both the attack roll and damage roll. On a hit, the creature takes $6d8$ piercing damage. When you hit, you may attempt to puncture through the creature. The creature makes a Constitution saving throw ($DC = 10 + \text{your Constitution modifier} + \text{your proficiency bonus}$). On a success, it resists your attempt to pierce it through; however, on a failure, it is pierced through. It takes an additional $6d8$ piercing damage and is restrained by your bone spear. A creature restrained by your bone spear may use an action to attempt a Strength saving throw with the same DC, breaking off the bone and freeing itself. You may retract a spear as a bonus action, choosing either to pull any restrained creature towards you or free them from the restraint

- **2nd Level – Growth of Bones:**

- While you have a bone spear extended, you may use a bonus action to extend another bone spear out from any point on the original other than the very tip (creating a branch), extending the range of the spear
- While in contact with the ground, you can use an action to spring up a field of bone spikes in any shape of your choice within a 50 ft radius. The area filled with bone spikes becomes difficult terrain and any creature that moves within it for the first time on a turn or starts its turn there takes $3d8$ piercing damage
- As an action, you can create any melee weapon out of your own bone. You count as proficient with the weapon, you cannot throw the weapon, you may use your Constitution for the attack and damage rolls with the weapon, and the weapon deals an extra $4d8$ damage. The weapon cannot leave your body and cannot be wielded by any other creature than you
- As an action, you may manipulate your skeleton to create a perfectly fitted set of bone armor around yourself. You cannot create this bone armor while wearing any other form of armor (other than shields). While this bone armor is active, you have

resistance to all damage and your base AC is set to 25 but for every total hour spent in the armor per long rest, you gain 1 level of exhaustion

- **3rd Level - Ossification:**

- Min Constitution of 25
- Bone Needle Base Damage: 6d8 (DNS)
- Bone Spear Base Damage: 12d8 (DNS)
- Bone Weapon Extra Damage: 6d8 (DNS)
- Bone Spike Field Base Damage: 6d8 (DNS)
- Bone Spear, Bone Needle, Skeletal Control, Bone Control, and Bone Spike Range: 200 ft (DNS)
- You can extend your created bone weapons, increasing your reach by 10 ft
- Whenever you take the Attack action on your turn, you may make up to 4 additional attacks. These additional attacks must be your bone needles (DNS)
- While your spines of bone are active, the damage taken by creatures when they hit you or grapple you, as well as the additional damage to your spear increases to 4d8 (DNS)
- After a 1-minute ritual while in contact with a Medium or smaller creature or object for the full minute, you can harden the creature or object so that it becomes as hard as bone for the next hour. If the target is a creature, you choose whether the creature will be fully petrified or remain partially ambulatory. If the creature remains ambulatory it gains the following: immunity to piercing, slashing, necrotic, and poison damage; their speed is halved; their base AC without armor becomes 20; and they have disadvantage on all weapon attack rolls

- **Overload – Osseous Almighty:**

- Min Constitution of 30
- Bone Armor Base AC: 30 (DNS)
- Bone Spear Base Damage: 24d8 (DNS)
- Bone Needle Base Damage: 12d8 (DNS)
- Bone Weapon Extra Damage: 12d8 (DNS)
- Bone Spike Field Base Damage: 8d8 (DNS)
- Bone Spear, Bone Needle, Skeletal Control, Bone Control, and Bone Spike Range: 400 ft (DNS)
- You can now ossify Large creatures and objects
- Whenever you take the Attack action on your turn, you may make up to 9 additional attacks. These additional attacks must be your bone needles (DNS)
- While your spines of bone are active, the damage taken by creatures when they hit you or grapple you, as well as the additional damage to your spear increases to 8d8 (DNS)

- Rather than spend the minute attempting to ossify a creature or object, you may instead use a single action, so long as you can touch it. If attempting to touch an unwilling creature, make a melee attack roll using your Constitution and proficiency bonus, successfully ossifying on a hit

74 – Pantomime (Special):

“Employ the art of mimicry and deceit to confound your foes and alter reality itself”

Bonus Hit Points: 25 (45 – Bard, Rogue, Wizard)

Starting Fame: +5

Starting Infamy: +5

Class: F

Strain: Sync

Element: Light/Reality

Type: Mixed

• 1st Level – Master Mimicry:

- You can perfectly mimic any voice you've heard before
- During each round of combat, you may take up to 2 reactions
- After you see a creature successfully take the Attack, Help, Dodge, or Use an Object actions, you may use a reaction to immediately take the same action
- You may take the Ready action as a bonus action. If you do so, you must do so after taking your action for the turn and you cannot ready the same action you took that turn
- After you see a creature successfully make a check or attack with a tool, skill, or weapon that you lack proficiency in, you may use a reaction to gain proficiency with that tool, skill, or weapon for the next hour
- After you see a creature successfully cast a spell with a casting time of one action, you may use a reaction to cast the same spell at its base level at no cost. When you cast a spell in this way, you use your highest ability score modifier as your spellcasting ability modifier
- After you see a creature conclude its movement to move any distance, you can use a reaction to move an equivalent distance in the same manner (flight, burrowing, dashing, etc.) in any direction you wish (possibly in ways not normally physically possible such as walking up through air, walking on walls and the ceilings; however, once your movement ends normal physics return)

• 2nd Level – Reality Bending Antics:

- You gain 100 ft of Truesight
- You gain immunity to the charmed condition
- Natural +10 to Performance, Deception, and Sleight of Hand
- Proficiency and Expertise in Performance, Deception, and Sleight of Hand
- You can telepathically communicate with any creature you can see within 300 ft of you so long as that creature knows at least one language – even if you don’t share a language
- As an action, you can act out a mundane task you could normally complete in one action such as throwing a lasso, shooting a bow, creating a box, climbing a ladder, etc. You make a Performance check with a DC determined by the DM based on the complexity of the act. If you succeed, reality bends, making the action and all objects involved in the action real yet invisible to all other creatures (even those with Truesight or under the effects of an effect such as the *See Invisibility* spell). The invisible objects created as part of the act fade as soon as you dispel them (no action required), fall unconscious, die, or start your turn 500 ft away from an object. The objects are powerful, indestructible versions of the typical object but are based entirely on bent reality and trickery of the mind. If creature targeted by any of these faux objects has less 4 or less Intelligence, it is immune to any of the effects. As an action, a creature may make an Intelligence saving throw (DC = your total Performance bonus). On a successful save, the creature is immune to the effects of any faux objects that target it within the next 10 minutes
- As an action, you can speak a simple phrase no longer than 10 words long laced with mind bending power directed at a creature you can see within 500 ft that can hear you. That creature makes a Charisma saving throw (DC = your total Performance bonus), and, on a failure, that creature is subject to an effect depending on the wording of the phrase. On a success, they are immune to this ability for the next 24 hours; additionally, creatures immune to being charmed are immune to this effect. If the phrase is a command, unless that command would lead to the direct harm of the creature, they carry out the command to the best of their abilities on their next turn. If the phrase is a question, they answer truthfully to the best of their knowledge. If the phrase is a statement about something, someone, or somewhere, that creature believes it for the next hour – even rationalizing any inconsistencies. If the phrase is a general statement with no direct connotations (Ex. “Hello”), that creature acts friendly towards you until it is attacked by you or an ally of yours. Finally, if the phrase is literal gibberish with absolutely no meaning, the creature forgets the last minute of their memory and acts lost and confused no matter the circumstance for the next 10 minutes, losing the ability to do things that require attention, real thought, or creativity.
- You can cast Modify Memory, Command, Compulsion, Confusion, Intellect Fortress, Silence, Zone of Truth, and Suggestion at will

- Use your highest ability score as your spellcasting ability

- **3rd Level – Advanced Miming:**

- Min Charisma of 20
- You gain immunity to psychic damage
- Your mind cannot be read or controlled unless you are willing
- Natural +15 to Performance, Deception, and Sleight of Hand (DNS)
- During each round of combat, you may take up to 4 reactions (DNS)
- During each round of combat, the first instance of movement mimicry you use does not use up a reaction
- As a reaction to seeing a creature make an attack roll, saving throw, or ability check, you can impose either advantage or disadvantage on the creature's roll
- Whenever you hit a creature with an unarmed strike or an attack from a faux object created through your miming, you may add your total Performance bonus to the damage roll
- You can telepathically communicate with any creature you can see within 500 ft of you so long as that creature knows at least one language – even if you don't share a language (DNS)
- As a reaction to seeing a creature use a damaging attack, spell, or ability, you can either force or allow them to reroll the damage. If you force them to reroll, the creature makes a Wisdom saving throw (DC = your total Performance bonus), and, on a failure, the creature must reroll all their damage dice, using the new total. If you allow the creature to, they may reroll if they wish and use either total (their choice).
- You can cast Forcecage, Wall of Force, Sequester, Bigby's Hand, Demiplane, Unseen Servant, Passwall, Dispel Magic, Counterspell, Tenser's Floating Disk, and Mordenkainen's Faithful Hound at will

- **Overload – Ultimate Mime:**

- Min Charisma of 25
- Natural +25 to Performance, Deception, Sleight of Hand (DNS)
- As a reaction to seeing a creature make use of their Arte as part of an action (such as firing a beam, restoring hit points, manipulating material, etc.), you can replicate the effects of the Arte employed. You do so after the other creature completes their action and, if the use of the Arte calls for any ability score modifiers you use your highest ability score modifier. Any lasting effects gained from the use of the Arte fade at the end of your next turn.

75 - Particle Master (Elemental):

“Command the power of the infinitesimal particulates of the world”

Bonus Hit Points: 40 (60 - Artificer, Druid, Ranger)

Starting Fame: +0

Starting Infamy: +5

Class: E

Strain: Manipulation

Element: Wind/Earth/Fire

Type: Combat

• 1st Level – Command The Minute:

- As an action, you can manipulate dust, sand, and other similar particles in areas you can see within 1000 ft, employing rules as described by the *Manipulation Module*
 - If your particle manipulation results in a creature having to make a saving throw, the DC = 10 + your proficiency bonus + your highest ability score modifier
- You gain immunity to poison damage as well as the poisoned condition
- You are immune to the negative effects of smoke inhalation, poisonous gas, etc.
- As an action, you can teleport up to 100 ft to any unoccupied space you can see, vanishing and reappearing in a cloud of dust, sand, or other such particulates
- You can compact then release weaponry formed from densely packed dust, sand, or other particulates. You gain a new attack option that you can use with the Attack action. This special attack is a ranged weapon attack with a range of 2000 ft. You are proficient with it, and you use your Dexterity modifier for its attack and damage rolls. Its damage is either piercing or bludgeoning, and its damage dice is 4d8
- As an action, you can transmute your body into a particulate state. Upon entering this state, you immediately drop any object(s) you’re carrying, and you may choose whether any object(s) you’re wearing either meld with you or also drop to the ground. This state lasts until you use a bonus action to drop it and ends early if you are incapacitated or die. If you exit this state in a space that is no longer large enough to contain you, you are supernaturally shunted to the closest unoccupied space, taking 2d12 force damage + an additional 2d12 force damage for every 5 ft

you were moved. After you exit this state, you cannot enter it again until the end of your next turn. While in this state, you are under the following effects:

- You appear as a vague facsimile of your original appearance formed from countless particles; however, depending on the conditions surrounding you and how you act (e.g., lying still in a desert, or quickly moving in a dust storm), you may be indistinguishable from your surroundings
 - You cannot physically interact with objects or creatures
 - You gain immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons
 - You gain resistance to fire, cold, lightning, thunder, and acid damage
 - You gain immunity to the grappled, paralyzed, petrified, prone, and restrained conditions.
 - You gain fly speed equal to double your base walking speed and continually hover while conscious
 - You can move through gaps that are as narrow as 1 inch without squeezing
 - You have disadvantage on saving throws against the effects of powerful winds and, whenever you would be forcibly moved by such an effect, you are moved double the distance
 - Your Strength score is treated as if it were 1
 - You cannot provide the somatic components for any spells you cast
 - You can cast Wall of Sand, Blur, Gust of Wind, Gust, Magic Stone, Earthbind and Dust Devil at will
 - Use your highest ability score as your spellcasting ability
- **2nd Level – Inorganic Disintegration:**

- Particle manipulation range: 2000 ft (DNS)
- Particulate weapon attack base damage: 8d8 (DNS)
- As an action, you can transmute up to 10 cubic ft of nonmagical, nonliving inorganic material you touch into a fine dust
- As a reaction to being targeted by an attack, spell, or otherwise harmful ability that you're aware of, you can temporarily transmute your body into a particulate state, avoiding harm; additionally, as part of this reaction you may move up to 5 ft in any direction without provoking attacks of opportunity. If you move in this way, you drop anything you were carrying
- You can cast Disintegrate at will

- **3rd Level – Absolute Disintegration:**

- Teleport range: 200 ft (DNS)
- Particle Manipulation range: 3000 ft (DNS)

- Particulate weapon attack base damage: 12d8 (DNS)
- You can now transmute organic material into dust; however, the transmuted material still cannot be magical nor living
- Whenever you hit a creature or object with a weapon attack, you may infuse that attack with small amounts of disintegrating energy. If you do so, increase the damage dealt by 1d12 force and, if the target was a nonmagical object, double the total damage dealt. Additionally, if the target was a creature wearing nonmagical armor, the armor gains a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10
- As an action, you can manifest translucent zones of disintegration, employing the following rules:
 - The zone can be any shape/form; however, it must fit within a 20 cubic ft area centered on an unoccupied space you can see within 500 ft
 - Any nonmagical, nonliving objects that aren't being worn or carried that are within the zone become a fine gray dust
 - A creature in the caught within the zone makes a Constitution saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the creature takes 20d12 force damage and gains 1 level of exhaustion. On a successful one, the creature takes half as much and doesn't gain exhaustion. A creature killed by this ability turns into fine gray dust, along with any nonmagical objects they were wearing or carrying
 - You may use this ability a number of times equal to your proficiency bonus, regaining all expended uses upon completing a long rest; alternatively, whenever you use this ability, instead of expending one of your uses, you may gain a level of exhaustion. You may only do so if you are able to gain levels of exhaustion

- **Overload – Infinitesimal Mastery:**

- Teleport range: 300 ft (DNS)
- Disintegration Zone shape range: 1000 ft (DNS)
- Disintegration Zone shape max size: 40 cubic ft (DNS)
- Particulate weapon attack base damage: 16d8 (DNS)
- Disintegration Infusion bonus damage: 4d12 (DNS)

76 – Passage (Transformative):

“Like a ghost, you can traverse through anything”

Bonus Hit Points: 20 (40 – Monk, Ranger, Rogue)

Starting Fame: +0

Starting Infamy: +0

Class: F

Strain: Transformation

Element: None

Type: Utility

• 1st Level – Spectral Movement:

- Min Dexterity of 20
- Proficiency in Dexterity saving throws
- Advantage on Dexterity saving throws
- Natural +10 to Dexterity saving throws
- Proficiency in Stealth
- Advantage on Stealth
- Natural +10 to Stealth
- You gain resistance to bludgeoning, piercing, and slashing damage
- As a bonus action, you may activate or deactivate an x-ray vision. While your x-ray vision is active you can see into and through solid matter. This special vision has a radius of 120 ft. To you, solid objects within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 4 feet of stone, 4 inches of common metal, or up to 12 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead. For every total hour in a single day you spend with your x-ray vision active, you gain 1 level of exhaustion – resetting the “timer” upon completing a long rest.
- You gain 60 ft of fly speed
 - If you are the sole individual mounted on a creature or driving a vehicle (no other creatures mounted on the creature or riding in the vehicle), that mounted creature or vehicle also benefits from your fly speed

- If you dismount the creature or leave the vehicle while it is flying, if it has no fly speed of its own, it is supernaturally shunted to the nearest solid surface below it, taking 1d6 force damage for every 5 feet it was moved
- When moving, you may choose to move through creatures and solid objects unimpeded; additionally, you may end your turn in a space occupied by a solid object or other creature
 - If you end your turn in the space containing another creature, you take 2d12 force damage – this damage cannot be avoided or reduced in any way (even ignoring force damage immunity)
 - If you are the sole individual mounted on a creature or driving a vehicle (no other creatures mounted on the creature or riding in the vehicle), that mounted creature or vehicle also benefits from your ability to pass through solid objects and creatures – using the same rules
 - If you dismount the creature or leave the vehicle while it is in the same space as another creature or solid object, the mounted creature/vehicle is supernaturally shunted out to the nearest unoccupied space, taking 2d12 force damage for every 5 feet moved
 - If you end your movement within a solid object or creature's space, you may use an action to supernaturally reside within that object or creature no matter their size until you move out of it – entering an otherwise inaccessible space large enough to fit you representing the creature or object's overall position. If you do so, you do not take the force damage from ending your turn in a creature's space
 - You cannot use this ability if you are mounted on a creature or driving a vehicle
 - While residing within a solid object or creature, you move with them and take half of any damage they receive as force damage; additionally, you cannot target any creature other than yourself within any attacks, spells, or other abilities you may have (if you target yourself with an ability or spell with an area-of-effect, no other creature is affected)
 - You may leave the object or creature any time you are able to move by using half of your movement for the turn
 - If you are incapacitated or die while residing within a solid object or creature, your body is supernaturally shunted to the nearest unoccupied space and you suffer a failed death saving throw
 - While you reside in a creature or object, it counts as cursed (ignoring any curse immunity it may have). If the creature is targeted

by any effect that removes curses (such as the *Remove Curse* spell), you are supernaturally shunted out of the creature into the nearest unoccupied space and stunned until the end of your next turn

- If you are incapacitated or die within a solid object or creature's space, your body is supernaturally shunted to the nearest unoccupied space and you suffer a failed death saving throw
 - You can cast Pass without Trace, Freedom of Movement, Blink, Mirror Image, Blur, Meld with Stone, Fly, See Invisibility, Invisibility, Greater Invisibility, Passwall, and Detect Magic at will
 - Use Dexterity as your spellcasting ability
 - **2nd Level – Spectral Form:**
-

- You are unaffected by difficult terrain
- Your speed cannot be magically or supernaturally reduced
- As a bonus action, you can enter a fully incorporeal spectral form, employing the following rules:
 - You may selectively decide what objects you're wearing and carrying at the time of transformation become incorporeal as well; however, any such incorporeal objects revert to a corporeal state once you revert as well as if you are no longer wearing or carrying them
 - You may revert to your corporeal form at any time (no action required). You also revert if you are incapacitated or die
 - After you revert to your corporeal form, you cannot enter your incorporeal form for the next minute
 - You are unable to interact with corporeal objects and surfaces
 - You cannot touch creatures nor can creatures touch you
 - Your total fly speed is doubled
 - Your weapon attacks and unarmed strikes deal no damage
 - You gain resistance to all damage except for psychic and force
 - Nonmagical weapon attacks and unarmed strikes pass directly through you. You take no damage from them and, if the attack would've hit you, it instead passes through you, now targeting a random creature within 5 ft of you (other than the assailant) instead
 - As a reaction to being targeted by a physically targeted spell or harmful ability that you are aware of, you may cause it to fully pass through you. The spell/ability no longer treats you as a target and continues traveling past you out to its range until it either reaches its range limit or encounters a valid target (creature, object, surface, etc.)

- You may use a bonus action to either activate or deactivate invisibility – turning yourself and everything you’re wearing and carrying invisible
- If you are the sole individual mounted on a creature or driving a vehicle (no other creatures mounted on the creature or riding in the vehicle), that mounted creature or vehicle also benefits from your incorporeal state
 - If you dismount the creature or leave the vehicle while spectral, it returns to a standard corporeal state
- While corporeal, as a reaction to being targeted by an attack, spell, or otherwise harmful ability, you may activate your incorporeal form for a moment to completely avoid all damage. This ability does not negate any harmful effects that are not dependent on damage though, in the case of an attack, you do not count as being “hit”
- You can cast Find Steed, Find Greater Steed, Phantom Steed, Find Vehicle, Transport via Plants, Tree Stride, Dimension Door, and Etherealness at will

- **3rd Level – Phantasmal Guise:**

- Min Dexterity of 25
- You gain 120 ft of fly speed (DNS)
- After the first time in a turn that you leave the space of a solid object, your next melee attack during that turn deals an additional 4d12 force damage
- While incorporeal, you may choose to give off no sounds or scents
- While incorporeal or residing within a creature/object, you become hidden from Divination magic. You can’t be targeted by any Divination magic or perceived through magical scrying sensors
- While residing within a creature, you may target that specific creature you are within with damaging spells and ability (though not weapon attacks or unarmed strikes); however, you still will take half of any damage you deal to the creature as force damage, this damage cannot be avoided or reduced in any way – ignoring force damage immunity
- You can cast Teleport, Plane Shift, Gaseous Form, and Wind Walk at will
- Whenever you cast *Find Vehicle* through this Arte, it is cast at 9th-level
- You may ignore the verbal and somatic components of spells you cast through this Arte

- **Overload – Eternal Possession:**

- You gain 240 ft of fly speed (DNS)
- You no longer take damage due to ending your turn within the space of another creature

- You no longer take half the damage a creature you're residing receives unless you are the one damaging the creature

77 - Perfect Aim (Combative):

"Through immaculate accuracy, you are the perfect fighter"

Bonus Hit Points: 30 (50 - Artificer, Bard, Fighter, Ranger)

Starting Fame: +5

Starting Infamy: +0

Class: E

Strain: Constant

Element: None

Type: Combat

• 1st Level – Unavoidable Assault:

- Min Wisdom and Dexterity of 20
- Proficiency in Dexterity saving throws
- Advantage on Dexterity saving throws
- Proficiency in Perception
- Advantage on Perception checks that rely on sight
- Natural +20 to Perception checks that rely on sight
- Natural +5 to all attack rolls
- You gain proficiency in all weaponry
- You make all attack rolls at advantage
- Double the range of all ranged attacks
- You ignore half and three-quarters cover
- You cannot be surprised while you are conscious
- Ignore disadvantage posed from making a ranged attack at long range
- When making an attack roll at advantage, you score a critical hit on a natural 17, 18 and 19
- Whenever you score a critical hit against a creature, you may choose to double the total damage dealt rather than roll additional sets of dice
- Whenever you make a weapon attack with a weapon that deals either slashing, piercing, or ballistic damage, you may aim for specific body parts, applying a specific negative modifier to the attack roll but giving the attack a special secondary effect. Even if you hit, this special attack only applies the additional secondary

effect if the target takes at least 10 total damage; additionally, when declaring this special attack, ignore any critical hits you would score. For this special attack to be valid, the targeted creature must have the body part you aim for.

- **Head:** -20 to attack roll. On hit, the damage you deal is tripled, and the creature is stunned until the start of its next turn if they took 100 or more total damage from this weapon attack
- **Eye:** -25 to attack roll. On hit, the damage you deal is doubled, and the creature gains disadvantage on all Perception checks that rely on sight until they receive magical healing or appropriate medical attention. If you've hit all a creature's eyes, they are blinded until receiving magical healing or appropriate medical attention
- **Ear:** -10 to attack roll. On hit, the creature has disadvantage on all Perception checks that rely on hearing until they receive magical healing or appropriate medical attention. If you've hit all a creature's ears, they are deafened until receiving magical healing or appropriate medical attention
- **Arm:** -15 to attack roll. On hit, the creature has disadvantage on attack rolls until they receive magical healing or appropriate medical attention. If you've hit all a creature's arms, they also cannot use Two-Handed weapons, cannot provide Somatic spellcasting components, and deal half damage with melee weapon attacks until receiving magical healing or appropriate medical attention
- **Leg:** -10 to attack roll. On hit, the creature has their walking speed is halved until they receive magical healing or appropriate medical attention. If you've hit all a creature's legs, their walking speed becomes 0 until receiving magical healing or appropriate medical attention

- **2nd Level – Honed Aim:**

- You gain 50 ft of Blindsight
- Natural +10 to attack rolls (DNS)
- Triple the range of all ranged attacks (DNS)
- While conscious, you gain a +2 bonus to your AC
- Ignore disadvantage on ranged attacks posed by being in melee with another creature
- When making an attack roll at advantage, you score a critical hit on a roll of natural 15 and above
- Whenever you make a standard attack, rather than roll, you may instead choose for it to be an auto-hit. If you do so, you may not apply any additional effects to this attack sourced from any of your equipment, Artes, classes, etc.
- As a bonus action, you can enter a focused stance, adding the total of your Dexterity and Wisdom modifiers to your AC (even if they are already being added

to it) until the start of your next turn. While in this focused state, you cannot take reactions

- **3rd Level – Grim Aim:**

- Natural +15 to attack rolls (DNS)
- When making a special targeted attack, reduce the penalty by 5
- As a reaction to seeing a creature cast a spell, you may make an attack against it
- Whenever you make a standard attack, rather than roll, you may instead choose for it to be an automatic critical hit. If you do so, you may not apply any additional effects or special rules (resultant of a critical hit) to this attack sourced from your equipment, Artes, classes, etc.

- **Overload – Reaper’s Targeting:**

- Natural +25 to attack rolls (DNS)
- When making an attack roll at advantage, you score a critical hit on a roll of natural 13 and above
- As a reaction to another creature scoring a critical hit against you, you may turn that into a regular hit
- Whenever you score a critical hit against a creature, you may choose to triple the total damage dealt rather than roll additional sets of dice (DNS)
- Once per turn, when making a special targeted attack against an **Eye, Ear, Arm, or Leg**, you may ignore the penalty and you may apply any critical hits you would score

78 - Plague Breath (Medical):

"Blow forth ill air of deathly malaise and plague"

Bonus Hit Points: 50 (70 – Cleric, Druid, Ranger)

Starting Fame: +0

Starting Infamy: +15

Class: C

Strain: Emission

Element: Wind/Life

Type: Combat

• 1st Level – Deathly Halitosis:

- Min Constitution of 20
- Immune to poison damage
- Immune to poisons and disease
- Immune to the poisoned condition
- Whenever you damage a poisoned creature, you may double the total damage dealt
- You possess a breath weapon that manifests in the form of a cloud of toxicity and malaise. As an action, you can breathe this cloud out into a 100 ft cone
 - A breathing creature in the cone makes a Constitution saving throw (DC = 10 + your proficiency bonus + your Constitution modifier). On a failed save, the creature takes 4d12 poison damage and is poisoned for the next hour. On a successful one, the creature takes only half as much damage and isn't poisoned
 - Additionally, your toxic breath weapon also targets any nonmagical plants and objects within the radius
- Whenever a poisoned creature makes a save against one of your spells or your breath weapon, the save is made at disadvantage
- You can cast Cloudkill, Poison Spray, Stinking Cloud, Incendiary Cloud, Gust of Wind, Gust, Tasha's Caustic Brew, Vitriolic Sphere, Contagion, Detect Poison and Disease, and Blight at will
 - Use Constitution as your spellcasting ability

- 2nd Level – Hexing Breath:

- Toxic breath weapon base damage: 8d12 (DNS)
- Toxic breath weapon range: 200 ft cone (DNS)
- You gain immunity to the paralyzed and stunned conditions
- You may add your Constitution modifier to the damage of all your spells and your toxic breath weapon
- Whenever you release your toxic breath weapon, you may change the damage type from poison to either necrotic or acid
- Whenever you release your toxic breath weapon, you may release it in a 5-foot-wide line of double distance, rather than a cone
- You can selectively choose the creatures, plants, and objects within the area of your breath that are affected by your toxic breath weapon
- A creature that fails the saving throw against your breath weapon is afflicted with one additional condition of your choice from the following list. Each condition lasts a specified length of time; however, a creature afflicted by one of these extra ailments may repeat the saving throw using your breath weapon DC at the end of each of their turns, ending that extra ailment on a success.
 - **Baned:** The creature suffers the effects of the *Bane* spell for the next hour
 - **Blinded:** The creature is blinded for the next 10 minutes
 - **Charmed:** The creature is charmed by you for the next hour. While charmed by you, the creature regards you as a friendly acquaintance. Whenever the creature is targeted by a harmful effect sourced from you or one of your allies, it may repeat the saving throw, ending the charming effect
 - **Confused:** The creature suffers the effects of the *Confused* spell for the next 10 minutes. After the confusion effect ends, it cannot be confused through this ability for the next minute
 - **Deafened:** The creature is deafened for the next 10 minutes
 - **Enfeebled:** The creature suffers the effects of the *Ray of Enfeeblement* spell for the next hour
 - **Feebleminded:** The creature suffers the effects of the *Feeblemind* spell for the next 10 minutes
 - **Frightened:** The creature is frightened of you for the next 10 minutes
 - **Hexed:** The creature suffers the effects of the *Hex* spell for the next hour
 - **Paralyzed:** The creature is paralyzed until the start of its next turn. After the paralyzation effect ends, it cannot be paralyzed through this ability for the next minute

- **Petrified:** The creature is petrified for the next 30 seconds. After the petrification effect ends, it cannot be petrified through this ability for the next minute
- **Slowed:** The creature suffers the effects of the *Slow* spell for the next 10 minutes
- **Stunned:** The creature is stunned until the end of its next turn. After the stunning effect ends, it cannot be stunned through this ability for the next minute

- **3rd Level – Grim Mist:**

- Min Constitution of 25
- Toxic breath range: 300 ft cone (DNS)
- Toxic breath weapon base damage: 12d12 (DNS)
- A creature that fails the initial save against your toxic breath weapon and takes 75 or more total damage from it gains a level of exhaustion on top of all other negative effects
- A creature that fails the initial saving throw against your toxic breath weapon is afflicted by up to 2 of the additional conditions you may apply; however, you may only apply one of any of the following options at a time: **Confused**, **Feebleminded**, **Paralyzed**, **Petrified**, or **Stunned**. Additionally, when the creature repeats the save at the end of its turn, it saves against each applied effect individually
- As a reaction to a breathing creature ending its turn within 5 ft of you, you may force the creature to save against your toxic breath weapon, as if you were using it with the following changes: the creature takes only half the total damage it would normally take, the poisoning effect only lasts 1 minute, the creature ignores your disease afflicting ability, and the only additional effects you may apply upon save failure are **Banished**, **Blinded**, **Deafened**, and **Frightened**.
- A creature poisoned by your toxic breath weapon now makes a Constitution save against this poison (using the same DC as your toxic breath weapon) at the end of each of its turns. After failing 3 of these saving throws, it becomes afflicted by either one of the diseases described under the *Contagion* spell or a disease you have studied for at least 48 total hours prior, and the creature stops making these saving throws. After succeeding on 3 of these saving throws, the creature stops making these saving throws without suffering any additional effects (though it stays poisoned). No matter the typical length of the chosen disease, it lasts, at most, 48 hours though any effect that removes disease does apply. Whether the creature becomes afflicted by disease or avoids disease, after either succeeding or failing the saving throw 3 times, it is immune to the effects of this ability for the next 48 hours.

- Rather than breathe out your plague breath in one go, you may spread it out in a low, far-reaching mist. Choose a radius no larger than 2 miles, over the course of a 30-minute ritual, you fill that entire area with a toxic mist. After a breathing creature spends 5-minutes straight in the mist, they must make the Constitution saving throw made against your plague breath. On a failure, they take half the normal damage of your plague breath, gain the associated conditions, and are afflicted with a disease you set during the mist's creation – lasting 14 days. On a success, they only take the damage. The timer then resets for that creature whether they succeed or fail. If you continue producing the mist, it lasts 1 day for every hour you spend producing the mist and doesn't fade – even if the area is struck by strong winds. If you don't, the mist lasts for 12-hours and dissipates if strong winds blow through the area

- **Overload – Mouth of Doom:**

- Min Constitution of 30
- Toxic Breath DC +2 (DNS)
- Toxic breath weapon range: 400 ft cone (DNS)
- Toxic breath weapon base damage: 24d12 (DNS)
- Double the base duration of any conditions or diseases that your breath afflicts
- A creature that fails the initial saving throw against your toxic breath weapon is afflicted by up to 3 of the additional conditions you may apply; however, you may only apply one of the following options at a time: **Paralyzed**, **Petrified**, or **Stunned**. Additionally, when the creature repeats the save at the end of its turn, it saves against each applied effect individually (DNS)

79 - Plant Control (Elemental):

"Take control of plant life to achieve your goals"

Bonus Hit Points: 30 (50 - Barbarian, Druid, Ranger)

Starting Fame: +5

Starting Infamy: +0

Class: D

Strain: Manipulation

Element: Earth/Life

Type: Utility

• 1st Level – Command of Flora:

- As an action, you can manipulate any nonmagical plants or fungi that you can see within 200 ft, employing rules as described by the *Manipulation Module*
 - If your plant manipulation results in a creature having to make a saving throw, the DC = 10 + your proficiency bonus + your highest ability score modifier
- Proficiency in Nature
- Natural +20 to Nature
- Advantage on Nature checks
- Immune to poisons
- Immune to poison damage
- You can speak and understand Sylvan; additionally, you can recognize and read Druidic
- As an action, you can instantly rejuvenate any nonmagical plant or fungus you touch. When you do so, the plant returns to life (if it were dead) and enters a vivacious, mature state
- As an action, you can instantly decay any nonmagical plants or fungi that you can see within 30 ft of yourself. When you do so, you may cause the plants to either completely wither and die or simply shrivel and shrink.
- As an action, you can fill a seed or otherwise young plant or fungus that you can see within 30 ft of yourself with life energy, causing it to rapidly grow to a natural state,

aging it by up to 20 years. After you target a plant or fungus with this ability, that plant/fungus is immune to future uses of this ability

- As an action, you can instantaneously take control of up to 3 Plant-type creatures that you can see within 100 ft of yourself. They stay under your control for the next hour; however, your control ends early if you or one of your allies acts harmful towards one of the creatures, if you fall unconscious, or if you die.
- As an action, you can cause any nonmagical plants or fungi that you can see within 30 ft of yourself to rapidly grow. You may control how the plants grow but they must fit within a 30 cubic ft area, and you cannot create intricate, complex shapes. The plants return to their original state after 1 hour passes or after you die, whichever comes sooner
- As a bonus action, you can focus on a plant, fungus, or Plant-type creature that you can see. You may then ask the DM up to 3 questions concerning your target. The DM answers your questions truthfully. You must then wait 1 minute before you can use this ability again and you cannot target the same plant, fungus, or Plant-type creature until you complete a short or long rest
- As an action, you can quickly grow and manipulate nonmagical plants or fungi surrounding a creature that you can see within your plant manipulation range to bind and restrain it.
 - The targeted creature must succeed on a Dexterity saving throw ($DC = 10 +$ your proficiency bonus + your highest ability score modifier) to avoid the plant bindings
 - The targeted creature has advantage on the saving throw if it is Small or Tiny
 - On a failed save, the creature is restrained by plants
 - The plant-based restraints can be attacked and destroyed, employing the following statistics: $AC = 12 +$ your proficiency bonus; $HP = 10 +$ your proficiency bonus; vulnerability to fire damage; resistance to bludgeoning damage; immunity to psychic damage
 - You may release the restraints at any time (no action required), the restraints are also released if you die or are no longer within plant manipulation range. When the restraints are released, the plants return to their original state
 - As an action, the restrained creature can make a Strength saving throw ($DC = 10 +$ your proficiency bonus + your highest ability score modifier). On a successful save, they escape from the restraints – destroying the plants
 - The creature has disadvantage on the saving throw if it is Small or Tiny

- You can cast Druidcraft, Thorn Whip, Entangle, Goodberry, Barkskin, Locate Animals or Plants, Spike Growth, Druid Grove, Guardian of Nature, Infestation, Wrath of Nature, Blight, Plant Growth, Locate Animals or Plants, Speak with Plants, Conjure Woodland Beings, Summon Fey, Grasping Vine, Awaken, Commune with Nature, Transport via Plants, Wall of Thorns, and Tree Stride at will
 - Use your highest ability score as your spellcasting ability

- **2nd Level – Nature’s Soul:**

- Plant manipulation range: 400 ft (DNS)
- You can sense all plants, fungi, and plant-type creatures within double your plant manipulation range
- You can fire out sharply pointed masses of plant-life (such as thorns, briars, or sticks) out from your form. You gain a new attack option you can use with the Attack action. This attack is a ranged weapon attack with a range of 200/400 ft. You are proficiency with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is piercing, and its damage dice is 4d8.
- As a reaction to being hit by an attack, you may immediately make up to 2 attacks with your sharp masses of plant-life with each attack made targeting the assailant
- Whenever you take the Attack action on your turn, you may make up to 2 additional attacks. These additional attacks must be your sharp masses of plant-life
- As an action, you can touch a nonmagical plant or fungus and gain a static, mental image of the entire area out in a 5-mile radius centered on it. To gain any benefit from this ability, the chosen plant/fungus must have been naturally growing in the area for at least 1 year. After gaining the image of the area, it is committed to your memory for the next week. During this week, you can scrub through the image, zoom in/out, make visual Perception/Investigation checks on specific areas, and make mass searches for specific creature types (humanoid, elemental, etc.). After successfully using this ability, you cannot do so again for the next week.
- As a bonus action, you can absorb the life from a natural, nonmagical plant or fungus you touch, healing different amounts of hit points depending on the size of the plant being absorbed but withering the plant to dust in the process
 - Tiny: 1 HP
 - Small: 5 HP
 - Medium: 25 HP
 - Large: 50 HP
 - Huge: 80 HP
 - Gargantuan: 120 HP

- As an action, you can manifest an area of giant briar vines centered on an unoccupied space that you can see within your plant manipulation range. The chosen space must be solid ground.
 - This area can be created in up to 20 ft radius area and extends up 10 ft
 - The area of briar vines becomes difficult terrain and when a creature moves or is moved into or within the area, it takes $4d4$ piercing damage for every 5 feet it moves
 - The briar vines can be attacked and destroyed, employing the following statistics: AC = $16 + \text{your proficiency bonus}$; HP = radius of the area * your proficiency bonus * 2; vulnerability to fire damage; resistance to bludgeoning damage; immunity to psychic damage
 - The briar vines last until destroyed or you dispel them as a bonus action; additionally, the vines are destroyed if you die
- As an action, you can manifest an area of giant fungi centered on an unoccupied space that you can see within your plant manipulation range. The chosen space must be solid ground.
 - This area can be created in up to a 20 ft radius area and extends up 10 ft
 - The area of fungi becomes difficult terrain and when a creature moves into or within the area for the first time on a turn it must succeed on a Dexterity saving throw (DC = your plant manipulation range) or roll on the following table to determine the negative effect it faces:
 - 1 – The creature irritates a giant puffball and is sprayed with a shower of deleterious spores. Until the end of its next turn, the creature is poisoned and takes an additional $6d4$ poison damage from any bludgeoning, piercing, or slashing damage it takes. Creatures that are immune to poison ignore this effect.
 - 2 – The creature disturbs a patch of giant mold, which starts to rapidly grow around it. Until the end of its next turn, the creature's speed is halved, and the creature makes all Dexterity saving throws at disadvantage. Flying or levitating creatures ignore this effect.
 - 3 – The creature rouses a giant stinkhorn and is inundated with a cloud of foul-smelling spores. Until the end of its next turn, the creature spends its action violently retching and cannot take reactions. Creatures that don't need to breathe or creatures that are immune to poison ignore this effect.
 - 4 – The creature activates a giant shrieker and is suddenly struck with an incredibly loud, harrowing shriek. The creature takes $6d4$ thunder damage and, until the end of its next turn, the creature is

deafened. The shriek is audible out 1000 ft away. Creatures that do not hear ignore this effect

- 5 – The creature is attacked by a giant violet fungus. The creature takes 3d8 necrotic damage and, until the end of its next turn, other creatures have advantage on attack rolls targeting the creature.
- 6 – The creature steps into a patch of giant, life-draining lichen and moss. The creature takes 1d8 necrotic damage and the area of fungi regains that many hit points. If the area of fungi is then at max hit points, it expands out – increasing the radius of its area by 5 feet. Flying or levitating creatures ignore this effect.
- The giant fungi can be attacked and destroyed, employing the following statistics: AC = 12 + your proficiency bonus; HP = radius of the area * your proficiency bonus; vulnerability to fire damage; resistance to bludgeoning and poison damage; immunity to psychic damage. Additionally, whenever the area of fungi is attacked, if it survives and the attacker is within the area or within 5 ft of the area, the attacker makes the Dexterity save against the table of negative effects described above
- The giant fungi last until destroyed or you dispel them as a bonus action; additionally, the fungi are destroyed if you die
 - You can cast Abi-Dalzim's Horrid Wilting at will

- **3rd Level – Floral Thrall:**

- Min Constitution of 20
- Proficiency in Constitution saving throws
- Advantage on Constitution saving throws
- Mental image radius: 10 miles (DNS)
- Plant manipulation range: 600 ft (DNS)
- Rapid growth/decay range: 100 ft (DNS)
- Sharp plant matter range: 400/600 ft (DNS)
- Sharp plant matter base damage: 8d8 piercing damage (DNS)
- Whenever you take the Attack action on your turn, you may make up to 4 additional attacks. These additional attacks must be your sharp masses of plant-life (DNS)
- Whenever you damage a creature with your sharp plant matter attack, you may cause it to take an additional 3d12 poison damage
- As an action, you can touch a plant and instantaneously teleport to any plant or plant-covered region within your plant manipulation range of the original plant you touched

- As an action, you can alter your body's composition to gain the properties of wood or plant matter – using rules as described in the *Shape-Shifting Module*. You retain this transformed state until you dispel it as a bonus action or die.
- As an action, you can touch a creature and cause plants to sprout forth from their body.
 - Targeting yourself or a Plant-type creature causes the target to increase in size category (unless the target is already Gargantuan), gain 30 temporary hit points, and increase any damage dealt by weapon attacks or unarmed strikes by $2d12$. These benefits last 10 minutes and end early if the targeted creature falls unconscious or die. You may also dispel them early from any number of boosted creatures at any time (no action required). After a creature gains the benefits of this ability, it cannot again until it completes a long rest.
 - Other creatures must succeed on a Constitution saving throw ($DC = 10 +$ your proficiency bonus + your Constitution modifier) or take $4d12$ necrotic damage + $8d12$ piercing damage
 - If the target creature is reduced to 0 hit points, they instantly die, and plants begin growing out of their corpse
- While within an area primarily covered by plant life, you may perform a 10-minute ritual. You must stay within the area for the full length of the ritual. Upon completing this ritual, you summon forth Plant-type creatures that all appear charmed by you and under your complete command for the next 8 hours. After these 8 hours pass, all remaining creatures summoned through this ability turn into clumps of nonmagical plant matter; additionally, when a creature summoned through this ability reaches 0 hit points, it immediately turns into a clump of nonmagical plant matter. After you perform this ritual, you cannot do so again until you complete $1d4 + 1$ long rests.
 - A summoned creature is an average example of the creature; The number of creatures you may summon through this ability depends upon the CR of the chosen creatures based on the following rules
 - You have 10 “plant points” to spend and may spend them as follows:
 - Summoning a CR 1/8 or below creature costs 1 point
 - Summoning a CR 1/4 creature costs 2 points
 - Summoning a CR 1/2 creature costs 3 points
 - Summoning a CR 1 creature costs 4 points
 - Summoning a CR 2 or 3 creature costs 5 points
 - Summoning a CR 4 or 5 creature costs 7 points
- Overload – Nature’s Divinity:

- Plant manipulation range: 1000 ft (DNS)
- Rapid growth/decay range: 200 ft (DNS)
- Sharp plant matter range: 600/800 ft (DNS)
- Sharp plant matter base damage: 12d8 piercing damage (DNS)
- Whenever you take the Attack action on your turn, you may make up to 8 additional attacks. These additional attacks must be your sharp masses of plant-life (DNS)
- Whenever you use an action on your turn to directly absorb life from a plant, double the total amount of healing you receive
- At the start of each of your turns, if you are in direct contact with naturally growing plant-life, fungi, or some other form of vegetation, you regain 10 hit points

80 – Portals (Special):

“Command anomalies in the space-time of the planar multiverse to both travel and destroy”

Bonus Hit Points: 30 (50 – Artificer, Cleric, Paladin, Warlock)

Starting Fame: +0

Starting Infamy: +0

Class: E

Strain: Creation

Element: Reality

Type: Mixed

• 1st Level – Circles of Passage:

- You can create and maintain rips in space that link to each other
 - As an action, you can create up to 6 portals in any unoccupied spaces you can see within 500 ft
 - Portals you create can be any shape; however, whenever a portal appears within 5 feet of a creature, it may make a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a successful save, it may move up to 5 ft away into another unoccupied space not containing a portal.
 - Additionally, portals cannot touch, and multiple portals cannot inhabit the same space
 - A portal created on a solid surface spatially adheres to that surface and moves with it
 - The width of created portals can be of any value within the range: 1-inch diameter to 40-foot diameter; however, portals thickness or “depth” is limited to always half an inch.
 - When you create a portal, you may make it a colorless, colored, or invisible. If a portal is colored, you may choose its color and it dimly glows, giving off dim light out 5 feet. You always know the location of any invisible portals you’ve created.

- As part of the same action, you can immediately dismiss any portals already active (i.e. portals not created during the action)
 - Each portal lasts 10 minutes, after which it automatically closes and no longer exists. A portal closes early if you dismiss it or die.
- You may have up to 12 portals active at one time
- As portals are created, you can decide how they all link together (possibly even having one single portal lead to all others, and vice-versa)
 - A creature cannot fully pass through a portal that leads to multiple portals; a creature can see through them and send attacks, spells, abilities, and/or objects through. Attacks, abilities, objects, and spells sent through are duplicated with each ending portal getting its own copy
 - Any lasting effects or duplicate objects dissipate or vanish into nothingness after 6 seconds
 - If a creature is targeted by multiplate duplicated instances of the same attack, ability, or spell, the following rules are employed:
 - Any damage taken from the duplicates is totaled and treated as a singular instance of damage
 - Any healing gained from the duplicates is totaled and treated as a singular instance of healing
 - If the duplicated attacks, abilities, or spells would cause the creature to make a saving throw, the creature only needs to make a single save against them all
 - A copied effect is weakened as it is duplicated, resulting in the following changes:
 - If the attack, ability, or spell deals damage or restores hit points, the total amount of damage/healing is halved
 - If the attack, ability, or spell causes a targeted creature to make a saving throw, the save DC is reduced by 1 *for each* duplicate affecting the creature
 - As a bonus action, while you have any active portals, you may dismiss any amount of them
 - As a bonus action, while you have any active, you may alter how your portals connect to each other
 - As you create a portal, you may designate it to be a permanent portal, employing the following rules:

- The portal no longer counts against your normal portal count
- The portal persists past the original 10-minute time limit; lasting until you either dispel it (no action required) or die
- While you are within 1000 ft of the portal, you may convert it back to a standard portal as a bonus action
- Once a portal is designated as a permanent portal, it must be paired to function
 - As an action, you may pair any two permanent portals that exist on the same plane, no matter the distance
 - After designating a permanent portal, if it is not paired to another permanent portal within 8 hours, it fades away
 - While unpaired, a permanent portal is completely invisible and doesn't function in any way
- After pairing a set of permanent portals, you employ the following rules:
 - You may have a maximum of 2 distinct sets of paired permanent portals maintained at a time
 - While a permanent portal is paired with another permanent portal, it cannot be paired again
 - After creating a set of paired permanent portals, you cannot convert either portal back into a standard portal for the next 8 hours
 - Upon converting either portal in the set into a standard portal, the pairing ends
 - As an action, while on the same plane as a set of permanent portals, you may activate or deactivate both portals
 - Activated permanent portals that are part of a pair function similarly to your standard portals; however, you cannot make them invisible
 - A creature within 5 ft of a permanent portal as it activates may attempt a Dexterity saving throw (DC = $10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a successful save, the creature may either move up to 5 ft away into another unoccupied space or it may pass through the portal
 - Deactivated permanent portals are completely invisible and don't function in any way
 - While on the same plane as a set of permanent portals, you always know the exact location of each paired permanent portal – whether active or inactive

- Additionally, as an action, while on the same plane as a set of permanent portals, you may perceive out 10 ft from the space of one of the portals
 - Created sets of permanent portals do not fade immediately upon death nor do they fade upon losing access to this Arte in any way; however, if you are dead or lose access to this Arte for longer than 48 hours, all sets of permanent portals fade
- As an action, you can create a gateway leading to any plane that you have visited previously
 - This gateway follows the same rules concerning your portals; however, upon creating it, you can define creatures or creature types that cannot pass through the gateway
 - You may only maintain 1 gateway at a time
- You can cast Astral Projection, Arms of Hadar, Hunger of Hadar, Tasha's Otherworldly Guise, Etherealness, Plane Shift, Gate, Banishment, Contact other Plane, Teleportation Circle, Arcane Gate, and Dimension Door at will
 - Use your highest ability score as your spellcasting ability

- **2nd Level – Dimensional Material:**

- While on a plane you are not native to, you may ignore any supernatural or magical negative effects as a result of persisting on that plane
- As an action, you can manifest spatial anomalies to rend the dimensional fabric of a creature you can see within 1000 ft of yourself
 - The targeted creature makes a Constitution saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the creature takes $15d10$ force damage and is stunned until the start of its next turn. On a success, the creature takes half as much damage and isn't stunned
- Upon first reaching this level of this Major Arte, your quintessence manifests a special subspace unique to it residing within an inaccessible demiplane
 - Upon first manifesting this subspace, work with your DM to design its starting appearance under the following parameters:
 - The subspace stretches out in a 5-mile radius before terminating with a supernatural, impassable, ethereal fog
 - As a base line, the subspace follows the same physical rules and the plane you are native to
 - If you desire, the subspace can support life, possessing supernaturally manifested air, sunlight, etc.

- Time passes within the subspace equivalently to that of your home plane and you may determine whether it has a form of a day/night cycle and you may define the length of day/night
- The subspace possesses a relatively static climate defined by you; however, you may define climate states it transitions through over time (such as seasons)
- Upon manifesting this subspace, you may define the general shape of the terrain as well as the general soil order (or landscape) - for example: sand, salt, mud, clay, etc. - of the terrain. Neither has to match the climate nor do they need to naturally mesh
- You may also define any regions of water and the kind of water present
- Finally, upon manifesting this subspace, you may define general types of vegetation and arthropods that initially inhabit the area
- Anything created as part of creating and manifesting this subspace cannot be removed from the subspace through any means
- As an action, you may open a special portal leading to an unoccupied space of your choice within the subspace, using the same rules as outlined with creating your other portals with the following changes:
 - You may only have one of these special portals active at a time
 - These special portals cannot be made permanent
 - These special portals last up to 1 hour before fading; however, after a special portal closes, you cannot create another until you complete a long rest
- You continually exhibit a degree of control over this subspace, whether you are within or not, gaining the following benefits:
 - You can telepathically communicate with any creature that you are aware is within the subspace
 - As a bonus action, you can teleport any creature you are aware of within the subspace (including yourself) to any unoccupied space within the subspace
- The subspace perpetually persists indefinitely, even if you are dead or lose access to this Arte, your presence and Arte merely offers you access to the space and control over it
 - The only thing that can truly remove this subspace from existence is a *Wish* spell or another effect of similar or greater power and such can only be done if you are either dead or have lost this Arte

- You have internalized dimensional rips within your spirit that offer boons based on other planes. After completing a 10-minute meditative ritual, during which you are fully conscious and do not move, you may gain one of the following boons for the next 24 hours. Each boon offers a damage immunity, a special bonus, and an additional spell that can be cast through this Arte. Whenever you use this ability to cast that additional spell, it is cast at 9th-level and requires no material components (including costly components). You may only have one of the following boons active at a time
 - **Astral Plane:**
 - You gain immunity to psychic damage
 - You gain telepathy out 100 ft. You do not need to share a language with a creature to communicate with it through this telepathy, but the targeted creature must know at least one language
 - You can cast *Summon Aberration* through this Arte
 - **Ethereal Plane:**
 - You gain immunity to force damage
 - You continually produce a soft, light mist fully surrounding you. While you produce this mist, you are lightly obscured
 - You can cast *Tasha's Otherworldly Guise* through this Arte
 - **Feywild:**
 - You gain immunity to poison damage
 - You naturally sense all fey, beasts, and plants (including fungi, Plant-type creatures, and magical plants) within 1000 ft; additionally, you can instantaneously identify the common name of a fey, beast, or plant that you can see
 - You can cast *Summon Fey* through this Arte
 - **Shadowfell:**
 - You gain immunity to necrotic damage
 - You gain 500 ft of darkvision. This darkvision can permeate magical darkness
 - You can cast *Summon Shadowspawn* through this Arte
 - **Plane of Air:**
 - You gain immunity to lightning damage
 - You gain 150 ft of fly speed
 - You can cast *Summon Elemental* through this Arte
 - **Plane of Earth:**
 - You gain immunity to bludgeoning damage

- Your AC increases by 3
 - You can cast *Summon Elemental* through this Arte
- **Plane of Fire:**
 - You gain immunity to fire damage
 - Whenever you deal damage to a creature with an attack or spell, you may increase the damage dealt by 4d6 fire damage
 - You can cast *Summon Elemental* through this Arte
- **Plane of Water:**
 - You gain immunity to cold damage
 - You gain 60 ft of swim speed and can breathe underwater
 - You can cast *Summon Elemental* through this Arte
- **Mount Celestia:**
 - You gain immunity to radiant damage
 - You gain immunity to the poisoned and paralyzed conditions
 - You can cast *Summon Celestial* through this Arte
- **Bytopia:**
 - You gain immunity to force damage
 - You are continually under the effects of the *Protection from Evil and Good* spell (no concentration required)
 - You can cast *Heroes' Feast* through this Arte
- **Elysium:**
 - You gain immunity to radiant damage
 - At the start of each of your turns, if you are above half your hit point maximum, you regain 10 hit points
 - You can cast *Planar Ally* through this Arte
- **The Beastlands:**
 - You gain immunity to poison damage
 - You gain a +10 bonus to all Animal Handling, Perception, Nature, and Survival
 - You can cast *Summon Beast* through this Arte
- **Arborea:**
 - You gain immunity to psychic damage
 - You gain immunity to effects that would forcibly alter your thoughts/memories, read your thoughts/memories, and force you to act under a creature's control; additionally, you gain immunity to the charmed and frightened conditions

- You can cast *Enemies Abound* through this Arte
- **Ysgard:**
- You gain immunity to piercing damage
 - You gain a +5 bonus to all attack and damage rolls made with weapons and unarmed strikes
 - You can cast *Tenser's Transformation* through this Arte
- **Limbo:**
- You gain immunity to psychic damage
 - At the start of your each of your turns, you may shift the damage type this ability offers immunity to. The new chosen damage type must be a type of damage you have taken within the last minute
 - You can cast *Chaos Bolt* through this Arte
- **Pandemonium:**
- You gain immunity to psychic damage
 - You gain immunity to the effects of madness and curses – suppressing any currently afflicting you (but not removing them)
 - You can cast *Whirlwind* through this Arte
- **The Abyss:**
- You gain immunity to necrotic damage
 - You are continually under the effects of the *Antilife Shell* spell (no concentration required)
 - You can cast *Summon Fiend* through this Arte
- **Carceri:**
- You gain immunity to force damage
 - You are continually under the effects of the *Freedom of Movement* spell (no concentration required)
 - You can cast *Passwall* through this Arte
- **Hades:**
- You gain immunity to psychic damage
 - You make death saving throws at advantage; additionally, massive damage cannot kill you outright
 - You can cast *Summon Shadowspawn* through this Arte
- **Gehenna:**
- You gain immunity to fire damage
 - You gain a +10 bonus to all Deception, Insight, Persuasion, and Sleight of Hand checks

- You can cast *Infernal Calling* through this Arte
- **The Nine Hells:**
 - You gain immunity to fire damage
 - As an action, you can shift the damage immunity offered by this ability to one of the following types or back to fire: acid, cold, poison, necrotic. Doing so also changes the associated spell this ability offers you.
 - Fire – You can cast *Fireball* through this Arte
 - Acid – You can cast *Vitriolic Sphere* through this Arte
 - Cold – You can cast *Otiluke's Freezing Sphere* through this Arte
 - Poison – You can cast *Contagion* through this Arte
 - Necrotic – You can cast *Negative Energy Flood* through this Arte
- **Acheron:**
 - You gain immunity to slashing damage
 - Whenever you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to half its hit point maximum
 - You can cast *Aid* through this Arte
- **Mechanus:**
 - You gain immunity to force damage
 - Whenever you make an attack roll or saving throw, you may use an 8 in place of rolling
 - You can cast *Summon Construct* through this Arte
- **Arcadia:**
 - You gain immunity to poison damage
 - You gain a +3 bonus to all saving throws
 - You can cast *Greater Restoration* through this Arte
- You can cast Mordenkainen's Magnificent Mansion, Demiplane, and Maze at will
- **3rd Level – Planar Flow:**

 - You can create up to 12 portals with one action (DNS)
 - You can maintain up to 24 regular portals at once (DNS)
 - You can maintain up to 6 sets of permanent portals (DNS)
 - You have advantage on all ability checks and saving throws while not on the Material Plane
 - You can have up to 2 planar powers active at once – gaining both from the same 10-minute ritual (DNS)

- As an action, you can instantly warp yourself to a random, safe location in any plane of your choice that you aren't currently in, even if you've never been there (if you have been to the plane before, you can define a specific major, populous location – such as a city or planet)
- You can cast Imprisonment at will
- You cast *Arms of Hadar* at 9th-level when you cast it through this arte
- Whenever you cast *Gate* through this Arte, you do not need to provide material components
- Targets of your spells cast through this Arte have disadvantage on any relevant saving throws

- **Overload – Being of Beyond:**

- Spatial Anomaly damage: 25d10 (DNS)
- Your spatial anomaly deals double damage while you aren't on the Material Plane
- Duplicated attacks, abilities, and spells deal full damage and/or confer full healing
- If you die while in this overload state, you may choose to instead arise as a spirit on the Astral Plane using the same rules as the *Astral Projection* spell. Your body is inanimate, does not decay, cannot be made undead, and regenerates any permanently inflicted damage. If you can find your body within a decade you reawaken at full health. Your astral spirit stays in the overload state until the time limit. Once the time limit is reached, your spirit fades and your corpse rots as normal. If you are revived by some other means before the time limit concludes, your spirit returns to your body
- Whenever you use a spell or ability from this Arte to warp to other planes, you can forcibly take any creatures of your choice that you can see within 10 ft of you with you. An unwilling creature makes a Dexterity saving throw (DC = 10 + your proficiency bonus + your highest ability score modifier). On a successful save, the creature is unaffected and remains in the same space. On a failure, the creature warps to the same location on the plane you travel to with you – appearing in the nearest unoccupied space. If they are still on that plane after 10 minutes pass, they immediately reappear back in the original plane in the closest unoccupied space to their original location.

81 - Psycho Force (Enhancing):

"Use your mind to create, destroy, and manipulate the world to your whims"

Bonus Hit Points: 25 (45 - Bard, Fighter, Monk, Rogue, Wizard)

Starting Fame: +5

Starting Infamy: +0

Class: S

Strain: Emission

Element: Reality

Type: Combat

• 1st Level – Mind over Matter:

- Min Intelligence and Wisdom of 20
- You gain immunity to psychic damage
- You cannot unwillingly lose concentration
- Your thoughts and emotions cannot be unwillingly read
- You can telepathically communicate with any creature you can see within 600 ft of yourself, so long as it understands at least one language (even if you don't share a language with the creature). When telepathically communicating in this manner, you may choose whether the creature may respond or not; additionally, you may telepathically converse with multiple creatures at once, so long as they are within the proper range
- As an action, you can psychically manipulate an object you can see within 100 ft that is no bigger than 10 cubic ft and weighs no more than 50 lbs., employing rules as described in the *Manipulation Module*
 - If your manipulation results in a creature having to make a saving throw, the DC = 10 + your proficiency bonus + your Intelligence modifier
- As an action, you may psychically assail the mind of the creature you can see within 500 ft of yourself (a creature is immune to this ability if it has an Intelligence score less than 3), using one of the following abilities:
 - **Battery:** The creature makes an Intelligence saving throw (DC = 10 + your proficiency bonus + your Intelligence modifier). On a failure, the creature takes 10d10 psychic damage and is stunned until the start of their next

turn. Whether it passed or failed, the creature is immune to this ability for the next 30 seconds

- **Reading:** The creature makes a Wisdom saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Intelligence modifier}$). On a failure, you learn what the creature's immediate surface thoughts and continue reading their surface thoughts for the next 10 minutes so long as both of you are conscious and you stay within 500 ft of the creature. While reading the creature's thoughts in this way, you gain a +3 bonus to all attack rolls made against the creature and the creature gains no benefit from being hidden or invisible against you. Whether it passed or failed, the creature is immune to further uses of this ability for the next 30 minutes.
- **Intrude:** The creature makes a Charisma saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Intelligence modifier}$). On a failure, you implant false, intrusive thoughts into the creature's mind, disrupting their focus. If the creature is concentrating on anything, it immediately loses concentration and, until the end of your next turn, the creature is under the effects of either the *Confusion* spell or the *Feeblemind* spell (your choice). Whether it passed or failed, the creature is immune to further uses of this ability for the next 30 minutes
- **Erasure:** The creature makes an Intelligence saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Intelligence modifier}$). On a failure, you erase up to the last 30 minutes of time from their memory. Whether it passed or failed, the creature is immune to this ability for the next hour
- As an action, you can erect a psychic barrier to protect yourself from harm. There are a multitude of different types, and the types require different amounts of focus to form. When you erect the barrier, choose a type. Each type has an associated DC, you must immediately make an Intelligence check against that DC, forming the barrier on a success. Barrier types each have their own AC increase and special properties to follow, but, in general, barriers last until the start of your next turn, offer a flat AC increase, and dissipate early (breaking) upon taking any amount of damage; however, they will still absorb the damage upon breaking, protecting you from the damage from the hit. You can also attempt to erect a barrier as a reaction to being targeted by an attack or spell with two major caveats: you must be aware of the attack (not a surprise) and you have disadvantage on the intelligence check.
 - **Basic:** DC 5, AC +2, if broken by damage, you still take half the damage
 - **Advanced:** DC 10, AC +5, if broken by damage, you still take a quarter of the damage
 - **Extreme:** DC 15, AC +9
 - **Ultimate:** DC 22, AC +12

- **Flame Barrier:** DC 13, AC +1, the barrier absorbs any fire damage taken without breaking
 - **Psychic Protection:** DC 16, AC +3, the barrier absorbs any psychic or force damage taken without breaking
 - **Divine Guard:** DC 16, AC +3, the barrier absorbs any radiant or necrotic damage taken without breaking
 - **Reflection Bubble:** DC 25, AC +5, attacks and spells that miss rebound directly to the attacker
- You can cast Mage Hand, Message, Catapult, Cause Fear, Catnap, Chaos Bolt, Minor Illusion, Comprehend Languages, Illusory Script, Silent Image, Command, On/Off, Infallible Relay, Haywire, Mage Armor, Protection from Ballistics, Find Traps, Silence, Dispel Magic, Blur, Mirror Image, Misty Step, Blink, Counterspell, Hypnotic Pattern, Enthrall, Enemies Abound, Intellect Fortress, Mind Sliver, Tasha's Mind Whip, Suggestion, Sleep, Detect Magic, Disguise Self, Identify, Mind Spike, Calm Emotions, Detect Thoughts, Magic Mouth, Phantasmal Force, Tiny Servant, Knock, See Invisibility, Suggestion, Zone of Truth, Fear, Major Image, Nondetection, Sending, and Tongues at will
 - Use Intelligence or Wisdom as your spellcasting ability
- Any spell you cast with this arte is cast at 3rd-level

● 2nd Level – Destructive Mentality:

- Min Intelligence and Wisdom of 25
- Proficiency in Intelligence and Wisdom saving throws
- Advantage on Intelligence and Wisdom saving throws
- Psychic assailment DC's: +2 (DNS)
- Psychic assailment range: 600 ft (DNS)
- Psychic manipulation range: 600 ft (DNS)
- Psychic manipulation object dimensions: max of 30 cubic ft (DNS)
- You gain 150 ft of Truesight
- You are immune to the charmed or frightened conditions
- You gain a +5 bonus to any checks or saves made to discern illusion from reality
- After telepathically conversing with a creature for a cumulative total of 10 minutes, you are no longer constrained by sight or range for future uses of telepathy with that creature as you form a telepathic link with them; however, you must be on the same plane of existence and this ability does not afford you any special sense of the creature's location. As an action, an unwilling creature can break this link by attempting a Charisma saving throw (DC = 10 + your proficiency bonus + your Intelligence modifier). On a successful save, the telepathic connection is broken, and you are constrained by the original rules once again when concerning that creature. On a failed save, the link holds, and the creature cannot attempt the save

- again until it completes a short or long rest, but the DC cumulatively decreases by 2 for each failed attempt the creature has made (resetting upon succeeding) (DNS)
- As an action, you can amplify your telepathic capabilities to perform a sensory sweep in up to a 1-mile radius area around you. This sweep detects the presence of all creatures with 6 or more Intelligence within the radius, informing you of the general distance and direction. When performing the sweep, you may alternatively finetune it to pinpoint only specific creatures based on one of the following criteria. Finally, after performing the sweep, you must complete a short or long rest before you can perform it again
 - Creatures with equal or higher Intelligence than yours
 - Creatures with lower Intelligence than yours
 - Creatures with Major Artes
 - Creatures you currently have established telepathic links with
 - You have attained more acute control over your psychic power, gaining the ability to release blasts of compressed psychic energy. You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 250 feet. You are proficient with it, and you add your Intelligence modifier to its attack and damage rolls. Its damage is psychic, and its damage dice is 3d10. Additionally, the first time on a turn that a creature is hit with this attack, you may apply one of the following effects to it:
 - The creature is moved up to 5 ft in any direction
 - The next Intelligence, Wisdom, or Charisma save the creature makes before the end of its next turn is made at disadvantage
 - The creature speaks aloud its most current thought in the language it is most familiar with. A creature that is unable to speak or knows no languages is immune to this effect
 - You can cast Compulsion, Confusion, Dimension Door, Greater Invisibility, Hallucinatory Terrain, Dream, Geas, Mislead, Banishment, Divination, Legend Lore, Blade Barrier, Forbiddance, Awaken, Antilife Shell, Animate Objects, Creation, Telekinesis, Globe of Invulnerability, Skill Empowerment, Synaptic Static, Arcane Eye, Fabricate, Phantasmal Killer, Bigby's Hand, Far Step, Mental Prison, Commune with City, Shutdown, Synchronicity, Rary's Telepathic Bond, Modify Memory, Seeming, Find the Path, Mass Suggestion, True Seeing, and Programmed Illusion at will
 - Any spell you cast with this Arte is cast at 6th-level (DNS)

- **3rd Level – Psychic Virtuoso:**

- Psychic battery damage: 20d10 (DNS)
- Psychic assailment range: 1000 ft (DNS)
- Psychic Manipulation Range: 1200 ft (DNS)

- Psychic Manipulation Object Weight Limit: 100 lbs. (DNS)
- Psychic Manipulation Object Dimensions: max of 50 cubic ft (DNS)
- When releasing your psychic energy attack, you may change the damage type from psychic to one of the following: fire, cold, lightning, thunder. If you do so, the additional effect you may apply upon hitting a creature changes depending on the chosen damage type
 - **Fire:** The creature ignites, taking an additional 1d10 fire damage at the start of its next turn
 - **Cold:** The creature's speed is reduced by 5 ft until the end of its next turn
 - **Lightning:** The creature cannot take reactions until the end of the current turn
 - **Thunder:** The next ability check the creature makes before the end of its next turn is made at disadvantage
- You can cast Forcecage, Mirage Arcane, Telepathy, Project Image, Plane Shift, Antimagic Field, Reverse Gravity, Antipathy/Sympathy, Demiplane, Symbol, Maze, Feeblemind, Glibness, and Mind Blank at will
- Any spell you cast with this Arte is cast at 9th-level (DNS)

- Overload – Psycho Storm:

- Min Intelligence and Wisdom of 30
- You gain 300 ft of Truesight (DNS)
- Psychic assailment range: 2000 ft (DNS)
- Psychic Energy Attack Damage: 6d10 (DNS)
- Psychic Manipulation Range: 2400 ft (DNS)
- Psychic Manipulation Object Weight Limit: 500 lbs. (DNS)
- Psychic Manipulation Object Dimensions: max of 100 cubic ft (DNS)
- As part of the action that you psychically assail a creature, you may target any number of other creatures that you can see within range with the same assailment
- You can cast Psychic Scream, Astral Projection, Weird, and Foresight at will

82 – Puppeteering (Physical):

“Send forth strands of your own inner energy to manipulate the world”

Bonus Hit Points: 20 (40 – Artificer, Bard, Fighter, Paladin, Rogue)

Starting Fame: +5

Starting Infamy: +5

Class: E

Strain: Sync

Element: Arcana/Soul

Type: Utility

• 1st Level – Puppet Strings:

- As a bonus action, you can manifest several strands of energy and attach them to a creature or object you can see within your strands' range limit, 100 ft.
 - To manipulate your strands in any fashion, you must have a free hand; however, you may manipulate any or all of your strands with a single free hand
 - If you attempt to attach them to an unwilling creature, the creature makes a Dexterity saving throw (DC = 10 + your highest ability score modifier + your proficiency bonus), avoiding the strands on a success – causing the strands to vanish
 - If you attempt to attach them to an object a creature is wearing or carrying, the creature makes a Dexterity saving throw (DC = 10 + your highest ability score modifier + your proficiency bonus), avoiding the strands on a success – causing the strands to vanish
 - You can only attach the strands to Huge or smaller creatures and objects
 - You may have up to 3 sets of strands active at once
 - Multiple sets of strands may be attached to a single creature or object, though this does not allow for additional manipulation as part of an action
 - Once the strands have successfully attached themselves, you may use subsequent actions on your turn to manipulate the creature or object

- Whether it is a creature or object, as part of the action, you may move it up to 25 ft in any direction; however, it cannot go beyond the range limit of your strands (currently 100 ft). Additionally, to move a Large creature or object, 2 sets of strands must be attached to it. For a Huge creature or object, 3 sets of strands are required. If it is moved into the air, it is restrained and held aloft by the strands so long as they are still attached. You may then do one of the following:
 - If it is an object, you can manipulate and use it as if you were holding it
 - If it is a creature, you can force them to use a single ability of theirs that takes either an action or bonus action. If the ability requires line-of-sight, you can use your own or the creature's. If it requires concentration, you may hold the concentration for the creature. If it delineates between friendly and enemy creatures, you may either use creatures friendly to you or creatures friendly to the creature you are controlling. While you still maintain control over the creature, you count as the caster/user of any lasting abilities
- While you have control over a creature in this way, you can use subsequent bonus actions on your turn to do one of the following:
 - End the creature's concentration on a spell or effect
 - Perceive through the creature's senses, rather than your own
 - Restraine the creature (Requires 2 sets of strands if creature is Large, and 3 if the creature is Huge), you may release this restraint at any time (no action required)
- Whether it is a creature or object, while the strands are attached, they cannot physically move or be moved more than your strands' range limit (100 ft) away from you. This does not prevent movement via teleportation or through other planes. If a creature is ever beyond your strands' range limit, the strands immediately vanish
- If the strands are attached to a creature, as a reaction to the creature attempting to move or take an Attack action, you may either pull the creature up to 25 ft towards you or restrain them. Either option requires 2 sets of attached strands if the creature is Large, or 3 if the creature is Huge
- The strands are visible and can be attacked. They have AC 20, 30 Hit Points, Immunity to Poison and Psychic damage, Resistance to Bludgeoning damage, and Vulnerability to Slashing damage. If the strands reach 0 Hit points, they break and whatever is attached is freed.

- On their turn, a creature can use their action to attempt to break from the strands. They make a Strength saving throw ($DC = 10 + \text{your highest ability score modifier} + \text{your proficiency bonus}$), breaking free on a success. If the strands have full hit points, the creature has disadvantage on the save
 - If a creature or object has multiple sets of strands attached to them, each set must be individually destroyed before the creature is freed
 - As a bonus action, you may instantly detach any active sets of strands. As part of this bonus action, you may immediately attempt to attach them to another creature or object within range. At the end of your turn, any strands not attached to a creature or object vanish
 - You know whenever a creature comes into contact with any of your strands that isn't attached to it
 - If you fall unconscious or die, all active sets of strands vanish
- You have a specially designed puppet construct that serves as a perfect vessel for your energy. This puppet is unique to you and takes a form of your design. Upon first gaining this level of this Arte, design the form, shape, and size of your puppet. It may be up to Large and there are generally no restrictions on the form it may take, though it is bound by possibility. As a bonus action, you may summon an instance of the puppet in an unoccupied space within 10 ft of you. As part of this bonus action, if you have enough free sets of strands (based on the puppet's size), you may manifest them and attach them to the puppet instance. Once a set of strands is attached to a puppet instance, it springs to "life" and is considered active. While you have an instance of a puppet manifested, you may not summon another instance of that same puppet.
 - The puppet has physical stats decided by its size, the Intelligence, Wisdom, and Charisma are always 10. The puppet is proficient in all skills and saving throws you are proficient in; however, it has no knowledge that you do not already possess, and it has no capacity to learn or grow. The puppet's proficiency bonus is equal to yours.
 - **Tiny:** AC 20, 45 HP, STR: 6, DEX: 20, CON: 8
 - **Small:** AC 16, 60 HP, STR: 8, DEX: 18, CON: 10
 - **Medium:** AC 12, 90 HP, STR 12, DEX 14, CON: 14
 - **Large:** AC 10, 110 HP, STR 18, DEX 6, CON 20
 - The puppet counts as its own creature (construct), knows all languages you know, can communicate telepathically with you, and – if it has a mouth – can freely talk if you allow it to
 - If you allow the puppet to talk, you may either allow to speak on its own accord or have it serve as an extension of your own speech

- The puppet has its own personality – decided either by you or the DM if you so choose
- The puppet has Blindsight out 100 ft and, if it has eyes, Darkvision out 60 ft
- If the puppet has functional arms, the puppet can use and manipulate objects
- The puppet has its own turn during combat immediately after yours, you can either issue orders to it telepathically as a free action or allow it to act on its own
- The puppet has a speed of 100 ft and can move in any direction so long as there is room for it to move (if in air, for example, it is held aloft by the strands)
 - As always, the puppet must stay within the range limit of your strands and, if an effect causes the puppet to go beyond this limit, the strands immediately vanish
- As a bonus action (either taken by you or the puppet), you may transfer hit points between yourself and the puppet. This cannot take either of you above your maxes, but it can allow the puppet to be repaired.
- As a bonus action (taken by you), you may recall the puppet to your soul. The puppet is also recalled if it reaches 0 hit points, if it ends its turn further than 1 mile from you, or if you die. When recalled, the puppet, the attached strands, and all objects created as part of the puppet, or its weaponry immediately vanish. This does not instantly repair the puppet and, while at 0 hit points, instances of the puppet cannot be summoned. After you complete a long rest, the puppet is fully repaired.
- At any time, even if the puppet is inactive, you may perceive through the puppet's senses or speak through the puppet
- Any objects created as part of the puppet, or its weaponry vanish after 6 seconds if not in direct contact with the puppet
- The puppet has special weaponry, each activated by an action. Upon first designing the puppet, choose two of the following weaponry options to give to the puppet. The puppet is considered proficient with any weaponry it possesses. Any weaponry that requires a saving throw uses a DC of 12 + your proficiency bonus. Whenever you finish a long rest, you may swap the two sets of weaponry any of your puppets possess
 - **Auto-Gun:** The puppet has a gun barrel hidden somewhere in its form and may use it to fire off special bullets formed from your soul. When this weaponry is activated, the puppet makes 2 ranged weapon attack rolls using its Dexterity (Range 60/120). On a hit,

the attack deals $3d10 +$ the puppet's Dexterity modifier ballistic damage.

- **Flamethrower:** The puppet reveals a hidden nozzle and releases a wide swathe of powerful flame. All creatures in a 15-ft cone in front of the puppet must make a Dexterity saving throw, taking $6d8$ fire damage on a failure
- **Recovery Node:** The puppet reveals a special electrode that sends forth positive energy into a creature, healing it. Choose a creature within 10 ft of the puppet, that creature regains $3d8$ hit points. This has no effect on constructs and undead. A creature may only benefit from this up to twice, after which, the creature must take a long rest before it can benefit from this again
- **Inner Cannon:** The puppet has a cannon built into its form it may use to fire round shot formed of pure energy. When this weaponry is activated, the puppet makes a ranged weapon attack roll – at disadvantage if the puppet has less than 12 Strength – using its Dexterity (Range 30/60). On a hit, the attack deals $7d12 +$ the puppet's Dexterity modifier bludgeoning damage (dealing half if the puppet has less than 12 Strength)
- **Poison Needle:** The puppet has a hidden needle with a constant toxic inflow it may use to deliver lethal hidden strikes. When this weaponry is activated, the puppet makes a melee weapon attack roll – at disadvantage if the puppet has less than 18 Dexterity – using its Dexterity or Strength. On a hit, the attack deals $1d4 +$ the puppet's Dexterity or Strength modifier piercing damage. The targeted creature must then make a Constitution saving throw, taking $10d10$ poison damage and becoming poisoned for the next minute on a failure
- **Retractable Blade:** The puppet has a long, steel blade that can stay hidden within its form it may use to slice and dice. When this weaponry is activated, the puppet makes 2 melee weapon attack rolls using its Strength. On a hit, the attack deals $3d8 +$ the puppet's Strength modifier slashing damage
- **Crusher:** The puppet has a heavy blunt object it can use to crush and smash. When this weaponry is activated, the puppet makes a melee weapon attack roll – at disadvantage if the puppet has less than 18 Strength - using its Strength. On a hit, the attack deals $10d12 +$ the puppet's Strength modifier bludgeoning damage (dealing half if the puppet has less than 18 Strength)

- **Corrosive Spray:** The puppet has a hidden nozzle it can use to spray out a cloud of acidic liquid. When this weaponry is activated, all creatures in a 10-ft cone in front of the puppet must make a Dexterity saving throw. On a failed save, a creature takes 4d10 acid damage and, if the creature is wearing nonmagical armor, the armor gains a permanent -1 penalty to its AC (If the Armor ever reaches -3, it is destroyed)
- **Water Hose:** The puppet has a long, tubular nozzle and hose connected to an internal reservoir tank of water. When this weaponry is activated, the puppet sprays a large volume of water out in either a 60 ft by 5 ft line, or a 45 ft cone. The force of the water is non-damaging, but a creature caught in it must make a Strength saving throw. On a failed save, the creature is pushed back 15 ft and knocked prone
- You can cast Mage Hand, Summon Construct, Animate Objects, and Bigby's Hand at will
 - Use your highest ability score as your spellcasting ability modifier

- **2nd Level – Manipulation Extension:**

- Your strands' range limit is now 500 ft (DNS)
- You can have up to 5 sets of strands active at a time (DNS)
- When you create strands, you can create them invisible
- As an action, you may activate one piece of weaponry of one of your puppets that you can see, even if the puppet is currently inactive
- Upon completing a long rest, as part of a 10-minute ritual, you may completely redesign one of your puppets, even changing its size
- You gain a second puppet construct. Upon first gaining this level of this Arte, design the form, shape, and size of your puppet using the same rules as described in the previous level. All active puppet instances take their turn on the same initiative count
- As an action, you may swap positions with one creature or object your strands are attached to. As part of this action, you may shift all other creatures and objects your strands are attached to up to 50 ft. After resolving this action, any strands attached to creatures or objects beyond your range limit vanish

- **3rd Level – Super-Advanced Marionettes:**

- You can have up to 10 sets of strands active at a time (DNS)
- Your Puppet Weaponry DC now 16 + your proficiency bonus (DNS)
- Your strands now have AC 25 and 50 Hit Points

- The damage dice of all **Level 1** puppet weaponry increases by 3
- You can now make **Huge** puppets: AC 5, 170 HP, STR 25, DEX 2, CON 25
- You gain a third and fourth puppet construct. Upon first gaining this level of this Arte, design the form, shape, and size of each puppet using the same rules as described in the previous level; however, this level offers more weaponry options you may now choose from. All active puppet instances take their turn on the same initiative count
- Your puppets now have the following weaponry options:
 - **Iron Maiden:** The puppet has an internal mechanism comprised of a hollow compartment beset by spikes. If the puppet has this weaponry option, it has advantage on grapple checks. As an action, the puppet can entrap a creature it is grappling within the compartment so long as that creature is at least one size smaller than the puppet. The grappled creature makes a Strength saving throw, escaping the grapple on a success. On a failure, they are restrained within the puppet and take 3d10 piercing damage at the start of each of their turns. As an action, they may attempt the Strength saving throw again, breaking free on a success. If the puppet is destroyed the restrained creature is freed as well. The puppet may only have one creature restrained this way at a time, but it may freely move while the creature is restrained within it. As a bonus action, the puppet may retract the spikes while keeping the creature restrained. As an action, the puppet may free the creature.
 - **Spell Absorption Sphere:** The puppet has a special arcane sphere coursing with a special potential energy. As a reaction, whenever the puppet is the sole target of a spell, it may attempt to absorb the spell. The puppet makes a Constitution saving throw ($DC = 10 + \text{Spell Level} * 2$). On a success, the potential energies stored within the sphere absorb the arcane energies of the spell, negating any effects of the spell and copying the intended effect. The sphere can hold up to 18 levels of spells at a time (While a maximum capacity, no attempts to absorb spells can be made). At any time, the puppet may produce one of the spells absorbed without needed to provide any components – using the original caster’s Spell Save DC, Spell Attack Bonus, and Spellcasting Ability Modifier. Once a spell is cast from the orb, it is expended, and those levels are freed up for later absorption.
 - **Auto-Reflection Barrier:** Interlaid into the puppet’s structure are special frames that enable an energy barrier to be manifested when in harm’s way. As a reaction to being hit by a weapon attack, the puppet may activate the barrier, increasing its AC against the attack by 10. If this would cause the weapon attack to miss, it instead rebounds, hitting the attacker for double the damage that would’ve been inflicted.

- **Negative Energy Rifle:** The puppet has a super-enhanced rifle that fires bullets of pure negative energy. Within the gun's chamber, negative energy continually manifests and solidifies, forming the bullets to be shot. The rifle can hold 5 shots at a time, regaining 1 shot every hour. When this weaponry is activated, the puppet makes a ranged weapon attack roll using its Dexterity (Range 500/1500). On a hit, the attack deals $20d10 +$ the puppet's Dexterity modifier necrotic damage. A creature hit by this attack cannot regain hit points until the end of their next turn. A creature brought to 0 hit points by this attack is vaporized – they instantly die, and their body turns to a fine, black dust.
- **Grappling Hook:** The puppet has a special rope-and-hook mechanism hidden within its form. When this weaponry is activated, the puppet makes a ranged weapon attack roll using its Dexterity (Range 200/400). On a hit, the target is pulled up to 200 ft towards the puppet. If this forced movement ends with the target being within 5 ft of the puppet, the target is also grappled so long as the target is at least one size category smaller than the puppet. Alternatively, if the target is of a size category larger than the puppet, the puppet itself is pulled up to 200 ft towards it.
- **Self-Destruct Mechanism:** The puppet has high-powered supernatural explosive deeply embedded within its form. When adding this weaponry to a puppet, select the damage type from the following: fire, cold, force, acid, lightning, or thunder. When this weaponry is activated, all creatures within 100 ft of the puppet must make a Dexterity saving throw. On a failure, the creature takes $30d12$ damage of the selected type, or half as much on a success. Objects and constructs take double damage if the selected damage type was fire or acid. If the selected damage type was fire, plants also take double damage. After this weaponry is used, the puppet is instantly destroyed and cannot be summoned again for the next 5 days.
- **Vacuum:** The puppet has a special nozzle able to create a powerful force of suction hidden within its structure. When this weaponry is activated, all creatures within a 40-ft cone in front of the puppet must make a Strength saving throw. On a failure, they are forcibly pulled 40 ft towards the puppet, ending in the closest unoccupied space possible. Small and smaller creatures have disadvantage on the saving throw while Huge and larger creatures have advantage. If a creature is within 5 ft of the puppet when the weaponry is activated, they instead are subject to a crushing force. If they fail the saving throw, they immediately take $5d10$ bludgeoning damage and are stunned until the start of its next turn.
- **Flashbang:** The puppet has a special mechanism able to create a blinding, disorienting flash of light. When this weaponry is activated, all creatures

that can see that are within 60 ft of the puppet must make a Constitution saving throw. On a failure, the creature is blinded for the next minute. If the creature was within 5 ft of the puppet, they are also stunned until the start of the puppet's next turn. After activating this weaponry, the puppet cannot activate it again for the next minute

- **Gatling:** The puppet has a large rotary gun comprised of multiple gun barrels on a central axis. The gun is continually provided with ammunition, formed from your own soul's energy. When this weaponry is activated, the puppet makes a ranged weapon attack roll – at disadvantage if the puppet has less than 18 Strength – using its Dexterity (Range 60/120). On a hit, the target takes $8d10 + \text{puppet's Dexterity modifier}$ ballistic damage (dealing half if the puppet has less than 18 Strength). Then, all other creatures within 10 ft of the original target must make a Dexterity saving throw. On a failure, they take half the total ballistic damage inflicted to the original creature.
- **Stun Electrodes:** The puppet has a set of electrodes connected to an internal battery serving as a reservoir of electrical energy. When this weaponry is activated, the puppet makes a melee weapon attack roll using its Dexterity or Strength against a creature within 15 ft. On a hit, the creature takes $4d8$ lightning damage. If the creature is brought to 0 by this damage, rather than start dying they remain stable. Otherwise, the creature must make a Constitution saving throw. On a failure, the creature is stunned until the start of its next turn

• Overload – Puppet Master:

- Your strands' range limit is now 1000 ft (DNS)
- You can have up to 20 sets of strands active at a time (DNS)
- Your Puppet Weaponry DC now $20 + \text{your proficiency bonus}$ (DNS)
- The damage dice of all puppet weaponry increases by another 5
- The first time each of your puppets is recalled while in this Overload state, it is fully repaired – regaining all hit points

83 – Pyrokinesis (Elemental):

“Burn the world the most passionate of ire”

Bonus Hit Points: 35 (55 – Druid, Ranger, Sorcerer, Wizard)

Starting Fame: +5

Starting Infamy: +5

Class: D

Strain: Manipulation

Element: Fire

Type: Combat

• 1st Level – Command Fire:

- As an action, you can acutely control and manipulate any flames you can see within 200 feet, employing rules as described by the *Manipulation Module*
 - If your flame manipulation results in a creature having to make a saving throw, the DC = 10 + your proficiency bonus + your highest ability score modifier
- You gain immunity to fire damage
- You can speak and understand Ignan
- You can naturally sense and detect extreme heat and fire within 1 mile of yourself
- Whenever you hit with a melee attack, you may cause the target to take an additional 2d10 fire damage
- As an action, you can spontaneously create fire of an intensity of your choice in up to a 20 ft radius area centered on a space that you can see within your manipulation range
 - After spawning, the fire continues to burn for the next minute after which it supernaturally snuffs itself out without spreading any further from its original area. The fire also snuffs out early if a creature takes an action to put it out (assuming it has a method of doing so, dependent on the size of the fire), if you take a bonus action to snuff it out, if you fall unconscious, or if you die
 - The first time a creature enters the area of the fire on a turn or whenever a creature starts its turn within the area of the fire, it makes a Dexterity saving

throw against your flame manipulation DC. On a failed save, the creature takes up to 10d10 fire damage (you decide the damage output of the fire based upon its intensity when creating it), or half as much on a successful save

- You may have up to 20d10 (representing the damage dealt and overall intensity) worth of spawned fire active at one time
- As a bonus action, you can rapidly increase your body heat, gaining the following benefits while heated. You can end the heat at any time (no action required) and the heat effect ends early if you fall unconscious or die. For every cumulative 10 minutes you spend with your body heated before completing a long rest, you gain 1 level of exhaustion
 - You ignore effects of extreme cold temperatures
 - You gain resistance to cold damage
 - Diseases afflicting you are temporarily suppressed while heated and you gain immunity to disease
 - Whenever a creature touches you, hits you with a melee attack, or starts its turn in contact with you, as a reaction, you may cause that creature to take 2d10 fire damage
- You can cast Dancing Lights, Faerie Fire, Continual Flame, Produce Flame, Heat Metal, Flame Blade, Flaming Sphere, Searing Smite, Green-Flame Blade, Fire Bolt, Burning Hands, Scorching Ray, Pyrotechnics, Control Flames, Create Bonfire, Flame Arrows, Aganazzar's Scorcher, Melf's Minute Meteors, and Fireball at will
 - Use your highest ability score as your spellcasting ability modifier
- Your spells cast through this Arte that deal fire damage ignore resistance to fire damage and deal double damage

• 2nd Level – Searing Expertise:

- You can manipulate molten rock and molten metal you can see within your flame manipulation range, employing rules as described by the *Manipulation Module*
- You may extend the range of your melee attacks to up to a quarter of your flame manipulation range as you infuse your strike with flame. If you do so, change the damage type of all damage dealt from the attack to fire
- As an action, you can transform fire you can see within 200 feet that is at least 10 ft cubed into a Fire Elemental under your command for 1 hour. After the hour passes, the Fire Elemental harmlessly burns itself out into nothing. You may have up to 3 Fire Elementals from this Arte under your control at a time
- As a bonus action, you can give any creatures of your choice that you can see within 200 feet of yourself immunity to fire damage for the next hour. During this hour, whenever a creature with this fire damage immunity would take fire damage, as a reaction, you may instead cause the creature to gain temporary hit points equal to

the fire damage they would've taken. After the hour passes, the creature cannot benefit from this ability again until it completes a long rest

- As an action, while your body heat is increased by this Arte, you may momentarily superheat a part of your body. When you do so, any creature or object in contact with the superheated part of your body takes 10d10 fire damage. As part of this action, you may attempt to touch another creature in melee range of you with the superheated body part. When doing so, make a melee attack roll with proficiency using either your Strength or your Dexterity, dealing the 10d10 fire damage on a hit. Additionally, if the target of the superheat is an object, this damage can cause it to either ignite or melt (when appropriate, depending on the object). Finally, after you use this ability, you immediately add 2 minutes to your body heat timer
- As a reaction, whenever you would take fire damage, you may instead resolve one of the following effects:
 - If you are above half your hit point maximum, you regain hit points equal to the amount of fire damage you would've taken
 - The next time you deal fire damage to another creature before the end of your next turn, you may increase the fire damage dealt by 2d10
 - Until the end of your next turn, you may increase your flame manipulation range by 200 ft and increase your flame manipulation DC by 2 points
- You can cast Investiture of Flame, Immolation, Flame Strike, Wall of Fire, and Fire Shield at will

- **3rd Level – Being of Flame:**

- Spawner fire max radius: 40 ft (DNS)
- Flame manipulation range: 600 ft (DNS)
- You may have up to 30d10 (representing the damage dealt and overall intensity) worth of spawned fire active at one time (DNS)
- As part of the same action during which you spawn a fire through this Arte, you may immediately begin manipulating it
- As an action, you can infuse a set of Plate Armor you can see within 200 ft with fiery energy, creating a Fire Elemental Myrmidon under your control until it dies. You may have up to 3 Fire Elemental Myrmidons from this Arte under your control at a time
- You gain 100 ft of fly speed; additionally, as a bonus action, you may release flames and gain a burst of speed – increasing your fly speed by 30 ft. As part of this bonus action, you may cause all creatures within 5 ft of you to take 2d10 fire damage before you begin moving
- As an action, you can engulf your entire body in flames, gaining the following benefits while aflame. You can end the flames at any time (no action required) and the flame effect ends early if you fall unconscious or die. While aflame in this

manner, you cannot use your flame manipulation; additionally, use of your increase body heat while in this state counts for double the time

- You gain immunity to cold damage
- Flammable, nonmagical objects that aren't being worn or carried ignite if you come into contact with them
- Whenever a creature hits you with a melee attack or starts its turn in contact with you, you may cause that creature to take 4d10 fire damage (no reaction required)
- As an action, can turn your body into a heat sink and draw in heat from the surrounding atmosphere, employing the following rules:
 - Immediately upon entering this state, all nonmagical fires within a 100 ft radius centered on you (including those created through this Arte) are immediately snuffed out and harmlessly drawn into you
 - Your speed drops to 0 and you gain no benefit from increases to your speed
 - The air in a 100 ft radius area centered on you becomes chilled and whenever a creature ends its turn within 20 ft of you, it takes 1d10 cold damage
 - Whenever an effect, ability, or spell that deals fire damage enters the 100 ft radius area around you, it is directly drawn into you, treating you as the target or center (if possible)
 - While drawing in heat, any fire you create through this Arte (whether through an ability or spell) is of a far greater intensity, dealing double the total fire damage
 - The first time a creature touches you or hits you with a melee attack on a turn, it takes 6d10 fire damage from the heat you give off (do not apply the doubling to this damage)
 - At any time while drawing in heat, as an action, you may release the stored heat in a violent wave of concentrated flame
 - This wave deals 5d10 fire damage for each round you spent drawing in heat (this damage is not affected by the doubling sourced from acting as a heat sink); additionally, for each time you would've taken fire damage in this heat sink state, the wave deals an additional 2d10 fire damage
 - When you release this wave, all creatures within a 100 ft radius area, centered on you, make a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier} + \text{the number of rounds you spent drawing in heat}$)
 - On a failed save, a creature takes the full damage. On a success, a creature takes half as much damage

- After releasing this wave, you exit this heat sink state and cannot enter it again until you complete a long rest
- Alternatively, you may harmlessly cease acting as a heat sink at any time (no action required). The effects also end if you fall unconscious, die, or take more than 100 cold damage from a single source
- You can cast Fire Storm, Delayed Blast Fireball, and Incendiary Cloud at will

● Overload – Solar Catastrophe:

- As an action, you can transform fire you can see within 200 ft that is at least 50 ft cubed into a Pheonix under your control that lasts 1 hour (even if you leave the Overload state) or dies, upon which, it burns out and disappears in a giant cloud of smoke and ash. You may only have 1 Pheonix from this Arte under your control at a time
- While in area of bright, direct sunlight, you gain the following benefits:
 - Whenever you deal fire damage to a creature with an attack, ability, or spell sourced from this Arte, you may quadruple the fire damage dealt (on top of any other bonuses)
 - Whenever a creature takes damage from one of the fires you spawn through this Arte, it takes an additional $3d12$ radiant damage
- As an action, you can spontaneously create lava in up to a 40 ft radius area centered on a space you can see within your manipulation range
 - When the lava spawns, all creatures within its area make Dexterity saving throws against your flame manipulation DC. On a failed save, a creature takes $30d10$ fire damage, or half as much on a successful one. If a creature is reduced to 0 hit points by this damage, it dies and burns away to ash – including all nonmagical objects the creature was wearing and carrying
 - When a creature enters the lava's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw, taking $15d10$ fire damage on a failed save, or half as much on a successful one. If a creature is reduced to 0 hit points by this damage, it dies and burns away to ash – including all nonmagical objects the creature was wearing and carrying
 - The lava's area is difficult terrain; additionally, whenever a creature moves into or within the area, for every 5 feet it travels, it takes $5d10$ fire damage
 - The lava produces a thick cloud of choking, billowing black smoke. The lava's area up to 10 ft high is heavily obscured and lightly obscured 30 ft beyond that. Additionally, whenever a creature ends its turn within 5 ft of the lava's area or within the heavily obscured area, it must succeed on a Constitution saving throw against your flame manipulation DC or take

2d10 poison damage and begin suffocating due to the concentrated ash and soot in the smoke

- After spawning, the lava follows normal physics and, if on a solid surface, flows in a random direction, expanding its overall area-of-effect. At the start of each of your turns while the lava persists, roll a d8 and assign a direction to each die face to determine the direction in which the lava will spread (if possible), after which it flows and expands 10 ft in that direction.
- The lava persists for 1 hour and you may remove it early as a bonus action. Additionally, the lava is also removed early if you fall unconscious, die, or if the lava meets an area of water created by an Arte or spell cast at least 5th level of greater or equal size.
- While lava created through this Arte persists, you cannot create any more

84 – Recovery (Medical):

“Heal others with an absolute mastery over life, preserving it and commanding its flow with your will”

Bonus Hit Points: 50 (80 – Bard, Cleric, Druid, Paladin, Ranger)

Starting Fame: +15

Starting Infamy: +0

Class: E

Strain: Sync

Element: Life

Type: Utility

• 1st Level – Base Healing:

- Min Constitution of 20
- Proficiency in Constitution saving throws
- Advantage on Medicine checks
- Natural +20 to Medicine checks
- Proficiency and Expertise in Medicine
- As a reaction to a creature within 10 ft of you taking damage, you may begin measures of pre-restoration on it, grating it resistance against all the damage it takes until the end of its next turn
- As an action, you can restore 5d12 + your Constitution modifier hit points to a creature you can see within 30 ft. This ability has no effects on constructs and undead. Each time you use this ability before completing a long rest, the restoration decreases by 1d12 and, once it reaches 0d12, it cannot be used until you complete a long rest
- Whenever you hit a creature with an attack, you may aim the brunt of the damage at an identified vital spot and infuse your strike with raw life energy, dealing an additional 2d12 of the attack’s damage type to the targeted creature. Constructs and ooze are immune to this ability. A creature targeted by this ability that then takes 30 or more damage from that attack suffers one of the following negative effects of your choice until the end of its next turn (a creature may only suffer from one of the effects at a time):

- The creature's ocular system is shot, blinding it
 - The creature's auditory system is shot, deafening it
 - The creature's ambulatory system is weakened, halving its speed
 - The creature's motor system is damaged, granting it disadvantage on Strength and Dexterity based ability checks, attack rolls, and saving throws
- As a bonus action, you can revitalize a creature you touch
 - That creature is cured of any curses
 - That creature is cured of any diseases
 - That creature is cured of the poisoned, paralyzed, blinded, and deafened conditions
 - That creature loses all levels of exhaustion
 - A creature revitalized through this ability cannot be revitalized again until it finishes a long rest
- As a bonus action, you can acutely diagnose the condition of a creature you can see, learning the following details about the creature:
 - A general idea of its physical condition based on its current hit point total, its hit point total, and the number of temporary hit points it has – if any, with the specifics of what you learn determined by the DM
 - Any curses afflicting the creature
 - Any madness afflicting the creature
 - Any poison afflicting the creature
 - Any diseases afflicting the creature
 - Any negative spell effects the creature is under
 - Any conditions currently affecting the creature
 - The number of levels of exhaustion are afflicting the creature
 - The number of days since the creature last got sufficient food
 - The number of days since the creature last got sufficient water
 - The number of hours since the creature last successfully completed a long rest
- You can cast Cure Wounds, Lesser Restoration, Dispel Magic, Mending, Guidance, Spare the Dying, Purify Food and Drink, Remove Curse, Aid, Prayer of Healing, Protection from Poison, Detect Poison and Disease, Mass Healing Word, Goodberry, Aura of Vitality, Healing Word, and Revivify at will
 - Use Constitution as your spellcasting ability
- Spells you cast through this Arte are cast at 3rd-level
- Whenever you cast a spell through this Arte with the effect of restoring hit points to another creature or removing a negative condition from another creature – you may boost the range and number of targets. If the range is touch, it increases to 30

ft, otherwise it doubles; additionally, the number of creatures that can be targeted by the spell increases by your proficiency bonus

- **2nd Level – Advanced Healing Arts:**

- Restoration range: 60 ft (DNS)
- Restoration base dice: 10d12 (DNS)
- A creature may benefit from your revitalization ability up to twice before it must complete a long rest
- When using your restoration action, you may target up to 2 different creatures. This only decrements the healing dice once
- Whenever a friendly creature starts its turn within 30 ft of you, if it above half its hit point maximum, it regains 5 hit points; otherwise, it gains 10 temporary hit points
- Your revitalization can now do the following:
 - Cure the creature of any madness
 - Cure the creature of the charmed or frightened conditions
 - End any negative spell effects of your choice on the creature (Ex. Effects of the *Slow* spell)
- You can cast Greater Restoration, Raise Dead, Heal, Aura of Life, Aura of Purity, Mass Cure Wounds, and Dispel Evil and Good at will
- Spells you cast using this Arte are cast at 6th-level

- **3rd Level – Ultra Healing:**

- Restoration dice: 20d12 (DNS)
- Restoration range: 120 ft (DNS)
- You gain immunity to poison damage
- You may add your total Medicine bonus to the damage rolls of your weapon attacks and unarmed strikes
- When using your restoration action, you may target up to 3 different creatures. This only decrements the healing dice once (DNS)
- You gain immunity to curses, madness, disease, and poison; additionally, while you still can gain levels of exhaustion, you suffer none of the negative effects apart from death
- You can cast Regenerate and Resurrection at will
- Spells you cast using this Arte are cast at 9th-level

- **Overload – Flow of Life:**

- Restoration dice: 30d12 (DNS)
- Restoration range: 240 ft (DNS)

- When using your restoration action, you may target any number of different creatures within the range. This only decrements the healing dice once (DNS)
- At the start of your turn, you regain hit points equal to a roll of your remaining restoration dice (this does not decrement the die amount); additionally, whenever you hit with an attack, you may increase the damage by a roll of half your remaining restoration dice (rounded down) without decrementing the die amount
- As a reaction to a friendly creature dying within your restoration range, you may instantly revive them, healing them by your restoration dice. This ability cannot be used if you have less than $5d12$ remaining restoration dice. Using this ability lowers your restoration dice by $5d12$ (to a minimum of $0d12$). This revival does not restore any missing body parts, nor does it cure disease.
- You can cast True Resurrection and Mass Heal at will

85 – Reflection (Enhancing):

“Through the supernatural energies altering your form, you can reflect most things”

Bonus Hit Points: 25 (45 - Artificer, Fighter, Paladin)

Starting Fame: +0

Starting Infamy: +0

Class: C

Strain: Sync

Element: Reality

Type: Combat

• 1st Level – Arcane Reflection:

- Min Intelligence of 20
- You gain an additional reaction you may take each round
- You have advantage on saving throws against spells and other magical effects; additionally, you have resistance to damage they deal
- As a reaction to being targeted directly by a spell, you may attempt an Intelligence check (DC = 15 + the level of the spell, cantrips being level 0), to reflect it directly back at the caster. To take this reaction, you must be aware of the spell both being cast and targeting you. Normally, only direct, single-target spells can be reflected; however, in the case with spells with an area-of-effect, if you are the only target, or you are the center of the spell, you can also attempt a reflection. If a spell is reflected, it targets the caster as either the sole target or as the center of the spell.
 - After you reflect a spell, the caster is treated as though they failed any saving throws; additionally, if it was a damaging spell, the spell deals double damage
 - If the spell calls for any of the caster’s ability scores to be used in calculating values you may use your Intelligence instead; additionally, if the spell requires concentration, you may choose to concentrate on it instead of the caster. As normal, if the caster is still concentrating on the spell, they may end it at any time
- You can cast Blade Ward, Detect Magic, Dispel Magic, Resistance, Protection from Evil and Good, Counterspell, Sanctuary, Shield of Faith, Intellect Fortress,

Warding Bond, Magic Circle, Protection from Energy, Dispel Evil and Good, Blade Barrier, Shield, Absorb Elements, Antilife Shell, False Life, Mage Armor, Armor of Agathys, Globe of Invulnerability, and Otiluke's Resilient Sphere at will

- Use Intelligence as your spellcasting ability modifier

- **2nd Level – Physical Reflection:**

- You gain 2 additional reactions you may take each round (DNS)
- You have resistance to slashing, bludgeoning, and piercing damage
- As an action, you may enter a focused, riposte stance. Until the start of your next turn you cannot move, but you gain a +5 bonus to all checks made to reflect; additionally, whenever you are hit by a weapon attack or unarmed strike that you do not reflect, you may cause the assailant to take half the damage you take (no reaction required)
- As a reaction, whenever you are hit by a weapon attack or unarmed strike, you may attempt an Intelligence check (DC = half of the total damage you would take – minimum of 1), to reflect it directly back at the attacker. If the weapon attack is reflected, it solely hits the attacker instead and interrupts any further effects that would be invoked by the specific attack against you.
 - After you reflect a weapon attack, the assailant takes double the damage the attack would have dealt.
 - Any additional effects that would be applied because of the assailant hitting a creature with the attack are ignored

- **3rd Level – Supernatural Reflection:**

- Whenever you reflect spells or weapon attacks using this Arte, you may now select a target other than the assailant so long as the new target is within 50 ft. If the new target is not the original assailant, they may make any saving throws as normal and take normal damage (if applicable)
- As a reaction, whenever you are targeted by the effects of Arte use, you may attempt an Intelligence contest with the assailant, to reflect it back directly at the assailant. To take this reaction, you must be aware of the Arte both being used and targeting you. Normally, only direct, single-target Arte effects may be reflected; however, in the case with Artes with area-of-effect, if you are the only target, or you are at the exact center of the effect, you can also attempt a reflection. If an Arte effect is reflected, you may choose to either reflect it directly back at the assailant OR at *any other* creature within 50 ft of you. When making the contest, if the effect to be reflected has a range of touch, the assailant has advantage on the Intelligence check.
 - After you reflect an Arte, if the new target is the assailant, they fail any relevant saving throws and take double damage (if the effect was damaging).

If the new target is not the assailant, they may attempt saving throws as normal and take standard damage

- If the Arte effect calls for any of the caster's ability scores to be used in calculating values you may use your Intelligence instead; additionally, if the effect is lasting, you may force it to persist until the end of your next turn. During this time, if the assailant would be able to end it early, they cannot; additionally, any saving throws made to end the lasting effect are made at disadvantage. Once this window ends, the effect lasts as normal
 - You can cast all Abjuration spells at will

- **Overload – Continual Mirroring:**

- Min Intelligence of 25
- You have advantage on any Intelligence checks made to reflect
- Whenever you would use your reaction to attempt a reflection, if the attempt fails, your reaction is not expended (this does not allow you to attempt to reflect the same spell, attack, or Arte effect multiple times)

86 – Regeneration (Medical):

“Through eternal recovery, reject the call of pain and death”

Bonus Hit Points: 70 (100 – Barbarian, Cleric, Paladin)

Starting Fame: +5

Starting Infamy: +0

Class: A

Strain: Constant

Element: Life

Type: Mixed

• 1st Level – Steady Recovery:

- Min Constitution of 20
- Proficiency in Constitution saving throws
- Advantage on Constitution saving throws
- Natural +10 to Constitution saving throws
- You gain immunity to poison and disease
- You are immune to effects that would reduce your hit point maximum
- Upon first gaining this level of this Arte, you gain a special pool of 5d8 hit dice. This pool is counted separately from any other hit dice you have from other sources, and they do not contribute to your hit point maximum; however, it is restored in the same manner and can be used whenever an effect calls for hit dice
- You benefit from continual regeneration, employing the following rules:
 - At the start of each of your turns, if you are above half your hit point maximum, you regain a quarter of your hit point maximum worth of hit points
 - Additionally, while you have any remaining hit dice, at the start of each of your turns, you may expend any amount of them and regain double that many hit points
 - You have advantage on death saving throws and only need 2 successes to stabilize; additionally, whenever you stabilize, you regain a quarter of your hit point maximum and regain consciousness
 - Your continual regeneration allows you to quickly regain hit dice as well

- At the end of a short rest, if you have more than half of your hit dice remaining, you may regain one hit die of your choice
 - Whenever you start your turn at full hit points, if you have half or less of your remaining hit dice, you may choose to regain 1d4 hit dice of your choice. If you do so, until the end of the turn, your speed, and any damage you deal is halved
 - Finally, as an action, you may forcibly regain up to half of your hit dice of your choice. If you do so, you immediately gain 2 levels of exhaustion. You may take this action a number of times equal to your proficiency bonus and regain all expended uses upon completing a long rest
 - As a reaction to being hit by an attack, you may expend one hit die of your choice to being quickly regenerating the struck area, gaining resistance against all the damage dealt by the attack
 - You can cast Cure Wounds, Mass Cure Wounds, and Regenerate at will
 - Use Constitution as your spellcasting ability
- **2nd Level – Regrowth:**
-

- Whenever you are targeted by magical healing, you regain double the total amount of hit points
- If you are alive and have a head, after completing a long rest while at 0 levels of exhaustion, you regain all lost body parts and organs.
- Whenever you are targeted by a spell or similar effect that would return you to life, the caster does not need to provide any material components
- As an action, you can begin a process of breaking down your body and rebuilding it. For the next hour, you are incapacitated and vulnerable to all damage, but after that hour passes – if you are still alive – you gain the following benefits. After this effect concludes, you cannot use this ability again until you complete 1d4 + 1 long rests
 - You may end any number of spells or similar magical/supernatural effects afflicting you
 - You are cured of any madness and curses
 - Any effects causing you to be charmed or frightened end
 - You lose all levels of exhaustion
 - Your body is completely cleaned, with all detritus turning to pleasant smelling vapor
 - You are fully healed and fully rested (this does not confer the benefits of a long rest however)
 - You gain 1d8 hit dice of your choice

- If you have spell slots, you regain up to 5 levels worth of spell slots

- **3rd Level – Immortal Body:**

- Min Constitution of 25
- You cannot die outright from massive damage, always drop to 0 instead
- Your pool of hit dice sourced from this Arte increases to 10d8 (DNS)
- At the start of each of your turns, if you are above half your hit point maximum, you fully heal (DNS)
- You suffer none of the negative effects of old age and cannot be unwillingly magically/supernaturally aged – this does not prevent you from dying from old age
- Your body does not decay after you die. Any spell or similar effect with the sole effect of reviving you from death can be used, ignoring time constraints placed by the spell or effect; additionally, you cannot be unwillingly raised as an undead after death

- **Overload – Deathless:**

- Min Constitution of 30
- Your pool of hit dice sourced from this Arte increases to 20d8 (DNS)
- While in this Overload state, whenever you would use hit dice to heal in any way, you may use the max value of the die instead of rolling
- You cannot die in this Overload state, instead, if you would die, you enter a state of stasis, employing the following rules:
 - Until you leave this stasis state, this Overload state does not end, even if the conditions that allowed you to enter this state are no longer available
 - Within this state, you are completely incapacitated and cannot sense or act against the world around you in any manner
 - While in stasis, at the end of each day, you regain 1 hit point
 - You do not benefit from rests, but magical/supernatural healing still affects you as normal
 - This state cannot be ended by damage taken nor even the destruction of your body, even if you lose this Arte you maintain the stasis state for a time; however, if you go a full 24 hour stretch without this Arte, you die
 - If any part of your body is destroyed, it fully reforms after a week; however, during that week, you do not benefit from the daily regeneration
 - At the end of a day, if you are at 20 or more hit points and your body is intact, you revive

87 – Rejuvenation (Medical):

“Through reversal of chaos, restore and reconstruct objects and creatures by returning them to previous states”

Bonus Hit Points: 50 (70 – Artificer, Bard, Wizard)

Starting Fame: +5

Starting Infamy: +0

Class: F

Strain: Manipulation

Element: Arcana/Reality

Type: Utility

• 1st Level – Object Restoration:

- Proficiency in History
- You may attune to up to 6 magical items
- As an action, you can mark an object that weighs 20 lbs. or less with no dimension longer than 10 ft with an invisible symbol. After doing so, you may use a subsequent bonus action to summon the item immediately to you regardless of physical or planar distance. You may maintain up to 10 marks at a time and may remove any marks you have as a bonus action
- As an action, you can touch a Small object and return it to a previous state. When doing so, you may name or describe such a state (such as “Functional” or “Sharpened”). If the object was ever in such a state, it immediately returns to that state; however, if the named/described state did not exist for the object, it instead returns to its last “major” state – if any
 - If you touch a larger object, you may instead use this ability on either a 5 ft area of the object or a Small or smaller constituent object
- As an action, you can mentally dive into the history behind the object you are in contact with. Make a History check (the check is made at advantage if the object is a magic object you are attuned to or if the object has deep personal ties with you; however, the check is made at disadvantage if the object is broken, or you only hold a piece of the object). The result of the roll determines the degree of what you

learn. After targeting an object with this ability, no matter the result, you may not target that same object again for 24 hours

- 5 or below: You learn nothing of value
- 6-9: You learn one fact, with a 50% chance of the fact being inaccurate
- 10-14: You learn one accurate, possibly useless fact
- 15-19: You learn one accurate, useful fact; as well as any prior states of the item
- 20-24: You learn up to three accurate facts, any prior states of the item, and any properties of the item if it is a magic item
- 25-29: You learn the full story surrounding the item
- Natural 20; 30 or above: You learn every relevant detail about the item
- You can cast Mage Hand, Mending, Prestidigitation, Detect Magic, Identify, Illusory Script, Silent Image, Unseen Servant, Heat Metal, Legend Lore, Scrying, Purify Food and Drink, Sanctuary, Create Food and Water, Create or Destroy Water, Spiritual Weapon, Summon Construct, Find Traps, Passwall, Awaken, Shield, Knock, Alarm, Grease, Tenser's Floating Disk, Drawmij's Instant Summons, Creation, Arcane Lock, Rope Trick, Arcane Eye, Locate Object, and Animate Objects at will
 - Use your highest ability score as your spellcasting ability modifier

• 2nd Level – Creature Reconstruction:

- You gain immunity to disease
- After touching a creature for at least 10 minutes, you can have them regenerate 1 lost body part/organ
- As an action, you can touch a creature and end 1 magical/supernatural effect affecting that creature
- At a glance, you can diagnose all negative effects ailing a creature (including physical wounds, conditions, madness, etc.)
- As an action, you can touch a creature and end 1 effect on them causing them to be poisoned, paralyzed, stunned, frightened, or charmed
- As an action, you can delve into the secrets of a creature you are in contact with. This ability bypasses mental wards, Divination wards, and even immunity to thought reading. You and the target make an Intelligence contest (you make the check at advantage if the creature is unconscious or unaware; however, you make the check at disadvantage if the creature is hostile or has immunity to thought reading). If you win the contest, you learn one fact about the creature that it was either consciously (or unconsciously) trying to keep hidden. Whether you succeed or not, you may not target the same creature with this ability again for 24 hours

- You can cast Detect Thoughts, Lesser Restoration, Charm Person, Hold Person, Greater Restoration, Remove Curse, Dispel Magic, Locate Creature, Comprehend Languages, Protection from Evil and Good, and Dominate Person at will

- **3rd Level – Deep Dive Rejuvenation:**

- You can attune to up to 10 magical items (DNS)
- You can dive into the history of objects you can see within 100 ft
- After a 1-minute ritual of touching a tool, weapon, or armor – you gain proficiency with that tool, weapon, or armor for the next 10 hours
- You have +5 to the History checks and Intelligence checks related to delving into a creature's secrets and diving into the history of an object
- As a bonus action, you may summon any object you can see within 30 ft to your hand so long as you could hold it in one hand and no other creature is wearing or carrying it
- As a bonus action, if you have no armor equipped, you may instantly equip armor you touch so long as you are proficient with it and no other creature is wearing or carrying it
- As an action, you can touch a creature and restore hit points to it equal to the last amount of damage it has taken. That creature must take damage before it can benefit from this again
- As an action, you can touch a creature that forcibly lost concentration on a spell. You can then restore concentration on that spell without that creature having to expend any of the spell components or spell slots. The spell resumes exactly as it was prior to losing concentration (same amount of time remaining on the duration as well)

- **Overload – Full Restoration:**

- Returning an item to a previous state can now be done as a bonus action
- Whenever you end magical/supernatural effects afflicting a creature, you may end any number of those effects
- You have +15 to the History checks and Intelligence checks related to delving into a creature's secrets and diving into the history of an object

88 – Repeat (Special):

“Channel the powers of time to manipulate the bounds of reality – repeating any event as you wish”

Bonus Hit Points: 35 (55 – Artificer, Fighter, Monk, Ranger, Wizard)

Starting Fame: +5

Starting Infamy: +0

Class: E

Strain: Manipulation

Element: Reality

Type: Mixed

• 1st Level – Continuum:

- Proficiency in Perception
- Natural +10 to Perception
- As a reaction to failing a saving throw, you may repeat that saving throw
- Whenever you deal damage with an attack, spell, or ability you have used within the last minute, you may choose to repeat the exact same amount of damage you dealt last time rather than roll for damage
- If you restored hit points to yourself through any means other than this ability within the last minute, you may use a bonus action to restore that exact same amount of hit points to yourself (to your hit point maximum)
- At the end of your turn, you may expend your reaction for the round to focus and greatly slow your perception of time until the start of your next turn. During this time, your AC increases by 2, you gain advantage on Dexterity saving throws, and once before this effect ends you may make a Perception check at advantage against an event to glean as much detail as possible (no reaction required)
- As an action, you can capture an event of your choice within a stitch of time and cause it to continually repeat itself. The chosen event must have involved objects in some manner (the swing of a sword, the flip of a coin, etc.), the involved objects must fit within a 10 ft radius sphere, and the event must have occurred – from start to finish – within the last 6 seconds (from the start of the last round if in combat)

- All objects involved in the chosen event supernaturally animate and begin repeating the same movement continually (any objects destroyed over the course of the event continually reform during repetition)
 - If an involved object was worn or carried by another creature, that creature may make a Strength saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$) if they wish to prevent the repetition. On a failure, the object animates beyond their control and starts the repetition. On a success, the creature prevents the repetition by holding back the object's animation, breaking a chain of events, and ending the effect
 - Every mechanical aspect of the event repeats the same as it did when the event first took place as well; for example, if you cause a bomb's explosion to repeat, each time the explosion goes off, everything within range will take the appropriate amount of damage; additionally, the explosion's damage would be the same as its first value
- So long as you maintain concentration on it (using the standard concentration rules), the event continually repeats. During this time, the repetition ends early if you lose concentration on it, if you start your turn further than 500 ft away from the center of the event, if you fall unconscious, or if you die. If you maintain concentration on the repeating event for 1 hour, the event continues to automatically repeat for up to the next week (you may determine the exact stretch of time), no longer requiring your concentration.
- All objects involved in the event perform their proper actions in the same positions as when the event first occurred; however, as a bonus action, you may move the center of the event to any unoccupied space you can see within 60 ft of yourself, effectively changing where the event and all involved objects perform their actions
- The event repeats at a set rate, starting at the end of your turn and ending at the start of your turn
- After the repetition ends, all involved objects return to their final states as they were when the event originally ended

- **2nd Level – Again and Again:**

- You can perfectly recall anything you have heard, read, or seen in the past week
- While your perception of time is slowed, you gain the following additional benefits: you gain the Evasion feature, and creatures have disadvantage on all attack rolls against you

- When using your event repetition ability, you may now cause the effects of spells and Arte use to be repeated
 - This uses the same rules as object event repetition; however, any lasting effects as a result of the spell or Arte use are ignored and the same values are used for when the spell or Arte was originally used
- Each time you successfully use your action on your turn to successfully damage a creature with the same attack, spell, or ability you used on your last turn, if it has an effect dependent on dice (damage, healing, etc.), you can increase the number of dice by 1 (Ex. Attacking with the same longsword you used last turn increases the damage from 1d8 to 2d8 and so on)
 - Everything resets if you are interrupted, you perform a different action, or the attack/spell/ability misses or fails
 - No matter what, the maximum amount of dice this ability can provide is 20 additional dice

- **3rd Level – Super Continuation:**

- Repetition prevention DC: +4 (DNS)
- Event repetition range: 1000 ft; 20 ft radius sphere (DNS)
- After concentrating on a repeating event for 1 hour, you may allow it to automatically repeat for the next month (DNS)
- Once per turn, you may reroll a missed attack roll, but you must use the new result. If you hit with the reroll, you do not have to reset any increased dice from your repeated attack ability

- **Overload – Unceasing Continuum:**

- Repetition prevention DC: +6 (DNS)
- As soon as you successfully cause an event to repeat, it immediately automatically repeats without requiring your concentration
- Die scaling based on successfully damaging a creature with the same attack, spell, or ability on sequential turns now increases the total dice by 3 each repetition (Ex. Attacking with the same longsword you used last turn increases the damage from 1d8 to 4d8 and so on); additionally, the maximum amount of additional dice this ability can provide increases to 60 (DNS)

89 – Rhetoric (Enhancing):

“Command any and all with but your words”

Bonus Hit Points: 25 (45 – Bard, Paladin)

Starting Fame: +15

Starting Infamy: +0

Class: E

Strain: Sync

Element: None

Type: Mixed

• 1st Level – Silver Tongue:

- Min Charisma of 25
- Proficiency in Charisma saving throws
- Advantage on Charisma saving throws
- Natural +5 to Charisma saving throws
- Natural +5 to all Charisma-based ability checks
- Advantage on all Charisma-based ability checks
- Proficiency in Deception, Persuasion, Intimidation, Insight, and Performance
- You speak and understand all languages
- You gain immunity to the charmed condition
- You gain a +10 bonus to all Insight checks made to discern whether a creature is lying or not
- You have a supernatural capability to glean information from a creature during conversation, the longer the conversation continues, the more information you can gather, using the following rules (all benefits gained are cumulative and reset 5 minutes after the conversation concludes):
 - After conversing with a creature for at least 1 minute, you gain a +5 bonus to all Charisma-based ability checks against the creature (on top of your other bonuses)
 - After conversing with a creature for at least 5 minutes, you always know whether the creature is lying to you

- After conversing with a creature for at least 10 minutes, you gain a supernatural sense as to whether the creature is hiding anything from you
 - After conversing with a creature for at least 20 minutes, you learn one secret that the creature consciously keeps hidden, the creature is unaware that you learn this secret. The secret is determined by the DM, and, at their discretion, they may have you make a Charisma check to determine the impact of the secret
 - After conversing with a creature for at least 30 minutes, you temporarily implant yourself as a friendlier figure, positively increasing the creature feelings towards you by one stage (Hostile → Neutral; Neutral → Friendly; Friendly → Charmed) until the end of the conversation. A creature immune to the charmed condition is immune to the effects of this ability
 - After conversing with a creature for at least 1 hour, you learn the accurate answer to one question posed to the creature. The creature answers truthfully and makes no effort to hide any information; however, the creature can only answer to the best of its ability. The creature is fully aware of the question you asked. A creature immune to the charmed condition is immune to the effects of this ability
 - For each hour in conversation past the first, you may pose an additional question, under the same rules as mentioned previously
 - You can cast Friends, Message, Vicious Mockery, Animal Friendship, Charm Person, Dissonant Whispers, Speak with Animals, Tasha's Hideous Laughter, Animal Messenger, Beast Bond, Command, Compelled Duel, Silence, Tongues, Comprehend Languages, Cause Fear, Word of Radiance, Enemies Abound, Ceremony, Calm Emotions, Detect Thoughts, Enthrall, Magic Mouth, Suggestion, Zone of Truth, Sending, Speak with Dead, Speak with Plants, and Fear at will
 - Use Charisma as your spellcasting ability modifier
- **2nd Level – Golden Tongue:**
-

- Natural +10 to all Charisma-based ability checks (DNS)
- Expertise in Deception, Persuasion, Intimidation, Insight, and Performance
- Your thoughts cannot be read if you are unwilling
- You may add your Charisma modifier to all your attack rolls and non-Charisma saving throws
- You are immune to magic effects that would cause you to act under another creature's command
- Other friendly creatures that can hear you and are within 100 ft of you may add your Charisma modifier to all their saving throws
- Whenever you ask a creature a question, you may force it to answer honestly and completely. Make a Charisma check contested by either an Intelligence check or a

Wisdom check made by the creature (the targeted creature chooses). The targeted creature's check is made at advantage if they are hostile towards you and at disadvantage if they are friendly towards you. If you win the contest, the creature answers your question with a complete, honest answer made to the best of their ability. The creature's answer is contained within a response spoken at a whisper audible only to you. After using this ability, the creature is immune to its effects for the next 24 hours – whether you succeeded or failed; additionally, while the creature is aware of the question you asked it is not aware of the answer it provided

- You can cast Compulsion, Animate Objects, Charm Monster, Awaken, Dominate Person, Geas, Legend Lore, Infernal Calling, Mislead, Modify Memory, Otto's Irresistible Dance, Word of Recall, and Mass Suggestion at will
- Whenever you cast a spell through this Arte, your spell save DC is increased by 3

- **3rd Level – Platinum Tongue:**

- Min Charisma of 30
- You may add your Charisma modifier to all damage rolls
- If you roll less than natural 10 on a Charisma-based ability check, you can replace that roll with a 10
- Whenever you make a Charisma-based ability check or a Charisma saving throw, you may choose to double the total value of check/save. You may do so a number of times equal to your proficiency bonus and regain all expended uses upon completing a long rest
- You can cast Dominate Monster, Telepathy, Feeblemind, Glibness, Mind Blank, Power Word Stun, Power Word Pain, and Divine Word at will
- Whenever you cast the *Vicious Mockery* cantrip through this Arte, use d12's in place of the d4's for the damage roll
- A creature under the effects of the *Geas* spell you cast through this arte takes double the psychic damage and may take the damage multiple times in a single day

- **Overload – Words that Bend the Gods:**

- You may target a creature up to three times with your ability to force the truth from a question before it gains immunity
- Whenever you make a Charisma-based ability check, on a natural roll of 16, 17, 18, 19, or 20, you may triple the total value of the check
- You can cast Power Word Heal and Power Word Kill at will
- Whenever you cast the *Geas* spell through this Arte, it is cast at 9th-level

90 - Rising Rage (Combative):

*"Turn pain directly into power, not through arcane means, but through pure physical rage.
Your anger is a weapon in itself"*

Bonus Hit Points: 85 (120 - Barbarian)

Starting Fame: +0

Starting Infamy: +5

Class: B

Strain: Gain

Element: None

Type: Combat

• 1st Level – Mighty Rage:

- Min Strength and Constitution of 20
- Proficiency in Strength and Constitution saves
- Advantage on Strength and Constitution saves
- While you are at 10 total hit points (not including temporary hit points) or less, once per turn, whenever you hit with a melee attack, you may double the total damage dealt
- As a reaction to a creature hitting another creature that you can see within 5 ft of you with an attack, you may take the damage in place of the other creature. Damage you take in this manner cannot be avoided or reduced in any way
- Whenever an enemy creature damages you, you gain the following benefits, with the benefits stacking each time you are damaged by an enemy creature. At the end of your turn, all benefits gained end and reset unless you willingly take damage equal to your bonus melee damage dice (this damage cannot be avoided or reduced in any way)
 - You gain a +2 bonus to all melee weapon attack and damage rolls
 - You gain a +20 bonus to your speed
 - Your melee attacks deal an extra 1d12 of the attack's damage type
- As a bonus action, while in combat, you can enter state of total battle focus, focusing wholly on the enemies before you, gaining the following benefits until the end of your next turn. After taking this bonus action, you cannot do so again until

you complete a short or long rest, or you take 40 or more total damage from a single source

- You gain immunity to psychic damage
- You gain immunity to the charmed, frightened, stunned, and poisoned
- You gain advantage on all attack rolls and saving throws
- You gain immunity to effects that would force you to act under the command of another creature (Ex. Geas, Command, etc.)
- Neither your emotional state nor your alignment can be changed

- **2nd Level – Super Destructive Ire:**

- While at 5 total hit points (not including temporary hit points) or less, once per turn, whenever you hit with a melee attack, you may triple the total damage dealt (instead of the doubling from being at or below 10 hit points)
- You now gain the following additional benefits from being damaged by an enemy creature:
 - You gain a +5 bonus to all saving throws except Charisma
 - Future assailants take 1d4 fire damage whenever they damage you with a melee attack
- While at half your hit point maximum or below, you continually produce a steaming, orange aura from your body. The aura ends if you fall unconscious, die, or go back above half your hit point maximum
 - While this aura is active, you gain the following benefits:
 - You produce dim light out 10 ft
 - You gain resistance to fire, cold, lightning, and poison damage
 - At the end of your turn, all creatures of your choice within 5 ft of you (possibly including yourself) take 2d12 fire damage
 - Your walking speed is doubled
 - Whenever you hit a creature with a melee attack, if the targeted creature is one size category larger than yours or smaller, you may push it back 10 ft
 - You can enter your battle focus state as a free action on your turn

- **3rd Level – Blazing Bellicosity:**

- Min Strength and Constitution of 25
- As a bonus action, if you are above half your hit point maximum, you may immediately drop yourself down to half your hit point maximum. This does not count as taking damage

- While at a quarter of your hit point maximum or below, you produce a blazing, crimson aura from your body – replacing the steaming, orange aura. The aura ends if you fall unconscious, die, or go back above a quarter of your hit point maximum – it reverts back to orange if you still at half your hit point maximum or below
 - While this aura is active, you gain the following:
 - You produce bright light out 40 ft and dim light out another 40 ft
 - You gain immunity to fire, cold, lightning, and poison damage
 - At the end of your turn, all creatures of your choice within 15 ft of you take 5d12 fire damage
 - Your walking speed is quadrupled
 - Whenever you hit a creature with a melee attack, if the targeted creature is one size category larger than yours or smaller, you may push it back 20 ft
 - You are always in your battle focus state – even if its in cooldown
 - As an action, you can concentrate the aura in one of the following ways, each with differing effects.
 - You can concentrate your aura on your body – increasing the damage of your melee attacks by bonus equal to triple your Strength modifier until you use this ability again
 - You can disperse the aura through a surface you can touch, creating an explosion out in a 15 ft radius sphere centered on where you touch. The explosion affects everything in the sphere except you, dealing 10d10 fire damage. A creature in area of the blast (other than you) makes a Dexterity saving throws (DC = 10 + your proficiency bonus + Strength modifier). On a failed, a creature takes the full damage and is stunned until the start of its next turn. On a success, a creature takes half as much damage and is not stunned
 - You amplify the intensity of the aura, using it as a blazing shield. Until the start of your turn, all ranged weapon attacks are immediately destroyed upon coming with 5 ft of you, dealing no damage; and any creature that hits you with a melee attack takes 5d12 fire damage

- **Overload – Rancor of the Raging Dragon:**

- Min Strength and Constitution of 30
- You have the orange aura active at full hit point maximum or below and the crimson aura active at half hit point maximum or below

- While in this Overload state, you do not have to take the damage at the end of your turn to keep benefits gained from being damaged by enemy creatures going

91 – Safety (Enhancing):

“Your quintessence shields you from the dangers of external aether”

Bonus Hit Points: 35 (55 – Bard, Cleric, Fighter, Paladin)

Starting Fame: +10

Starting Infamy: +0

Class: B

Strain: Gain

Element: None

Type: Mixed

• 1st Level – Supernatural Guard:

- You gain the Evasion feature
- You have resistance to all damage directly sourced from Artes and spells cast from Artes
- As an action, you can surround yourself in a supernatural ward to protect yourself from harm
 - This ward normally lasts up to 1 hour or until you use an action to dispel it yourself
 - After the hour passes or after you dispel the ward, the ward vanishes along with all benefits from it, and you may not erect another until you complete a long rest
 - If the ward is forcibly dropped (such as by an effect of Arte suppression), the ward vanishes but you need not wait on the cooldown to erect another
 - This ward is nearly imperceptible, but a creature may use an action to inspect you, and with a successful DC 20 Perception check, they may notice a faint glowing of a color of your choice surrounding your body
 - While this ward is active, you gain the following benefits:
 - You are immune to poisons and disease and any that were affecting you are suppressed

- You are immune to curses and any that were affecting you are suppressed, even allowing you to immediately unattune from cursed objects that forced attunement
 - You are immune to Divination spells and other effects meant to track or locate you if you are unwilling
 - You are immune to madness and any forms of madness that were affecting you are suppressed
 - You cannot be possessed and any creatures possessing you are immediately ejected once the ward is erected
 - You are immune to effects meant to read or set your thoughts, emotions, or memories unless you are willing
 - You are immune to effects that would force you to act under another creature's command or compulsion
 - You cannot be telepathically communicated with unless you are willing
 - Unless you are willing, magical/supernatural artifacts cannot come within 5 ft of you and stop before reaching that point
 - You have advantage on all saving throws against spells, magical effects, and supernatural effects
 - You are immune to effects that would reduce your hit point maximum, speed, or any of your ability scores apart from last stands or your own Artes
 - If touching an object or creature would result in the activation of an infused effect, a magical glyph, a supernatural rune, a preset seal, or other such similar effect, you ignore it unless you are willing
 - If you are caught in a spell or other such an effect with an Area-of-Effect, and you weren't the primary target/center, you are immune to any of the damage and effects unless you are willing to allow them to pass through the ward
 - You cannot forcibly lose concentration on your spells
 - You can cast Shield of Faith, Shield, Protection from Evil and Good, Intellect Fortress, and Sanctuary at will
 - Use your highest ability score as your spellcasting ability
- **2nd Level – Guardian Extension:**

 - Your ward cools down now after a short rest as well (DNS)
 - You are immune to all the effects (positive and negative) from pure Aether

- As an action, you can give up to 2 other creatures you touch a supernatural ward. They share all the same benefits as the ward offers you with the same cooldown rules as well.
 - Your ward now offers the following benefits:
 - Whenever a creature hits you with a melee attack, they immediately take 20 force damage
 - Whenever you regain hit points from a spell or other such effect, regain twice the amount offered instead
 - You are immune to effects that would forcibly move you or force you to fall prone unless you are willing
 - You are immune to the effects of extreme heat or cold
 - You are immune to effects that would put you to sleep unless you are willing
 - You can cast all Abjuration spells at will
- **3rd Level – Mastered Wards:**

- You can give wards out to a range of 30 ft
 - You can now give up to 5 different creatures supernatural wards (DNS)
 - Your ward now offers the following benefits:
 - You are immune to spells unless you are willing
 - You do not need to eat, drink, or breathe
 - You can move across liquid surfaces
 - You move at double speed
 - Creatures that hit you with melee attacks take 40 force damage now (DNS)

- **Overload – Unbreaking Sentinel:**

- Your wards have no cooldowns
- There is no limit to the number of creatures you can give wards
- You are immune to all damage sourced from Artes and spells cast from Artes
- Your ward now offers the following benefit:
 - You are immune to effects of Arte suppression

92 - Scanning Eyes (Physical):

“With a mere glance, learn all there is to know about something”

Bonus Hit Points: 25 (45 – Bard, Ranger, Rogue, Sorcerer)

Starting Fame: +0

Starting Infamy: +0

Class: F

Strain: Constant

Element: None

Type: Mixed

• 1st Level – Info Gain:

- Min Wisdom of 20
- Proficiency in Wisdom saving throws
- Proficiency in Perception and Investigation
- Advantage on Perception checks relying on sight
- Natural +20 to Perception and Investigation checks relying on sight
- You gain 50 ft of Truesight
- You gain 200 ft of Darkvision
- Your Darkvision permeates magical darkness
- You cannot be fooled by visual illusions
- You can completely read and comprehend any text – if you know the written language, no matter the length or complexity, in 10 minutes
- After focusing on a creature or object for at least 1 minute, you learn a vast array of details about it
 - When concerning creatures, this vast array includes:
 - The creature’s hit point maximum
 - The creature’s current hit points
 - The creature’s current amount of temporary hit points
 - Any curses afflicting the creature
 - Any madness afflicting the creature
 - Any poison afflicting the creature

- Any diseases afflicting the creature
- Any spell effects the creature is under
- Any conditions currently affecting the creature
- The number of levels of exhaustion are afflicting the creature
- The number of days since the creature last got sufficient food
- The number of days since the creature last got sufficient water
- The number of hours since the creature last successfully completed a long rest
- All the creature's Major and Minor Artes (including exact levels) as well as any special augmentations or effects upon those Artes
- All the creature's feats and boons
- All the creature's masteries
- The creature's saving throw bonuses
- The creature's proficiencies
- The creature's level/CR
- When concerning objects, this vast array instead includes:
 - The object's hit point maximum
 - The object's current hit points
 - Any magical properties the object has, including curses
 - Whether or not the object is currently attuned to by a creature
 - The materials comprising the object
 - The dimensions of the object
- Additionally, you may ask the DM up to 5 questions at any time within the next 24 hours concerning the creature or object, which the DM must answer truthfully, if possible
 - After doing so, you cannot ask questions concerning that specific creature or object again until you complete a long rest
- You can cast Detect Magic, Detect Poison and Disease, Detect Evil and Good, Locate Object, Locate Creature, Locate Animals or Plants, Find Traps, and Find the Path at will
 - Use Wisdom as your spellcasting ability
- **2nd Level – Detail Scouring:**

 - Min Intelligence of 20
 - Natural +5 to all attack rolls you make
 - You know when you're being lied to so long as you can see the creature

- You can attain your vast array of details about an object or creature with just a glance (DNS)
- Whenever you use a weapon or tool you do not have proficiency with, you may add half your proficiency bonus to any attack roll or ability check you make with it, as if you were proficient
- As an action, you can scan a creature for specific weak points
 - After scanning a creature for weak points, for the next minute, the first time you hit the creature with an attack on a turn, you may treat it as a critical hit
- As an action, you can scan a creature for its specific attack potential, gaining the following benefits against them for the next minute:
 - You have advantage on any saving throw the creature forces you to make
 - The creature suffers a -5 penalty on attack rolls against you
 - You have resistance to all damage the creature deals

• 3rd Level – Instant Analysis:

- Min Wisdom of 25
- You gain immunity to the blinded condition
- You may add your Wisdom modifier to the attack and damage rolls of your weapon attacks and unarmed strikes
- With the same glance that confers the vast array of details, you also instantly scan for weak points and attack potential, gaining all the associated benefits
- While you continually focus on them, you can read lips, memorize keystrokes, and read minute movements (such as pencil motions) for key details (so long as you understand the language) – doing so requires concentration, as if you were concentrating on a spell

• Overload – Visionary Lexicon:

- Your Darkvision and Truesight extend as far as you can see (DNS)
- Whenever you deal damage to a creature or object you've scanned, you may double the total damage dealt
- Whenever a creature that you've scanned targets you with an attack, spell, or otherwise harmful ability, as a reaction, you may quickly scan the assault and gain every detail of it including range, damage, damage type, required saving throws, and effects other than damage. After gaining this information, you may gain one of the following benefits of your choice until the start of your next turn:
 - +10 bonus to one saving throw type of your choice
 - +10 bonus to your AC
 - 30 points of damage reduction against two damage types of your choice

- You immediately move up to half your speed. This movement and any other movement you take before the start of your next turn does not trigger opportunity attacks

93 – Sealing (Supportive):

“Employ special seals to ward, suppress, entrap, detect, and numerous other potential uses”

Bonus Hit Points: 20 (40 – Artificer, Cleric, Wizard)

Starting Fame: +0

Starting Infamy: +0

Class: F

Strain: Sync

Element: Arcana/Life

Type: Combat

• 1st Level – Sealing Arts:

- As an action, you set an invisible seal centered on an unoccupied space you touch, of any sort of shape that fits in a 10 ft x 10 ft x 10 ft cube. The seal is invisible to all creatures other than you. This seal may be one of the following effects (you choose upon setting the seal) from the list below; additionally, upon setting the seal, you can name any number of creatures to be immune to the effects and unable to activate the seal. While the seal persists, if you are within 60 ft of it, you may use an action to immediately activate the seal’s effects, dispel the seal, reset the time before the seal fades, or change what creatures are immune to the effects of the seal. A seal lasts 10 days before disappearing. You can maintain up to 10 seals at a time. If a seal results in a creature making a saving throw, the DC equals 10 + your proficiency bonus + your highest ability score modifier.
 - **Blinding Trap:** The first time a creature enters the seal’s space, the seal appears with an extremely bright flash then vanishes. The creature makes a constitution saving throw. On a successful save, the creature is blinded until the start of its next turn. On a failed save, the creature is blinded for the next 8 hours.
 - **Detection:** While the seal persists, you are telepathically alerted whenever a creature enters the seal’s space (this does not cause the seal to appear). You may allow the alert to awaken you.
 - **Entrapment:** The first time a creature enters the seal’s space, the seal appears with a soft mist then vanishes. The creature makes a dexterity

saving throw. On a failed save, for the next hour, the creature is surrounded by the mist and trapped in an invisible cage just large enough to contain it. While in the invisible cage, the creature is restrained and immune to all damage. Nothing can pass through this invisible cage. Finally, you can dispel the cage at any time (no action required). The cage also is dispelled if you fall unconscious or die.

- **Ruining Trap:** The first time a creature enters the seal's space, the seal appears with an orange puff of smoke then vanishes. The creature makes a dexterity saving throw. On a failed save, 1d4 randomly chosen pieces of nonmagical equipment being worn or carried by the creature are destroyed.
- **Silencing Trap:** The first time a creature enters the seal's space, the seal appears with a soft glow and haunting melody then vanishes. The creature makes a charisma saving throw. On a successful save, the creature is deafened until the start of its next turn. On a failed save, for the next 8 hours, the creature is deafened and cannot speak or provide any verbal components for spells.
- **Spell Storage:** Upon setting the seal, you also cast a spell (expending everything you would normally expend) you know with a casting time of one action and store the effects of the cast spell within the seal. The first time a creature enters the seal's space, the seal appears with runic sigils then vanishes. The creature is then targeted by the spell as if you just cast it, serving as the center of the spell effects if applicable.
- **Suppression Trap:** The first time a creature enters the seal's space, the seal appears with a gray flash then vanishes. The creature makes a charisma saving throw. On a failed save, for the next 8 hours, a random one of the creature's Major Artes is suppressed
- **Toxic Trap:** The first time a creature enters the seal's space, the seal appears with a low, purple fog then vanishes. The creature makes a constitution saving throw. On a failed save, the creature is poisoned for the next hour. While poisoned this way, the creature gains vulnerability to poison damage, replacing any resistance or immunity the creature has to poison damage. When the poisoning ends, if the creature was poisoned for the full hour, it gains 1 level of exhaustion.
- **Warp:** When first set, this seal has no effect. Once another seal with the **Warp** effect is set, it can be linked to any other **Warp** seal that isn't already linked, forming a two-way connection between the two seals. You may then designate the link as either "friendly" or "hostile". If friendly, you and creatures you name can use link to travel to the other seal while in one of the seal's spaces an indefinite number of times while both seals persist. If hostile, the first time a creature enters the seal's space, both seals appear

with a bright glow and vanish. The creature makes a dexterity saving throw. On a failed save, the creature is forcibly teleported to the other linked seal.

- **Ward:** Upon setting this seal, choose a creature type (humanoid, fiend, undead, etc.). Whenever a creature of the specified type attempts to enter the seal's space, the seal appears and prevents that creature from moving through it. As an action, the creature can attempt a charisma saving throw. On a success, that creature is immune to the effects of this seal for 24 hours.
- You can cast Bane, Illusory Script, Hold Person, Magic Mouth, Bestow Curse, Clairvoyance, Glyph of Warding, Hypnotic Pattern, Hallucinatory Terrain, Animate Objects, Awaken, Hold Monster, Planar Binding, Guards and Wards, Programmed Illusion, Intellect Fortress, Symbol, Sanctuary, Warding Bond, Magic Circle, Antimagic Field, Hunter's Mark, Faerie Fire, Arcane Gate, Scrying, and Teleportation Circle at will
 - Use your highest ability score as your spellcasting ability

• 2nd Level – Sealed Away:

- Seal DC +4 (DNS)
- When setting a seal, you may focus on it for up to an additional 10 minutes, increasing its potency for each minute of focus. For every minute spent, any lasting effects last for 1 hour longer and a creature making a save against the effect suffers a -1 penalty to the save.
- You may perform a 1-hour-long ritual wherein you focus intently upon a single creature or object with the goal of sealing it away in an inaccessible demiplane of your design.
 - When performing the ritual, you must concentrate for the full length of time (as if you were concentrating on a spell), you must see the target for the full length of time, and the target must stay within 5 ft of you for the full length of time; additionally, if the target is a creature, it must be alive (or undead).
 - Once a creature is sealed away, it is sent to a safe, spacious demiplane of your own design that the target cannot exit through any means
 - While sealed away, a creature does not need food or drink, does not age, any poisoning or diseases afflicting the creature are suppressed, and the creature cannot die
 - While sealed away, objects do not wear or rust, and they cannot break by any means. A sentient object maintains sentience but leave the demiplane through any means of its own
 - A creature or object with telepathy that can reach an extraplanar target may attempt a charisma saving throw against your Seal DC, once every 24 hours.

On a successful save, it is able to use its telepathy for the next minute. You are aware when something in one of your demiplanes uses telepathy, but you are not privy to what is communicated.

- You may perform a focused 1-minute meditative ritual in order to free any unoccupied space you can see within 1 mile of yourself
- If you die, all creatures and objects you have sealed away appear in random, safe, unoccupied spaces within 10 miles of your body; however, while alive, you may perform a 1-hour meditative ritual during which you focus on an object (using the rules as if you were attempting to seal it away). At the end of this ritual, rather than seal the object, you can bind the demiplane of a creature or object you've sealed away to the chosen object. While bound in this way, even if you die, the sealed creature/object isn't released unless the bound object is destroyed.
- You can maintain up to 10 demiplanes at a time and only 1 creature or object can be sealed in a single demiplane at a time
- As an action, you can either enter or exit any one of your demiplanes
 - If the demiplane contains a creature, while you are in that demiplane, you are both fully aware of each other's presences – even if you can't see each other; additionally, neither of you can damage the other.
 - If the demiplane contains an object, you may remove it from the demiplane as you leave, so long as you are able to carry it

- You can cast Banishment, Maze, Plane Shift, Magic Jar, Contingency, Soul Cage, and Sequester at will

● 3rd Level – Advanced Sealing Arts:

- You can maintain 20 seals at a time (DNS)
- You can maintain 20 demiplanes at a time (DNS)
- You gain the following seal effects:
 - **Amnesiac Trap:** The first time a creature enters the seal's space, the seal appears with particles of soft purple lights then vanishes. The creature makes a wisdom saving throw. On a failed save, the creature forgets the last 8 hours of their life and, for the next 8 hours, the creature does not benefit from any of its proficiencies
 - **Dampening Field:** While the seal persists, magic has no effect within its space and spells cannot pass through its space, fizzling away on impact as the seal appears
 - **Death Mark:** The first time a creature enters the seal's space, the seal appears with a dark mist and skull sigil then vanishes. The creature is then

marked with an invisible skull sigil on their back. For the next week, you know the creature's exact location and all damage you deal to them is doubled. A creature may only have one of these sigils at a time.

- **Heal Block:** The first time a creature enters the seal's space, the seal appears with a wave of black-and-white light then vanishes. The creature makes a wisdom saving throw. On a failed save, for the next 8 hours, the creature cannot regain hit points in any way
- **Relay:** Upon setting the seal, you set a message along with it – the seal can alter your voice however you wish. While the seal persists, whenever a creature enters the seal's space, they telepathically hear the message (this does not cause the seal to appear)

- **Overload – Combination Sigil:**

- Whenever you set a seal, you can combine up to 4 effects into one seal
- As an action, you can summon forth a copy of a creature you have sealed in one of your demiplanes as if created through the *Simulacrum* spell. For the next hour, they act on your turn completely under your command. After the hour, the copy fades away.

94 - Shadow Arts (Physical):

"Become a master of the dark arts of the night, a fearsome force slinking in the shadows"

Bonus Hit Points: 30 (50 - Fighter, Monk, Ranger, Rogue, Warlock)

Starting Fame: +0

Starting Infamy: +10

Class: C

Strain: Gain

Element: Dark

Type: Combat

• 1st Level – Cloak and Dagger:

- Min Dexterity score of 20
- Proficiency in Dexterity saving throws
- Advantage on Dexterity saving throws
- Natural +10 to Stealth, Deception, and Sleight of Hand
- Proficiency in Stealth, Deception, Perception, and Sleight of Hand
- Advantage on Stealth, Deception, Perception, and Sleight of Hand checks
- Advantage on Initiative rolls
- You gain 200 ft of blindsight
- You can recognize and understand Thieves' Cant
- As a bonus action on your turn, you can take the Dash, Disengage, Dodge, or Hide action
- You gain 400 ft of darkvision and your darkvision can see through magical darkness
- Whenever you hit a creature with an attack and that creature is fully unaware of your presence, you may apply a +30 bonus to the attack's damage roll
- As a bonus action, while you are in an area of dim light or darkness, you may teleport up to 150 ft to another area of dim light or darkness you can see
- Whenever you take the Attack action on your turn, you may throw up to 4 weapons that each have the Thrown property as part of that single action on top of any other attacks you are able to make; additionally, drawing each of those weapons is a free action as part of that attack

- You gain proficiency in improvised weapons and unarmed strikes; additionally, you may use a 1d8 for the damage of your improvised weapons and unarmed strikes; finally, whenever you attack with an improvised weapon or unarmed strike, you may use Dexterity in place of Strength
- As a bonus action, you can manipulate darkness and weave weapons of shadow
 - With one bonus action, you can create up to 2 shadow weapons
 - These shadow weapons appear in a shape of your choice but are the size of typical throwing weapons that fit comfortably in your grip.
 - When manifested, the shadow weapons either appear in one of your free hands, both of your free hands, floating next to you (in your space), or some combination of the three
 - Shadow weapons count as +3 magical weapons
 - A shadow weapon – no matter its form – has the Finesse, Light, and Thrown (20/60) properties; additionally, you count as proficient with it
 - On a hit, a shadow weapon deals 2d8 psychic damage
 - At the start of your next turn, any shadow weapons you created this turn that aren't in one of your hands vanish into nothing
- You can cast Darkness, Silence, Fog Cloud, Bane, Charm Person, Faerie Fire, Invisibility, Longstrider, Jump, Sleep, Green-Flame Blade, Sword Burst, Summon Shadowspawn, Hold Person, Cloud of Daggers, Detect Thoughts, Enhance Ability, Knock, Invisibility, Locate Object, Magic Mouth, Phantasmal Force, See Invisibility, Cause Fear, Enemies Abound, Ice Knife, Fear, Nondetection, Major Image, Hypnotic Pattern, Dispel Magic, Bestow Curse, Find Traps, Gust of Wind, Water Walk, Wind Wall, Silent Image, Mirror Image, Invisibility to Cameras, Disguise Self, Thunder Step, Warding Wind, Zephyr Strike, Expeditious Retreat, Feather Fall, Alter Self, Blur, Misty Step, Blink, Snare, Gaseous Form, Mind Spike, Shadow Blade, Haste, Slow, Spider Climb, Web, Hex, Grease, Pass Without Trace and Feign Death at will
 - Use Dexterity as your spellcasting ability

- **2nd Level – Master of Shadows:**

- Min Charisma of 20
- Natural +10 to Perception
- Expertise in Stealth, Deception, and Sleight of Hand
- Your shadow weapons are +5 (DNS)
- You can create 4 shadow weapons with one bonus action (DNS)
- Your speed increases by 60 ft
- You benefit from the Evasion feature
- You are immune to the effects of difficult terrain

- You gain immunity to the frightened and charmed conditions
- You gain proficiency in all weapons that aren't Heavy or Two-Handed
- As part of one attack, you can throw up to 6 weapons with the Thrown property (DNS)
- Light weapons that you are proficient with gain the Thrown property while you wield them
- While moving, you can move along vertical surfaces up walls and across liquid surfaces without falling during the move
- While you're in an area of magical darkness, you have advantage on all attack rolls, saving throws, and ability checks you make
- Whenever you make a weapon attack using Dexterity, you may add double your Dexterity modifier to the attack and damage roll
- Any weapon that doesn't have the Heavy or Two-Handed property that you are proficient with gains the Finesse property while you wield it
- You are immune to spells and effects that would either force you to tell the truth or determine if you are lying; additionally, other creatures are not inherently aware of this immunity – causing any such spell or effect to provide a reading of your choice
- You can cast Compulsion, Confusion, Dimension Door, Freedom of Movement, Greater Invisibility, Hallucinatory Terrain, Mental Prison, Dominate Person, Hold Monster, Mislead, Modify Memory, Steel Wind Strike, Synaptic Static, Scrying, Shadow of Moil, Sickening Radiance, Seeming, Find the Path, Grasping Vine, Conjure Volley, Telekinesis, Arcane Eye, and Programmed Illusion at will
- Whenever you cast a spell through this Arte of the Enchantment or Illusion spell school – it is cast 2-levels higher (up to 9th-level)

- **3rd Level – Midnight Swift:**

- Min Dexterity of 25
- Your speed increases by 120 ft (DNS)
- Shadow Weapons deal 4d8 psychic damage (DNS)
- You can create 8 shadow weapons with one bonus action (DNS)
- As a bonus action on your turn, you may take the Attack action
- As part of one attack, you can throw up to 9 weapons with the Thrown property (DNS)
- The first time in a combat that you hit a surprised creature with an attack, you may triple the total damage dealt
- Once per turn, after you kill a creature, you may gain an additional action and bonus action to take during that turn
- Whenever you hit a creature with an attack and that creature is fully unaware of your presence, you may apply a +60 bonus to the attack's damage roll (DNS)

- Whenever you hit a creature with one of your shadow weapons, you may change the damage type dealt to one of the following: bludgeoning, piercing, slashing, or necrotic
- You can cast Forcecage, Teleport, Project Image, Mind Blank, Dominate Monster, Feeblemind, Plane Shift, Reverse Gravity, Power Word Pain, Maddening Darkness, Glibness, Sequester, Clone, and Power Word Stun at will
- Whenever you cast a spell through this Arte of the Conjuration or Necromancy spell school – it is cast 2-levels higher (up to 9th-level)

- **Overload – Deathly Nocturne:**

- Your speed increases by 240 ft (DNS)
- Your shadow weapons are +10 (DNS)
- You can create 16 shadow weapons with one bonus action (DNS)
- Whenever you hit a creature with an attack and that creature is fully unaware of your presence, if the creature has 100 or less hit points, you may cause it to instantly die
- Whenever you take the Attack action on your turn, whenever you throw a weapon as part of the attack, you may also move up to 10 ft (without provoking opportunity attacks) and/or make an unarmed strike

95 - Shapeshifting (Transformative):

“Transform into anything to your heart’s content”

Bonus Hit Points: 30 (50 – Barbarian, Druid)

Starting Fame: +5

Starting Infamy: +0

Class: F

Strain: Transformation

Element: None

Type: Mixed

• 1st Level – Organic Shifting:

- As an action, you can transform into any non-humanoid creature you have spent at least 1 hour studying, employing the following rules:
 - The chosen creature may have a CR of up to 20
 - You can stay transformed for cumulative total number of hours equal to your total level + your proficiency bonus (this time is collectively shared amongst all forms you take), you then revert to your normal form.
Whenever you complete a short rest, you regain 15 minutes of transformation time and whenever you complete a long rest you regain 2 hours of transformation time. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die
 - Your game statistics are replaced by the statistics of the creature, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature’s bonus instead of yours. If the creature has any legendary or lair actions, you can’t use them
 - When you transform, you assume the creature’s hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of

dropping to 0 hit points, any excess damage carries over to your normal form. If the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- You can't cast spells; however, transforming doesn't break your concentration on a spell you've already cast, nor does it prevent you from taking actions that are part of a spell that you've already cast; additionally, your ability to speak or take any action that requires limbs is limited to the capabilities of your creature form; however, you have the ability to communicate telepathically with any creature you can see within 30 ft of you while transformed (this does not offer any ability for the creature to respond telepathically however)
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.
- You transform into an average example of the creature without any class levels or the Spellcasting feature
- As an action, while you aren't transformed, you can gain one of the physical features of a creature you are able to transform into. This physical feature is sized to match your body and fully functions (wings will allow you to fly, fangs can be used to bite, and so on), using rules from the creature's statistics when appropriate. When taking this action, if the physical feature is of a body part you already possess (such as an arm), you may have it replace your current body part while active (your original body returns to normal when you revert). You may have only one feature manifested at a time and you may revert it at any time (no action required)
- As an action, you can physically alter your form to match the appearance of any other humanoid that you've seen before. When doing so, the chosen humanoid must be within your size category; additionally, the humanoid's body type must have the same basic arrangement of limbs. The degree of your replication depends on how much time you've spent around the replicated humanoid. For every 10 minutes spent either directly conversing with the humanoid or studying the humanoid, you may add one of the following to your replication: the humanoid's

general scent, the humanoid's voice, or the humanoid's mannerisms. Finally, this transformation does not alter your clothing, nor does it give you any of the humanoid's statistics.

- You can cast Alter Self, Disguise Self, Enlarge/Reduce, Barkskin, and Stoneskin
 - Use your highest ability score as your spellcasting ability

- **2nd Level – Inorganic Shifting:**

- Min Charisma of 20
- Proficiency in Wisdom and Charisma saving throws
- Advantage on Wisdom and Charisma saving throws
- You cannot have your form unwillingly altered
- You can now transform into any Huge or smaller non-magical object that you have spent at least 1 hour studying. While transformed into an object, the following rules apply:
 - While transformed, you are not considered a creature, you are counted as an object
 - Time spent transformed into an object counts only half as much towards your total transformation time pool (i.e., 2 hours as an object only costs 1 hour of transformation time)
 - This transformation does not offer you any special ability to move yourself while in object form; however, you can operate yourself and perform any function that the chosen object could normally perform as if it were fully powered. You can only move in a manner appropriate to the object (a door swinging on a hinge, a wheel rolling, etc.); additionally, you cannot take the Help, Dash, Disengage, or Dodge actions
 - While an object, you gain blindsight out 100 ft and can hear out to that radius but outside of it, you are blind and deaf; additionally, you cannot speak (unless the object allows for sound to travel out of it, like a radio) but your telepathy range is increased to 100 ft
 - While you are a weapon, creatures of your choice have advantage on attack rolls and a +3 bonus to attack and damage rolls when wielding you
 - While you are armor, creatures of your choice gain a +3 bonus to AC when wearing you
 - While you are a tool, creatures of your choice have advantage and a +3 bonus to ability checks when using you
 - No matter the specific object, you have a set hit point maximum based on the size of the object
 - Huge: 250 hit points
 - Large: 100 hit points

- Medium: 50 hit points
 - Small: 10 hit points
 - Tiny: 5 hit points
- You can cast Guardian of Nature, Tasha's Otherworldly Guise, Tenser's Transformation, and Polymorph at will
- **3rd Level – Change Body:**

 - You no longer require 1 hour of study before you can transform into a creature or object, you need only have seen it prior
 - While transformed into a creature or object through this Arte, you can now cast any spell you know that does not require material components (features and abilities that you have which allow you to ignore material components for spells cannot be used)
 - As an action, while not transformed in another manner, you can alter the primary material your body is wholly comprised of (Wood, Metal, Stone, etc.)
 - When transforming in this manner, choose a material (The *Shape-Shifting* module provides a list of possible materials to choose from). Your body becomes wholly comprised of the chosen material, but no matter the chosen material, you maintain an overall humanoid appearance replicating your size and shape
 - Time spent with an altered body counts only a quarter as much towards your total transformation time (i.e., 4 hours with a shifted body only costs 1 hour of transformation time)
 - You can cast Absorb Elements, Meld into Stone, Flesh to Stone, Skill Empowerment, Investiture of Flame, Investiture of Ice, Investiture of Stone, and Investiture of Wind at will
 - All spells you cast through this Arte are cast at 9th-level

● Overload – Unbound Transformation:

- Your creature transformations no longer have a CR limit
- While transformed into a creature, you may alter your body's material – employing the rules as appropriate. This does not increase the amount of transformation time lost. Additionally, while transformed into a creature, you may gain physical features of creatures – employing the rules as appropriate; however, you are still limited to one at a time. You may use both at once.
- You can now transform into sentient incarnations of natural forces (such as gravity, fire, wind, water, etc.). While transformed into a natural force, the following rules apply:
 - While transformed, your creature type becomes 'Elemental'

- Time spent transformed into a natural force counts quadruple towards your total transformation time pool (i.e., 1 hour as a natural force costs 4 hour of transformation time)
- Based on the chosen natural force, you gain the benefits of a specific Major Arte at 1st-level (but no bonus hit points), appropriate to the force. For example, one who transforms into Time may gain the benefits of the **Tempor** Major Arte or one who transforms into Fire may gain the benefits of the **Pyrokinesis** Major Arte
- No matter the chosen natural force, your statistics are as follows:
 - Your hit point maximum is double your base form's hit point maximum
 - You are considered a medium creature
 - Your Strength becomes 6, your Dexterity becomes 30, and your Constitution becomes 20; your Intelligence, Wisdom, and Charisma keep their original values
 - You have 150 ft of fly speed and can hover; however, this is your only form of movement, no matter what other features or abilities you may have. While in this form, you are immune to all effects that would alter your speed – including difficult terrain
 - You can enter a hostile creature's space and stop there. You can also move through a space as narrow as 1 inch wide without squeezing
 - You have blindsight out 500 ft and can hear within that radius; however, these are your only senses – you are blind and deaf beyond that range
 - You gain immunity to non-magical bludgeoning, slashing, and piercing damage
 - You gain immunity to exhaustion and the following conditions: grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
- You may transform into magical objects
 - You transform into an average example of the object with no special modifications
 - You cannot transform into consumable magical objects (such as potions or scrolls), nor can you transform into magical objects where the magic is contained within substances meant to be used up (such as *Keoghtom's Ointment* or *Dust of Dryness*)
 - While you can transform into Legendary objects, artifacts, and objects that are otherwise unique to the world, you only take on the object's appearance and physical qualities, gaining none of the magical properties associated

- Otherwise, you retain all magical properties of the chosen object and use the object transformation rules with the following additions:
 - Time spent transformed into a magical object counts double towards your total transformation time pool (i.e., 1 hours as a magical object costs 2 hours of transformation time); however, you do not leave this Overload state while transformed in this manner – even if whatever effect or condition allowed you to enter it ends
 - If you transform into a magical object that requires charges, you start with full charges; however, you cannot regain charges as that object until you leave this Overload state – even if you change to a different magical object and back to that one
 - If you transform into a magical object that requires attunement, you may designate any number of friendly creatures. The chosen creatures are treated as attuned to you while either wielding you or equipped with you
 - Alternatively, you may enter a pact with a creature. Both you and the chosen creature must be willing to enter the pact for this to work. If the creature accepts the pact, it may attune to you as normal. While attuned to you, you do not lose transformation time and you are fully treated as an instance of that magical object – even regaining the ability to gain charges; however, you cannot transform into another object, nor can you transform back to your base form. As soon as the creature unattunes to you, you transform back to your base form and cannot transform into a magical object again until you complete 4d4 long rests.
- You can cast Shapechange, Mass Polymorph, and True Polymorph at will

96 - Slow Time (Special):

"Totally command the flow of time around you, slowing it at will"

Bonus Hit Points: 20 (40 – Fighter, Rogue, Sorcerer, Wizard)

Starting Fame: +0

Starting Infamy: +0

Class: S

Strain: Manipulation

Element: Reality

Type: Combat

• 1st Level – Graduality:

- You exude an aura that partially slows time within it. This aura extends 30 ft and offers the following effects:
 - You can use this slowed time to easily track the motion of creatures within this aura, offering a +5 bonus to all attack rolls made against creatures in the aura as well as a +5 bonus to all ability checks made to perceive or track creatures in the aura
 - You and all friendly creatures of your choice gain a +2 bonus to AC and advantage on initiative rolls as the slowed time functions to your benefit
 - This aura is considered difficult terrain for hostile creatures
 - As a reaction to being targeted by an attack – if that attack employs a weapon that enters or is in the aura, produces a spell effect that enters or is in the aura, or otherwise fires a projectile that enters or is in the aura – you may slow the oncoming attack, conferring a -15 penalty to the attack roll
 - At the start of a creature's turn, if that creature is within your aura and you can see it, you may use a reaction to attempt to trap the creature in slowed time. The creature makes a Wisdom saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the creature is greatly slowed, delaying its actions. Any movement, actions (including free actions), and/or bonus actions that the creature would perform during its turn do not occur. Instead, it all happens at the start of the creature's next turn (this does not expend any of the creature's

movement, actions, etc. for that turn). During this delayed period, the creature perceives the world as it was at the start of this turn and is unaware of the slowed time – preventing it from taking reactions. Finally, the delayed actions do not account for changes in the field and can fail if conditions are no longer met (for example, if the intended target of an attack moves out of range before the delayed attack can occur, the attack will miss when it finally triggers). After the delayed period ends, the creature gains immunity to this effect for the next minute.

- This aura is continually active, even while you are unconscious; however, the aura does go inactive if you die
- As an action, you can focus and amplify the slowed time of your aura, forming a zone of halted time
 - For the next 2 rounds (12 seconds), the following effects occur:
 - All creatures (other than you) within your aura of halted time become stopped in time and lose their turns
 - While stopped, any diseases, poisons, or otherwise harmful effects afflicting a creature are halted
 - Creatures that are stopped in time have no perception of the world and are treated as though they are incapacitated (although they are not under the incapacitated condition)
 - All objects (other than objects being worn or carried by you) within your aura of halted time stop moving and cannot be broken
 - A stopped creature or object cannot move on its own and physics halt for the creature; however, this does not prevent the stopped creature or object from *being* moved
 - These 2 rounds (12 seconds) of time do not count towards the passage of time for any creatures and/or objects stopped in time
 - The aura of halted time normally still moves with you resulting in the following:
 - If a stopped creature or object exits the area of your aura of halted time, time immediately begins flowing for it once again
 - If a stopped creature or object enters the area of your aura of halted time, time immediately stops for it
 - As a bonus action, you can temporarily lock the center of your aura, preventing it from moving with you. Once locked it cannot be unlocked, but once the halted time ends, the aura immediately returns to you
 - The aura of halted time does not prevent a creature or object from taking damage, however, the following rules are at play:

- Any damage and otherwise harmful effects a stopped creature or object would take is delayed, taken all at once as soon as the creature is no longer stopped.
 - Any saving throws a creature would make against an attack, spell, or otherwise harmful effect is delayed, each made in order as soon as the creature is no longer stopped, resolving the effects at that point as well.
 - Whenever a stopped creature is hit by an attack, has a harmful spell cast upon them, or is otherwise affected by a harmful effect, the creature immediately makes a Charisma saving throw ($DC = 10 +$ your proficiency bonus + your highest ability score modifier), gaining a +5 bonus for each round that has passed since being stopped in time. On a successful save, the creature breaks free from halted time and gains immunity to it for the next hour.
 - The aura of halted time ends early if your aura is ever inactive
 - Once the 2 rounds pass, all creatures and objects resume normal time, and you cannot slow time this way again for the next 5 rounds (30 seconds)
 - As an action, you can greatly slow your overall perception of the world, offering the following benefits, extending even outside your aura: you gain advantage and a +5 bonus to all Dexterity-based checks and saving throws, you gain a +10 bonus to all Perception and Investigation checks, and you gain a +3 bonus to all attack rolls you make. These benefits last a minute and end early if you fall unconscious or die. You may gain these benefits a number of times equal to your proficiency bonus and you regain all expended uses of this ability upon completing a short or long rest
 - You can cast Slow at will
 - Use your highest ability score as your spellcasting ability
- **2nd Level – Advanced Slowing:**

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- Your aura extends 40 ft (DNS)
 - Your aura of halted time lasts 3 rounds (18 seconds) (DNS)
 - The benefits of your slowed perception last 1 hour at a time (DNS)
 - You gain a +3 bonus to your AC while slowing your perception of the world
 - As part of the action taken to focus your aura into that of halted time, you can selectively protect parts of the aura from being halted. Choose any number of creatures within the aura upon first taking this action. The chosen creatures have full immunity against the effects of halted time while your aura of halted time is active
 - Whenever you cast the *Slow* spell through this Arte, it gains the following bonuses:
 - The effective range of the spell is tripled

- The spell's area-of-effect expands to a 60-ft cube
- You may target up to ten creatures in the area-of-effect
- Targeted creatures have disadvantage on the first saving throw made against the spell

- **3rd Level – Absolute Slowdown:**

- Min Wisdom and Dexterity of 20
- Your aura of halted time lasts 5 rounds (30 seconds) (DNS)
- Once active, the benefits of your slowed perception last indefinitely until deactivated (DNS)
- You can now generate an area of halted time separate from your own aura. As an action, you can generate this area in a sphere of up to your aura's size centered on a space you can see within 100 ft of yourself. This area functions the same as your aura of halted time except it cannot move or be moved – using the same length cooldown as well
- You can perform a 10-minute ritual to engulf a tiny creature or object in a bubble of permanently halted time
 - For the full length of the ritual, you must be in contact with the creature or object, and you must concentrate (as if you were concentrating on a spell)
 - If the ritual is successful, the creature/object is surrounded in a translucent bubble of permanently halted time and are under the following effects:
 - Time does not pass in any manner for it, meaning it will never naturally age, wither, degrade, rot, rust, corrode, etc.
 - Lasting effects are halted, frozen in perpetuity while the creature/object is halted
 - A creature halted in this manner does not need food, water, air, or sleep
 - A creature halted in this manner is entirely unaware of the passage of time and is considered incapacitated (they are not actually under the incapacitated condition however)
 - A creature/object halted in this manner is unaffected by all external effects – ignoring damage, spells, beneficial/harmful effects, environmental conditions, etc.
 - No matter the engulfed creature/object, the bubble is weightless and naturally hovers 6 inches above solid surfaces. While active, nothing can enter or exit the bubble through any means, including intraplanar travel. The bubble can be carried and transported, even to other planes of existence.

- This bubble lasts even if this Arte is suppressed or lost in another manner (though if you lose this Arte, you'll no longer have control over the bubble of halted time); however, the bubble itself can be affected by any effect that prevents Arte use
- You can use a bonus action to dispel a bubble that you can see within 100 ft of you; additionally, if you die, your bubbles continue to persist for 3 days. If you are not revived within that time, all bubbles are dispelled

- **Overload – Stop:**

- Your aura extends 80 ft (DNS)
- Your aura of halted time lasts 10 rounds (1 minute) (DNS)
- Your speed cannot be magically or supernaturally reduced
- You can cast Time Stop at will

97 - Solar Power (Enhancing):

"Praise the Sun's blessing upon you as you gain great strength"

Bonus Hit Points: 40 (60 - Barbarian, Cleric, Druid, Paladin, Ranger)

Starting Fame: +5

Starting Infamy: +0

Class: D

Strain: Constant

Element: Light

Type: Combat

• 1st Level – Solar Charge:

- You gain 200 ft of Darkvision
- Immune to the blinded condition
- Immune to radiant and fire damage
- You are supernaturally empowered by sunlight. While you are within a space that's in bright, direct sunlight you gain the following benefits:
 - Your speed increases by 20 ft
 - At the start of your turn, if you are above half your hit point maximum, you regain 30 hit points
 - Whenever you cast a spell through this Arte that deals fire and/or radiant damage, double the total damage dealt by the spell
 - Whenever you would expend a use of an ability or feature that has limited uses, you have a 10% chance to not expend the use
 - Whenever you take the Attack action on your turn, you may make 1 additional attack as part of the action
 - Once per turn, after you hit a creature with an attack, you may cause that attack to flare with light, dealing an additional 4d10 radiant damage. This light is sunlight
- Not only are you supernaturally empowered by sunlight, but you can also use the sun to charge yourself physically. You can perform a 1-hour meditative ritual (which can be done during a short rest) while in bright, direct, natural sunlight. This ritual sustains you and keeps you energized, providing you with enough sustenance to

meet your food needs for the day; additionally, if you have any levels of exhaustion, you immediately lose one. This ritual can only be performed once per long rest.

- You can cast Daylight, Fireball, Dancing Lights, Light, Faerie Fire, Invisibility, See Invisibility, Burning Hands, Sacred Flame, Guiding Bolt, Shield of Faith, Continual Flame, Produce Flame, Pyrotechnics, Create Bonfire, Flame Arrows, Aganazzar's Scorcher, Melf's Minute Meteors, Darkvision, Blinding Smite, Fire Bolt, Chromatic Orb, Scorching Ray, Flaming Sphere, Mirror Image, Clairvoyance, and Hypnotic Pattern at will
 - Use your highest ability score as your spellcasting ability
- Whenever you cast *Daylight* through this Arte, the light created is sunlight and the radius of the sphere of light increases to 80 ft

- **2nd Level – Blessing of Sol:**

- Whenever you would take radiant or fire damage, you instead regain that many hit points
- Your solar charge ritual now meets your water needs for the day and removes up to 2 levels of exhaustion
- For any feature of yours that requires bright, direct sunlight, you may employ moonlight from a full moon
- As an action, you can touch a willing creature and extend the benefits you gain from bright, direct sunlight to it as well. For the next minute, the chosen creature gains all the same benefits that you do while in a space within direct sunlight. You may extend these benefits to up to 2 other creatures at a time. After the minute passes, the creature cannot receive the benefits again until it completes a long rest
- Your benefits from bright, direct sunlight are extended and enhanced as follows:
 - At the start of your turn, if you have spell slots, you may regain one expended spell slot of 3rd-level or lower
 - You gain 40 ft of fly speed
 - Your speed increases by 40 ft (DNS)
 - At the start of your turn, if you are above half your hit point maximum, you regain 60 hit points (DNS)
 - Whenever you cause one of your attacks to flare with light, the additional damage increases to 8d10 (DNS)
 - Whenever you take the Attack action on your turn, you may make up to 2 additional attacks as part of the action (DNS)
- You can cast Greater Invisibility, Find the Path, True Seeing, Sunbeam, Fire Shield, Investiture of Flame, Immolation, Wall of Light, Sickening Radiance, Moonbeam, Flame Strike, and Wall of Fire at will

- Whenever you cast *Sunbeam* through this Arte, while you are in an area of direct sunlight, you can create an additional line of radiance as a bonus action on each of your turns

- **3rd Level – Sun Thrall:**

- You gain 40 ft of Truesight
- Dim sunlight and moonlight from a gibbous or quarter moon is now sufficient to both gain your benefits and perform your solar charge ritual
- Your benefits from direct sunlight are extended and enhanced as follows:
 - All your ability scores become min 20
 - You gain immunity to poison and disease (if were afflicted by any poisons or disease prior to entering sunlight, you are immediately cured of them)
 - You can sense the location of all other creatures within 1 mile of you that are also in a space within direct sunlight
 - At the start of your turn, if you have spell slots, you may regain one expended spell slot of 6th-level or lower (DNS)
 - You gain 80 ft of fly speed (DNS)
 - Your speed increases by 80 ft (DNS)
 - At the start of your turn, if you are above half your hit point maximum, you regain 120 hit points (DNS)
 - Whenever you cause one of your attacks to flare with light, the additional damage increases to 12d10 (DNS)
- You can cast Regenerate, Sunburst, Delayed Blast Fireball, Incendiary Cloud, Prismatic Spray, Fire Storm, and Control Weather at will
- Whenever you cast a spell through this Arte that deals fire damage, deals radiant damage, creates fire, or creates light, it is cast at 9th-level

- **Overload – Divine Deity of the Sun:**

- Your benefits from direct sunlight are extended and enhanced as follows:
 - All your ability scores become min 25
 - You can sense the location of all other creatures within 3 miles of you that are also in a space within direct sunlight (DNS)
 - At the start of your turn, if you have spell slots, you may regain one expended spell slot of 8th-level or lower (DNS)
 - You gain 160 ft of fly speed (DNS)
 - Your speed increases by 160 ft (DNS)
 - At the start of your turn, if you are above half your hit point maximum, you regain 240 hit points (DNS)

- Whenever you cause one of your attacks to flare with light, the additional damage increases to 16d10 (DNS)

98 – Somnus (Supportive):

“Manipulate dreams and sleep, commanding the passage into unconsciousness”

Bonus Hit Points: 30 (50 – Artificer, Bard, Rogue, Wizard)

Starting Fame: +0

Starting Infamy: +5

Class: E

Strain: Sync

Element: Dark/Life

Type: Mixed

• 1st Level – Sleep Channeling:

- You are immune to effects that would force you to sleep
- As a bonus action, you can instantly awaken any or all sleeping creatures you can see within 500 ft
- With a glace, you can determine whether a creature is sleeping, how deep of sleep the creature is in, and how many levels of exhaustion a creature has
- As an action, you can touch a creature and attempt to put it to sleep. The creature must make a either Constitution or Wisdom saving throw – your choice (DC = 10 + your proficiency bonus + your highest ability score modifier). Creatures that do not sleep, such as elves, are immune to this ability. If the creature is at full hit points, they have advantage on the saving throw. If the creature has a lower hit point total than your current hit points or the creature has any levels of exhaustion, it instead has disadvantage on the saving throw. On a successful save, the creature is unaffected and gains immunity to this ability for the next 24 hours. On a failed save, the creature falls unconscious. For the next hour, the creature stays unconscious unless another creature takes an action to rouse it. If the creature takes any damage, they may repeat the saving throw – if the damage exceeded 50, they have advantage, but if the damage also exceeded 100, they automatically succeed and wake up. After the creature wakes up, they gain the effects of a short rest if they were sleeping for at least 40 minutes.
- You do not need to sleep and can gain the effects of a long rest after 4 hours of light activity

- If you do choose to sleep, you retain full awareness of your surroundings, you can instantly awaken as a free action, and you cannot be forcibly wakened if you are unwilling
- As an action, you can control the dreams of a sleeping creature you can see within 100 ft. Creatures that do not sleep, creatures that do not dream, and creatures with less than 5 Intelligence are immune to this effect. Choose one of the following alterations to make to the dream:
 - **Intrusion.** The dream evokes images of a deep-seeded facet of information hidden within the creature's mind. When you use this, pose a question to the creature. The creature then makes a Charisma saving throw ($DC = 10 +$ your proficiency bonus + your highest ability score modifier). If the creature is immune to the charmed condition or they are immune to having their thoughts/emotions/memories read or changed, they have advantage on the saving throw. On a successful save, nothing happens; however, on a failed save, the intrusive thoughts fully manifest and the creature speaks, out loud, a truthful answer to the question with the full knowledge they possess.
 - **Message.** You impart the dream with a message set by you. The message can include auditory, visual, tactile, olfactory, and/or gustatory information. The message can last as long as the creature is sleeping. Once the creature awakens, they perfectly recall the dream.
 - **Nightmare.** You infuse their dream with nightmarish visions and unbearable sensations. The targeted creature makes a Wisdom saving throw ($DC = 10 +$ your proficiency bonus + your highest ability score modifier). If the creature is immune to the frightened condition or they are immune to having their thoughts/emotions/memories read or changed, they make the saving throw at advantage. On a successful save, the creature's mental fortitude outlasts the nightmare, and they successfully rest. On a failed save, the nightmare hinders their ability to fully rest, discarding their ability to gain any benefit from the rest and the creature takes $8d8$ psychic damage upon awakening.
 - **Recollection.** The dream calls to the deepest recesses of the creature's memory to bring back what has been lost. Once the rest concludes, the creature recalls a single memory that been forgotten, overwritten, or forcibly removed either defined by you or randomly (if you provide no definition) and then all false memories are removed. A creature can only benefit from this once every 24 hours.
 - **Therapeusis.** The dream morphs into a purely relaxing state of catharsis and bliss for the creature – increasing the creature's ability to mentally heal during the rest. Once the rest concludes, the creature loses any short-term or long-term madness, any effects causing the creature to be charmed or

frightened fade, and the creature gains advantage on all Wisdom saving throws for the next 8 hours, upon awakening. A creature can only benefit from this once every 24 hours

- You can cast Sleep, Feign Death, Silence, Slow, Catnap, and Dream at will
 - Use your highest ability score modifier as your spellcasting ability modifier
- Whenever you cast *Sleep* or *Catnap* through this Arte, they are cast at 9th-level
 - The hit point pool for the *Sleep* spell is also quadrupled

- **2nd Level – Somnambulist:**

- Your ability to put a creature to sleep now extends to a 30 ft range and can be done as a bonus action
- While you are sleeping, you can fully function, as if you were conscious. During this state, you gain immunity to the frightened, charmed, and stunned conditions and you gain immunity to psychic damage. Additionally, all your spells, attacks, and abilities that deal damage deal an extra 2 damage dice worth of damage. You also ignore the negative effects of exhaustion, but you still die if you reach 6 levels of exhaustion. Finally, while in this state, you gain 100 ft of blindsight, but you are blind beyond your blindsight radius
- As an action, you can forcibly extend the sleep of a currently sleeping creature. Choose a sleeping creature you can see within 100 ft. Unless directly damaged or disturbed, it continues to sleep for another hour no matter the surrounding noise, lights, etc. It is then immune to this ability until the hour passes. After using this ability on the same creature 3 times in a row within a single 24-hour period, the sleeping creature makes a Wisdom saving throw against all future attempts to extend its sleep (DC = 10 + your proficiency bonus + your highest ability score). On a successful save, the creature immediately wakes up. On a failed save, the extension occurs successfully, but the creature gains a cumulative +5 bonus to all future attempts to extend its sleep. Once the creature wakes up, the bonus ends.
- As an action, you can forcibly manipulate a sleeping creature you can see within 100 ft of yourself. Creatures that do not sleep are immune to this effect. Upon using this ability, immediately take a single turn as the creature (you may move up to its speed, take as many actions as the creature can in a turn, and take as many bonus actions as the creature can in a turn). This ability does not offer you any degree of special insight concerning the creature's abilities. If you use any abilities or attacks, your own sight counts as sight for the creature so long as the creature you're controlling is still in line-of-sight. If the creature's movement would put them in immediate harm/danger, the effect ends before the movement concludes, and the creature wakes up; additionally, if the creature takes any damage, the effect immediately ends, and creature wakes up. After you take the turn, the creature makes a Wisdom saving throw (DC = 10 + your proficiency bonus + your highest

ability score modifier), waking up on a successful save. Whether the creature succeeded or failed on the save, after the turn concludes, the creature is immune to this for the next 8 hours.

- **3rd Level – Dominion of Dreams:**

- The DC's of all abilities granted by this Arte – including the spell save DC of spells cast through this Arte – increase by 3
- When controlling a sleeping creature, you may take up to 3 turns (each taken on subsequent rounds while in combat) (DNS)
- Whenever you use your action on your turn to use your ability to put a creature to sleep, you may target any number of valid creatures in range
- As an action, you can infuse a creature you touch with crushing exhaustion. The creature makes a Constitution saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the creature immediately gains 3 levels of exhaustion. Whether the creature succeeded or failed on the saving throw, it is then immune to this ability for the next 24 hours.
- You can now perform a 10-minute ritual to acutely manipulate dreams in such a way to cause active harm to the dreamer. This ritual can only be performed on a creature that dreams. When performing the ritual, the target creature must be visible to you, within 20 ft of you, and must be asleep for the full length of time. Additionally, you must concentrate while performing the ritual (as if you were concentrating on a spell). If the ritual is successful, for the next hour, you take full control over their dream, including what appears in the dream, what happens in the dream, how the target appears in the dream, and how much the target remembers of the dream when they awaken. During this time, any damage they take because of your dream manipulation is perceived as the appropriate damage type by the target but is converted into psychic damage (if the creature is immune to psychic damage, they still perceive the damage but don't take any in reality). Once the creature wakes up, they are left with any appropriate wear or scars that would've been left; however, this ability cannot leave any lasting injuries or harmful effects such as broken bones, lost body parts, curses, etc. Additionally, if the creature would be reduced to 0 hit points by any inflicted damage, they instead drop down to 1 hit point, this effect ends, and the creature immediately awakens with 1 level of exhaustion. If the creature was attempting a rest, any damage dealt this way is not healed by that rest
- Upon reaching this level of this Major Arte, you gain access to a special demiplane. This demiplane exists in a purely mental state and connects to the dreams of all creatures on your current plane. Once per 24-hour-period, while sleeping, you can cast *Astral Projection*, without needing material components. When do you so, you

can't take other creatures with you; however, you may choose to either access the Astral Plane or this special Plane of Dreams.

- The Plane of Dreams exists as a mirror to the plane you cast *Astral Projection* on, in similar fashion to the Border Ethereal; however, while on the Plane of Dreams your visibility is not limited by range but rather, conscious thought.
 - Creatures that can consciously think for themselves (unlike most constructs or mindless zombies) serve as a center for a radius of visibility. For each point of Intelligence, Wisdom, and Charisma a creature has, 2 feet around the creature – centered on it – is made visible
- The Plane of Dreams and its denizens are, in general, entirely invisible to all creatures, with the following exceptions:
 - Sleeping creatures that can dream, sense whenever a creature on the Plane of Dreams is within 10 ft of it
 - Creatures that possess the **Somnus** Major Arte at 2nd-level or above can see any creature traversing the Plane of Dreams (even if they cannot access it themselves)
 - A creature with at least 20 in two of: Intelligence, Wisdom, or Charisma can faintly see any creature traversing the Plane of Dreams while that creature is within 100 ft
- While traversing the Plane of Dreams, you can sense any dreaming creature within 5 miles of you; additionally, as an action, you can speak the name of a dreaming creature and instantly teleport to its relative position on the Plane of Dreams
- While traversing the Plane of Dreams, while you are within 10 ft of a dreaming creature, you can target that creature with your ability to control dreams – even while that creature isn't on the Plane of Dreams. When you do so, the creature makes any saving throws at disadvantage.

- **Overload – Eternal Sedation:**

- Your ability to put creatures to sleep now extends 500 ft out (DNS)
- The DC's of all abilities granted by this Arte – including the spell save DC of spells cast through this Arte – increase by 10 (DNS)
- When you put a creature to sleep, you can have the initial sleep time last up to 10 days

99 - Soul-Bound Arsenal (Combative):

"Turn your soul into your weapons – any of them"

Bonus Hit Points: 55 (75 – Barbarian, Fighter, Paladin, Ranger)

Starting Fame: +0

Starting Infamy: +5

Class: C

Strain: Creation

Element: Soul

Type: Combat

• 1st Level – Soul Forge:

- You have access to an arsenal of gear stored within your soul that you can summon and wield at will, employing the following rules:
 - As a bonus action, you can summon a spectral copy of a weapon out forth from your soul
 - This weapon either appears in any of your free hands or it floats around you in your space, no further than 2 ft away from you
 - You may have up to 10 spectral weapons floating in your space at a time
 - The spectral copy of the weapon has the following properties:
 - The weapon counts as magical for the purposes of overcoming resistances and immunities
 - The weapon counts as +3
 - Other creatures can wield the spectral weapons, but if a feature specifies that *you* must be wielder or the attacker, other creatures do not benefit; additionally, if a creature targets you with an attack using one of your spectral weapons, that creature suffers a -10 penalty to the attack roll
 - If you lack proficiency in the summoned weapon, you temporarily gain it while the weapon is active; alternatively, if you already have

proficiency in the summoned weapon, you may add double your proficiency bonus to any attack roll made using that weapon

- If the weapon requires ammunition, whenever you make an attack with that weapon, spectral ammo is supernaturally created for it which, allowing you to ignore the Loading property. The spectral ammo vanishes after an attack, whether the attack hits or misses
- Whenever you deal damage with a spectral weapon, you may change the damage type to force
- The spectral weapon cannot break and is effectively weightless, losing the Heavy and/or Two-Handed properties (if the weapon had them) and gaining the Light and Thrown (20/60) properties (if the weapon didn't already have them)
 - Weapons that normally do have the Heavy property count 2 against the number of spectral weapons that can float in your space
 - Weapons that normally have the Light property instead only count 0.5 against the number of spectral weapons that can float in your space
- Whenever you attack with a spectral weapon, no matter the form of the weapon or the kind of attack being made, you may use your highest ability score modifier instead of Strength or Dexterity for the attack and damage rolls
- Whenever you take the Attack action on your turn, you gain 1 additional attack you can make as part of that action; however, this additional attack must be made with a spectral weapon. As part of this additional attack, you may grab a spectral weapon actively floating in your space – assuming you have a free hand
- At the start of your turn, any spectral weapon that isn't currently held by you, floating in your space, or being held by a creature of your choice, vanishes into nothing
- You may perform a special ritual over the course of a minute to add a magical weapon to your soul
 - For the full length of the ritual, the magical weapon must be within 5 ft of you and visible; additionally, you must concentrate for the whole time (as if you were concentrating on a spell)
 - Upon completing the ritual, the magical weapon loses its physical form and is added to the array of weapons you can summon from your spectral arsenal

- This ritual does not work on artifacts or magical weapons that are otherwise unique to the world
- A magical weapon added to your arsenal functions in the following manner:
 - If the magical weapon lacks a bonus or has a bonus below your spectral weapon bonus, it increases to match it
 - You always count as attuned to the weapon – even if you don't meet any prerequisites; additionally, the weapon does not count against the number of items you can attune to, but you cannot lose attunement to the weapon; finally, you only gain the benefits associated with being attuned to the weapon while the weapon is summoned and active
 - Whenever you summon a spectral weapon, you may summon a spectral copy of one of the magical weapons within your arsenal – even allowing you to have multiple copies of the same magical weapon summoned
 - As normal, other creatures can wield a spectral magic weapon, but they do not gain any benefits associated with being attuned to the weapon
 - If you die, all magical weapons bound to your soul regain physical form and appear in random unoccupied spaces within 10 ft of where you died
 - You may perform another 1-minute ritual at any time after to release any of the magical weapons you've bound to your special arsenal

- **2nd Level – Soul Manipulation:**

- Spectral weapons count as +6 (DNS)
- You may now employ your active spectral weapons telekinetically. As a bonus action, you may release up to 5 of your active spectral weapons to your telekinetic grip
 - You may have a maximum of 5 spectral weapons in your telekinetic grip at a time
 - While in a telekinetic grip, the weapon follows the following rules:
 - The weapon no longer vanishes if you start your turn without it being held or floating in your space
 - Whenever a creature other than you tries to grab or touch the weapon, it becomes incorporeal and exerts a powerful push back, dealing 2d8 force damage to the creature and preventing it from grabbing it. If you can see the creature, you may allow it to grab the weapon without taking damage

- Whenever you take the Attack action on your turn, you may make one weapon attack with each of the spectral weapons in your grip as if you were actively wielding it; however, on a hit, these attacks deal only half the normal damage
- As a bonus action on your turn, you may choose one of the spectral weapons in your telekinetic grip and make one weapon attack with that weapon as if you were wielding it, dealing normal damage; additionally, as part of this bonus action, you may move the chosen weapon up to 30 ft in any direction
 - When moving, the spectral weapon is not limited by physical impairments to movement such as strong wind or difficult terrain, but it cannot pass through walls
- As a bonus action on your turn, you may move any or all of your spectral weapons in your grip up to 200 ft in any direction
 - When moving, the spectral weapon is not limited by physical impairments to movement such as strong wind or difficult terrain, but it cannot pass through walls
- You can cast Spiritual Weapon, Green-Flame Blade, Blade Barrier, Locate Object, Telekinesis, Mage Hand, and Blade Ward at will
 - Use your highest ability score modifier as your spellcasting ability modifier

- **3rd Level – Omni Armaments:**

- Spectral weapons count as +12 (DNS)
- You may have a maximum of 8 spectral weapons in your telekinetic grip at a time (DNS)
- For each spectral weapon floating in your space, your AC increases by 1; additionally, while you have a spectral weapon floating in your space, as a reaction to being targeted by an attack, you may increase your AC against that attack by 10
- You can now summon custom-designed explosives. This explosive takes the appearance of a tiny object of your design. Upon creating the explosive, determine its damage type – this will be used when it detonates. This spectral explosive uses the same rules as your other spectral weapons with the following changes:
 - The distance of the explosive's Thrown property is increased to 60/180; additionally, if used in conjunction with a launcher, the explosive can be fired up to 300 ft away
 - Whenever you make an attack with a spectral explosive, it detonates (you may throw/launch it as part of the attack, if possible). When a spectral explosive detonates, all creatures within 15 ft of it make Dexterity saving throws (DC = 10 + your proficiency bonus + your highest ability score

modifier). On a failed save, the creature takes $6d8$ damage of the explosive's damage type or half as much on a successful one.

- A spectral explosive counts 0.1 against the number of spectral armaments you can have floating in your space
- Explosives floating in your space provide no AC bonus, instead, as a reaction to a creature targeting you with an attack, you may immediately detonate any number of spectral explosives floating in your space – this detonation does not damage you
- As an action, you can set a spectral explosive to detonate. When doing so you may either manifest a detonator for that explosive or give it a timer.
 - The spectral explosive is no longer considered bound to you and does not vanish at the start of turn nor can it be part of your telekinetic grip.
 - If you create a detonator to go with the spectral explosives, it follows similar rules
 - The spectral explosive is treated as any other physical tiny object
 - The spectral explosive sits inert until either the timer counts down or the detonator is used, upon which it detonates (the detonator vanishes at this point if there was one)
 - As a bonus action, you can deactivate any amount of set spectral explosives, causing them to vanish (as well as the detonator if there was one)
 - You may have up to 5 spectral explosives set at a time in this manner
- You can now summon spectral armor, spectral shields, and spectral tools as well as add magical armor, shields, and tools into your arsenal, employing the same rules as summoning spectral weapons with the following changes:
 - Spectral armor, shields, and tools summoned in this manner count as +12
 - Heavy armor counts 4 against the number of spectral armaments you can floating in your space, medium armor counts 2, light armor counts 1, shields count 1, and tools count 0.5
 - Whenever you summon a set of spectral armor, you may immediately don that set of armor if you have no other armor equipped (other than shields); alternatively, you may cause the spectral armor to float around you within your space
 - For each set of spectral armor floating in your space, your AC increases by 3. If there are at least 3 sets of spectral armor floating around you, you benefit from half cover; additionally, if there are

also at least 3 sets of spectral armor, you benefit from three-quarters cover

- Whenever you summon a spectral shield, you may immediately equip it in one of your free hands; alternatively, you may have the spectral shield to float around you within your space
 - For each spectral shield floating in your space, your AC increases by 2. If there are at least 3 spectral shields floating around you, benefit from half cover; additionally, if there are also at least 3 sets of spectral armor, you benefit from three-quarters cover
- You may telekinetically control spectral armor, shields, and tools, using the same rules as telekinetically controlling spectral weapons, with the following changes:
 - You may still attack with spectral armor and shields (but not tools) – adding the spectral object bonus to the attack and damage rolls
 - The qualities of an attack made with a set of spectral armor depend on its weight category
 - **Light:** 1d6 bludgeoning or force damage; attacks are made at advantage
 - **Medium:** 1d10 bludgeoning or force damage
 - **Heavy:** 2d10 bludgeoning or force damage; attacks are made at disadvantage
 - An attack with a shield deals 2d6 bludgeoning or force damage; alternatively, whenever an attack would be made with a telekinetically controlled shield, you may attempt to shove a Medium or smaller creature instead. When doing so, use your Athletics skill and you may add the bonus from being a spectral object to the ability check
 - Rather than attack, you may use spectral armor and shields to protect and block. As a reaction to a creature within 5 ft of one of your telekinetically controlled sets of spectral armor or spectral shields being attack, you may interpose the spectral gear, adding its spectral bonus to the creature's AC against the attack
 - When controlling a spectral tool telekinetically, you may employ them in any way you normally could, as if you were holding them – still adding the spectral bonus to checks made with them
 - Whenever you cast *Spiritual Weapon* through this Arte, it is cast at 9th-level

- **Overload – Almighty Arsenal:**

- Spectral explosive damage: 12d8 (DNS)

- Spectral armaments count as +18 (DNS)
- You can a maximum of 20 spectral armaments floating in your space at a time (DNS)
- You may have a maximum of 16 spectral armaments in your telekinetic grip at a time (DNS)

100 - Soul Consumption (Medical):

"Consume the essence of the felled in order to gain power well beyond your limits"

Bonus Hit Points: 55 (75 - Barbarian, Cleric, Fighter, Rogue, Warlock)

Starting Fame: +0

Starting Infamy: +25

Class: B

Strain: Sync

Element: Soul

Type: Combat

• 1st Level – Soul Absorption:

- You have access to a form of energy derived directly from the souls of the living, called **Soul Units**.
 - You can gain soul units in the following ways:
 - Whenever you kill a creature through one of your attacks, spells, or abilities, you may partially absorb fragments of their soul, gaining 1 soul unit for every 2 hit dice the creature had (0 units if the creature has 1 or less hit dice)
 - You gain no soul units from killing a construct or a creature that otherwise lacks a soul
 - This includes creatures summoned or created by magic
 - You only gain soul units from killing a fiend if the creature is killed on its native plane of existence
 - You gain double soul units from killing an undead creature – causing the creature to fade or crumble to dust (whichever is more appropriate) in the process
 - As a reaction to seeing a creature within 60 ft of you die, you may absorb the minor lingering essence of its soul, gaining 1 soul unit for every 4 hit dice the creature had (0 units if the creature has 3 or less hit dice), using the same rules for specific creature types as listed above

- While conscious and actively engaged in combat, your soul invigorates you. If you start your turn with max hit points, you gain 1 soul unit
 - You may expend soul units in the following ways:
 - As an action, you can touch a creature and expend any number of soul units, causing that creature to regain 40 hit points for each unit spent
 - As a reaction to taking any amount of damage, you may expend any number of soul units, reducing the damage taken by 20 for each unit spent (to a minimum of 0)
 - As an action, you may choose an unoccupied space you can see and attempt to teleport to it. For every 100 ft, you must expend 1 soul unit. If you are unable to reach the point with the soul units you are willing to expend, you go as far as those units will take you in the direction of the chosen space
 - Whenever you damage a creature with an attack or spell, you may expend any number of soul units to increase the damage that creature takes by 20 for each unit expended
 - You can cast Bane, Fear, Circle of Death, Soul Cage, Cause Fear, Spirit Shroud, Summon Shadowspawn, Danse Macabre, Spiritual Weapon, Harm, and Finger of Death at will
 - Use your highest ability score as your spellcasting ability

- **2nd Level – Advanced Soul Gain:**

- You gain the following methods to gain soul units:
 - You can perform a special, meditative ritual in order to empower your soul through focus and stillness. During the course of this ritual, you must stay still, and you must concentrate (as if you were concentrating on a spell). For every uninterrupted hour spent performing this ritual, you gain 1 soul unit
 - Whenever you damage a creature that has a soul, you may partially extract their essence. For every 50 total points of damage dealt to the creature through a single source that wasn't otherwise augmented by spending soul units, you gain 1 soul unit. This ability has no effect on constructs; additionally, you gain double the units from damaging undead creatures
 - Whenever you successfully complete a long rest, if you have full hit dice after the long rest, your soul becomes invigorated by the rest, gaining you 2 soul units
- You gain the following ways to expend soul units:

- As an action, you can touch a willing creature and expend 1 soul unit to remove a single disease, curse, or poison afflicting the creature
 - As a bonus action, if you have spell slots, you may spend up to 18 soul units and regain a spell slot of level equal to or less than half the number of soul units expended
 - You can expend soul units to manifest bolts of energy and create energy weaponry
 - You gain a new attack option that you can use with the Attack action wherein you fire a bolt of soul energy. This attack is a ranged spell attack with a range of 1000 ft. You are proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is force, and its damage dice is a 6d8. Whenever you take this attack option, you expend up to 5 soul units and fire that many bolts
 - You gain a new attack option that you can use with the Attack action wherein you manifest and strike with a weapon formed from soul energy. Whenever you make this attack, choose a melee weapon that can fit in your hands. This attack is a melee weapon attack. No matter the form of the weapon, you count as proficient with it, and you add your Strength modifier to its attack and damage rolls. Its damage is force, and its damage dice is double the base weapon's damage dice. Whenever you take this attack option, you expend up to 5 soul units and make that many attacks - when doing so, you may change the weapon used for each attack. After completing these attacks, any weapons formed vanish into nothingness
 - Whenever you cast *Soul Cage* through this Arte, you no longer need to provide the material component, instead, you manifest a cage from your own soul; additionally, you may use a trapped soul up to ten times before it is released
-
- **3rd Level – State of Soul Mastery:**
- Whenever you gain soul units, double the total amount you gain
 - Whenever you expend soul units, every 1 unit expended counts as 2
 - While you have 10 or more soul units, you gain the following benefits:
 - You gain 100 ft of fly speed
 - You gain a+2 bonus to your AC
 - Your speed increases by 30 ft
 - You gain resistance to all damage
 - Spells cast through this Arte are cast at 9th-level

- Whenever you cast a spell through this Arte that deals necrotic damage and expend any amount of soul units to increase the damage, you may now gain soul units from damage dealt – even though its augmented by your soul units
- **Overload – Devourer of Souls:**

 - Whenever you expend soul units, every 1 unit expended counts as 3
 - Whenever any creature with a soul within 1000 ft of you dies, you gain 1 soul unit (no reaction required)

101 - Sound Command (Elemental):

"Control the aspect of sound through acute amplification and alteration"

Bonus Hit Points: 35 (55 – Bard)

Starting Fame: +5

Starting Infamy: +0

Class: E

Strain: Manipulation

Element: None

Type: Utility

• 1st Level – Manipulate Your Noise:

- You gain proficiency in all instruments
- You gain immunity to thunder damage
- You gain immunity to the deafened condition
- While you can hear, you gain 30 ft of blindsight
- Advantage and Natural +20 on Perception checks relying on hearing
- As a bonus action, you can cure any creatures of your choice that you can see (including yourself) within 500 ft of you of the deafened condition
- Whenever you make a sound, you can acutely mute or amplify it to any non-harmful degree (including sounds such as your footsteps and breaths)
- Whenever you speak, you can acutely manipulate the pitch, volume, timbre, and tone of your voice to any non-harmful degree, allowing for perfect mimicry
- As an action, you can manipulate sound waves you can hear within 400 ft, employing rules as described by the *Manipulation Module*
 - If your sound wave manipulation results in a creature having to make a saving throw, the DC = 10 + your proficiency bonus + your highest ability score modifier
- As an action, you may make a noise and greatly amplify it, creating a harmful blast of booming sound
 - This sound is audible out 2000 ft
 - Each creature in a 60 ft area cone originating from you makes a Constitution saving throw (DC = 10 + your proficiency bonus + your

highest ability score modifier). On a failed save, a creature takes 12d8 thunder damage and is deafened for the next minute. On a successful one, a creature takes half damage and isn't deafened

- You can cast Vicious Mockery, Thunderclap, Thunderwave, Thunder Step, Blindness/Deafness, Magic Mouth, Shatter, Silence, Destructive Wave, and Thaumaturgy at will
 - Use your highest ability score as your spellcasting ability
- Whenever you cast a spell through this Arte, you may ignore verbal components
- Whenever you cast a spell through this Arte that deals thunder damage, double the total damage dealt

- **2nd Level – Advanced Sound Manipulation:**

- Booming noise damage: 16d8 (DNS)
- As a reaction to being targeted by an attack, you can create a globe of intense sound around you to protect yourself, increasing your AC by 5 until the start of your next turn. Additionally, whenever you use this ability, you may cause all creatures within 10 ft of you to take 2d8 thunder damage
- You produce an aura that greatly amplifies your control over sound within it
 - This aura has a radius of 60 ft and is centered on you
 - Your auditory passive perception is doubled against any sound originating or passing through this aura
 - Whenever you use your booming noise ability or cast a spell through this Arte that deals thunder damage, creatures within your aura have disadvantage on any saving throws
 - As a bonus action, you may define and apply a rule that affects all sound that originates within and passes through this aura
 - This rule automatically alters the pitch, volume, timbre, or tone of a chosen sound (to a non-harmful degree) within the area of the aura
 - This sound manipulation does not affect verbal components but can affect how the sound is perceived by other creatures, even making it inaudible
 - You may define this rule against a specific sound (such as a certain creature's voice) or a general sound (such as birdsong)
 - You may have up to 5 such rules set at any one time; additionally, you may remove a rule at any time (no action required)
 - This aura persists while you are unconscious; however, it ceases to function if you die

- **3rd Level – Cacophony:**

- Aura radius: 80 ft (DNS)
- Booming noise damage: 20d8 (DNS)
- Booming noise range: 120 ft cone (DNS)
- As an action, you can touch a creature and alter its voice, acutely adjusting the pitch, timbre, and tone. This alteration lasts 1 hour, and a creature can only benefit from this once per short rest
- You can now do the following with your aura:
 - As a reaction to a creature taking thunder damage from a source not from this Arte, you may grant that creature immunity to that instance of thunder damage and regain hit points equal to half the damage that creature would've taken
 - Whenever you use your reaction to create a protective globe of intense sound, instead of damaging all creatures within 10 ft of you, you may instead damage all creatures of your choice within your aura; additionally, the damage increases to 4d8
 - Whenever you use your action on your turn to use your booming noise ability, you may cause the cone of noise to originate from any point within your aura or to instead comprise the entirety of your aura – your choice
 - You can quickly and easily greatly amplify your voice in focused bursts, unleashing powerful blasts of sound within your aura. You gain a new attack option that you can use with the Attack action. Whenever you make this attack, you be able to speak. This attack is a ranged spell attack with a range equal to your aura radius (this range cannot be increased or decreased). You count as proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is thunder, and its damage dice is 2d8. While you only target one creature with this attack, whenever you make this attack, all other creatures within 10 ft of you take 1d8 thunder damage

- **Overload – Sonic Boom:**

- Aura radius: 120 ft (DNS)
- Globe of sound damage: 8d8 (DNS)
- Booming noise damage: 30d8 (DNS)
- Booming noise range: 240 ft cone (DNS)
- Whenever you cast a spell through this Arte that deals thunder damage, triple the total damage dealt (DNS)

102 - Spatial Manipulation (Special):

"Bring forth your power through the absolute orchestration of the spatial order – rendering dimensional forms"

Bonus Hit Points: 40 (60 – Artificer, Sorcerer, Wizard)

Starting Fame: +0

Starting Infamy: +0

Class: A

Strain: Manipulation

Element: Reality

Type: Mixed

• 1st Level – Spatial Gathering:

- As an action, you can fire a bolt of spatial energy at a creature you can see within 500 ft, using your Dexterity for the attack and damage rolls make a ranged attack roll with which you are proficient. On a hit, you may choose to either deal 6d6 force damage or teleport the creature to an unoccupied space of your choice within 10 ft of its original space
- As a bonus action, you may teleport to a spot you can see out to a distance equal to your remaining movement for that turn (e.g., if you had a speed of 30 and already moved 10 ft, you may teleport 20 ft as a bonus action)
 - Whenever you do so, you collect spatial energy equal to the distance you teleported which you can use for the following:
 - Whenever you hit a creature with a melee attack, you can teleport them in straight in a single direction out a distance equal to the amount of spatial energy you use to a maximum of 200 ft. If the teleportation would take the creature to a wall or other such impassable space, if they have enough remaining distance to pass it while ending in an unoccupied area, they do so; however, if they do not, their teleportation ends with them forcibly buried in the impassable space, causing them to take 10d10 force damage

- As a reaction to being targeted by a ranged attack, a melee attack, a spell, or some other such effect, you may use 30 ft worth of spatial energy to phase through it, taking no damage or other such relevant effects
- You can infuse your spatial energy into your bolts, either increasing the bolt range by 1 ft for every 1 ft of spatial energy you use, increasing the damage by 1d6 for every 10 ft of spatial energy you use, increasing the amount of bolts you fire as part of the action by 1 for every 50 ft of spatial energy you use, or increasing the teleport distance by 1 ft for every 1 ft of spatial energy you use
- As an action, you can expend spatial energy equal to the distance between yourself and a creature you can see to swap your spatial positions
- Whenever you make a melee attack, you may expend 10 ft of spatial energy to bypass the effects of anything between you and the creature including force fields, magical/supernatural wards, shields, armor, etc. When bypassing armor, treat the creature's AC as if they were wearing no armor
 - You can also do so with ranged attacks, but you must instead spend $10 + \text{the distance the ranged attack is traveling}$ feet of spatial energy
 - You can cast Catapult, Misty Step, Blink, Scatter, and Far Step at will
 - Use your highest ability score as your spellcasting ability modifier

- **2nd Level – Dimensional Journeyman:**

- You gain immunity to force damage
- Your bolts of spatial energy can now both deal damage and teleport a creature
- Whenever you use the special bonus action teleport conferred by this Arte, gain an extra 10 ft of spatial energy
- You can now use spatial energy for the following:
 - As an action, you forcibly move a creature you can see a distance equal to the amount of spatial energy expended; however, you must move the creature in a straight line closer towards you
 - Whenever you make a melee or ranged weapon attack, you can infuse your own weapons with spatial energy. For every 10 ft of spatial energy you expend, you may deal an extra 1d6 force damage on a hit and/or teleport the target out 10 ft to an unoccupied space of your choice
 - As an action, you may teleport a Small or smaller inanimate object you are in contact with away a number of feet equal to the amount of spatial energy

you expend to an unoccupied space of your choice. If the object is larger, you send 1 cubic foot of it to the space instead

- Whenever you take the Dash action, you expend any amount of spatial energy, for each foot of spatial energy expended, that amount of movement does not provoke opportunity attacks

- **3rd Level – Spatial Vector:**

- Spatial Bolt Base Range: 1000 ft (DNS)
- Spatial Bolt Base Damage: 12d6 (DNS)
- Spatial Bolt Base Teleportation: 20 ft (DNS)
- Your walking speed increases by 10 ft
- Whenever you teleport a creature using your bolts of spatial energy, gain spatial energy equal to the distance they traveled unless this bolt was augmented by your collected spatial energy
- As a bonus action, you may forcibly teleport all other creatures within 5 ft of you 5 ft way from you, gaining spatial energy equal to the total amount of distance traveled by all the creatures combined
- Your walking speed is no longer restricted by some of the bounds of physics, allowing you to travel unbound through space in the following manners:
 - You can move up and down as easily as walking – this movement does not allow for passing through solid objects and surfaces however
 - You can stand and walk in air as easily as walking on a solid, physical surface
 - You can walk across the surface of liquids (including snow, quicksand, molten rock, etc.) as easily as walking on a solid surface; however, this does not protect from deleterious effects of the liquid such as bubbles of acid or the heat from molten lava
 - You can easily walk through and within liquids even while fully submerged; however, this does not give you any ability to breathe within these liquids
 - You gain immunity to difficult terrain
- You can cast Reverse Gravity, Passwall, Antipathy/Sympathy, Teleport at will

- **Overload – Spatial Rending:**

- Whenever you use your action to fire a bolt of spatial energy, you may release it in a wide swath, changing the attack from a single-target to an area-of-effect. You may release the spatial energy in up to a 60 ft cone or 120 ft line, making attack rolls against all creatures of your choice in the area. If you use spatial energy to modify the attack, the modifications apply to all creatures hit
- You can now use spatial energy for the following:

- As an action, you may teleport a tiny or smaller creature you are contact with out to a number of feet equal to half of the amount of spatial energy you expend to an unoccupied space of your choice. If the creature is larger, you send 1 cubic inch of the creature to the space instead – causing it to take 4d10 necrotic damage (this damage cannot be reduced or avoided in any way unless the creature prevents the inch of its body from being teleported)

103 - Spectral Other (Special):

"Awaken the inner embodiment of your soul to gain further power through another's aid"

Bonus Hit Points: 50 (70 - Monk, Paladin, Warlock)

Starting Fame: +5

Starting Infamy: +0

Class: S

Strain: Constant

Element: Soul

Type: Mixed

• 1st Level – Being from Within:

- Upon gaining this Arte, you manifest a spectral familiar called a *Spectral Other* out forth from your soul wholly unique to you
 - The spectral other takes the form of a medium or smaller creature designed by you (or the DM if you so desire)
 - The spectral other is completely sentient and sapient, possessing its own name (that you know), personality, thoughts, feelings, senses, etc.
 - When designing the spectral other, assign it ability scores using the following vector: {20, 18, 16, 14, 10, 8}
 - Normally, the spectral other lies dormant within your soul; while in this state, you may communicate with it telepathically
 - As a bonus action, you can summon forth the spectral other. You may return it to your soul at any time (no action required)
 - It cannot be harmed but it can selectively become corporeal, affecting objects if you so choose
 - In combat, the spectral other acts immediately after your turn in the initiative count, following any telepathic commands you give (it does not take an action to give commands). Just as any other creature, it has an action, bonus action, reaction, etc.
 - As a reaction to you being targeted by an attack, spell, or otherwise harmful effect, the spectral other can interpose itself, allowing you not to take any

damage from it and avoid any other harmful effects that would be applied (such as poisoning). If the total damage that would be dealt is greater than 100, the spectral other becomes inactive until the end of your next turn

- The spectral other has the base following statistics: it knows all languages you know and can communicate telepathically with you, it has darkvision out to its whole line of sight, it is able to move through walls (but is stopped by 1 inch of lead or magical material), it has fly speed of 60 ft and hovers, and it has proficiency in any 3 skills or tools of your choice (you do not need to be proficient in any of the skills or tools) as well as proficiency in 3 weapons of your choice
- Conditions are independent across you and your spectral other (i.e., if you are charmed, this does not necessarily mean your spectral other is charmed)
- While active, the spectral other can move normally; however, it must always be within 500 ft of you
- As a bonus action, it can manifest any nonmagical weapon (that only it may wield) with infinite ammunition if applicable – any object created by this ability vanishes when the spectral other goes inactive
- The spectral other is inactive while you are unconscious, paralyzed, restrained, or stunned
- When creating the spectral other, choose one of 4 types (the chosen type will modify the statistics of the spectral other): **Power, Magic, Speed, Defense, or Utility.**
 - **Power** – The spectral other gains proficiency in all weapons and its unarmed strikes deal a base of 1d12 bludgeoning damage. Its manifested weapons count as magical and +3. It gains proficiency and expertise in Athletics. Its Strength increases by 2
 - **Magic** – The spectral other can cast all cantrips at will (using your total level to determine its spellcasting level); additionally, if you know any spells that aren't sourced from your Major Artes, the spectral other can cast them at no cost (apart from costly or expended material components). The spectral other uses its highest ability score as its spellcasting ability and casts these spells at their lowest possible level unless you expend a spell slot to cast a spell at the chosen level through the spectral other. It gains proficiency and expertise in Arcana. Its Intelligence increases by 2
 - **Speed** – The spectral other's fly speed increases to 250 ft and it may be up to 1000 ft away from you while active. All one-handed weapons manifested by the spectral other count as finesse and light for it. The first time you interpose the spectral other between yourself and harm in a round, it does not expend your reaction. It

gains proficiency and expertise in Acrobatics. Its Dexterity increases by 2

- **Defense** – When you use your reaction to interpose the spectral other to protect yourself from harm, the spectral other does not go inactive if the total damage that would be dealt is less than 200. While active, you gain a +2 bonus to your AC as well as all of your saving throws. Its Constitution increases by 2
- **Utility** – Whenever the spectral other hits a creature with an attack, it may cause the creature to take an additional 1d12 force damage. The spectral other gains proficiency in any combination of 8 skills, languages, and tools (you do not need to be proficient with any of the choices). The spectral other gains Truesight out 30 ft.

● **2nd Level – Awakening:**

- The spectral other can now be active while you're restrained
- While the spectral other is active, whenever you add one of your ability score modifiers to an attack and/or damage roll, you may also add the spectral other's ability score modifier to that roll
- Upon first gaining this level of this Major Arte, your spectral other awakens any Major Arte other than **Spectral Other** at 1st-level. While the spectral other is active, both you and the other benefit from the Arte
 - Major Arte benefits gained in this manner are not affected by amps, weaknesses, last stands, or any other effects that would normally modify an Arte; while you have this level of **Spectral Other**, you cannot lose the benefits of the chosen Major Arte. You do not gain the bonus hit points from the chosen Major Artes; additionally, any ability sourced from the chosen Major Arte that would allow for more Major Artes to be gained does not function
 - Alternate to gaining the benefits of a Major Arte, you may choose to design an original ability for the spectral other (Approved by DM). Just as normal, you may still employ the ability yourself, but only if the spectral other is active

● **3rd Level – Spectral Ascension:**

- The other can now be active while you are paralyzed, acting according to its personality while protecting you
- While the spectral other is active, whenever you damage a creature with an attack or spell, you may cause the creature to take an additional 6d12 force damage

- While you are unconscious, if you are attacked by a weapon or spell attack, your spectral other may make a DC 20 Wisdom saving throw. On a success, your spectral other will become temporarily active and interpose itself between you and the damage source, protecting you, using the normal rules
- If you activate a Last Stand while the spectral other is active, rather than suffer any of the other detriments at the end of the Last Stand, you can instead choose to have the Spectral Other be inactive for a week
 - If the spectral other is still active, it gains the same benefits that you do from your Last Stand for the duration
- Upon first gaining this level of this Major Arte, your spectral other's Major Arte ascends to 2nd-level - offering the 2nd-level benefits using the previously stated rules while you have access to this level of this Major Arte
 - If you chose to design an original ability, either strengthen the power or add an additional facet to the power

- **Overload – Inner Mastery:**

- All the spectral other's ability scores increase by 10 to a maximum of 30
- Upon first gaining this level of this Major Arte, your spectral other's Major Arte ascends to 3rd-level - offering the 3rd-level benefits using the previously stated rules while you have access to this level of this Major Arte
 - If you chose to design an original ability, either strengthen the power again or add *another* facet to the power

104 - Spell Augmentation (Enhancing):

“Manipulate arcane energies, altering spells to your own specifications”

Bonus Hit Points: 25 (45 – Bard, Sorcerer, Wizard)

Starting Fame: +0

Starting Infamy: +0

Class: A

Strain: Manipulation

Element: Arcane

Type: Combat

• 1st Level – Arcane Alteration:

- You can cast any spell of 3rd-level or lower at 3rd-level at will; however, after casting a spell through this Arte, you cannot cast that same spell again until you complete a long rest
 - Use any ability score of your choice as your spellcasting ability
- Whenever you cast a spell of 1st-level or higher through any source (including your class and/or race) you may alter it in any of following manners; however, within each individual category (the top-level bullets – i.e. healing, damaging, etc.) only one of the listed options can be chosen:
 - If it is a healing spell, you can have it:
 - Instead deal equivalent radiant damage
 - Confer temporary hit points instead of restoring hit points
 - If it is a damaging spell, you can:
 - Alter its damage type and subsequently the appearance of the spell
 - If the spell requires a saving throw, you can:
 - Change what ability score that saving throw uses and subsequently the appearance of the spell
 - If the spell is being cast at a higher level than its base spell level, you can:
 - Alter the range
 - Touch spells gain a range of 30 ft
 - Ranged spells have double range

- Alter the casting time
 - Spells cast with an action can instead be cast using a bonus action
 - Spells with casting times of 1 minute or more have their casting times halved
 - Alter the duration in one of the following manners:
 - Spells with a duration of 1 minute or more have their duration doubled
 - Spells that include concentration in their duration no longer do
 - If it is a healing spell, you can alter the spell in one of the following manners:
 - Have the spell affect constructs or undead
 - Have the spell also rid affected creatures of the poisoned, paralyzed, blinded, or deafened conditions
 - Have the spell remove one curse
 - Have the spell remove one disease
 - Have the spell remove one level of exhaustion
 - Change the spell's healing dice – if any – to d12's
 - Increase the spell's healing by 3 more dice – if any
 - If it is a damaging spell, you can alter the spell in one of the following manners:
 - Change the spell's damage dice – if any – to d12's
 - Increase the spell's damage by 3 more dice – if any
 - Have the spell ignore resistance to the damage it deals
 - If the spell requires a saving throw, you can alter the spell in one of the following manners:
 - Impose disadvantage on all saving throws imposed by the spell
 - Increase the DC by 1 for each level higher than the spell's base level you are casting it at
 - If the spell has an area of effect, you can alter the spell in one of the following manners:
 - Protect any number of creatures of your choice that you can see from the effect
 - Double the radius of the area of effect
- **2nd Level – Boosted Casting:**
-
- You can cast any spell of 6th-level or lower at 6th-level at will

- You gain a +5 bonus to the attack rolls, damage rolls, and spell save DC's of all spells you cast
- After you successfully cast a spell, you gain an amount of temporary hit points equal to double the level the spell was cast at
- As a reaction to a creature you can see moving any distance, you can cast a spell with a casting time of 1 action and a range that could reach the creature, targeting that creature
- As a bonus action, you can confer concentration of a spell to a willing friendly creature you touch. You continue maintain control over spell, they just concentrate on it for you, allowing you to cast a different spell requiring concentration. If that other creature loses concentration, you can either take the concentration back (ending any other spells you're concentrating on) or end the original spell

- **3rd Level - Arcane Dreadnaught:**

- You can cast any spell of 8th-level or lower at 8th-level at will
- As an action, you can end all magical effects affecting a creature you can see within 100 ft of yourself and forcibly end their concentration if they're concentrating on anything
- Some of your high-level spell alterations change in the following ways:
 - Alter the range
 - Touch spells gain a range of **90 ft**
 - Ranged spells have **triple** range
 - Alter the casting time
 - Spells with casting times of 1 minute or more have their casting times **quartered** (**Min time: 1 action**)
 - Alter the duration
 - Spells with a duration of 1 minute or more have their duration **quadrupled**
 - If it is a healing spell:
 - Have it also rid affected creatures of the **poisoned, paralyzed, blinded, stunned, charmed, frightened, and deafened** conditions
 - Have it remove up to **three** curses
 - Have it remove up to **three** diseases
 - Have it remove up to **three** levels of exhaustion
 - Increase the healing by **6** more healing dice
 - If it is a damaging spell:
 - Increase the damage by **6** more damage dice
 - If the spell requires a saving throw, you can:

- Increase the DC by 2 for each level higher the spell is being cast at
- If the spell has an area of effect, you can:
 - Triple the radius of the area of effect

- **Overload – Absolute Arcane Mastery:**

- Whenever you cast a spell, you can all benefits of relevant augmentation categories of your choice
- Some of your high-level spell alterations change in the following ways:
 - Alter the range
 - Touch spells gain a range of **180 ft**
 - Ranged spells have **quadruple** range
 - If it is a healing spell:
 - Have it remove **all** curses
 - Have it remove **all** diseases
 - Have it remove **all** levels of exhaustion
 - Increase the healing by **9** more healing dice
 - If it is a damaging spell:
 - Increase the damage by **9** more damage dice
 - If the spell requires a saving throw, you can:
 - Increase the DC by **3** for each level higher the spell is being cast at
 - If the spell has an area of effect, you can:
 - **Quadruple** the radius of the area of effect

105 – Spiritus (Enhancing):

“Employ the energy of your soul itself to decimate your foes”

Bonus Hit Points: 65 (85 – Barbarian, Cleric, Fighter, Monk, Paladin)

Starting Fame: +10

Starting Infamy: +0

Class: B

Strain: Emission

Element: Soul

Type: Combat

• 1st Level – Soul Charge:

- Min Dexterity of 20
- You gain 100 ft of fly speed
- You gain 200 ft of Blindsight
- Whenever you make a ranged weapon attack with a weapon that uses real, physical ammunition, you may increase the damage dealt by the attack by 5d10 force damage; however, if you do so, the ammunition is destroyed in the process
- As an action, you can begin charging a beam of destructive soul energy. You may release it immediately (as part of the action in which you charge it), dealing 10d10 force damage in a 100 ft long x 5 ft wide line; alternatively, you may spend subsequent actions to continue to charge the beam. For each action you spend charging, the beam will deal an extra 10d10 force damage when you finally release it (as an action) – to a maximum of 50d10 force damage. Creatures in range of the beam must make a Dexterity saving throw (DC 10 + your proficiency bonus + your Dexterity OR Wisdom modifier), taking no damage on a success.
- As an action, you can fire a blast of soul energy at a target you can see within 100 ft. Make a ranged attack roll (this is neither a weapon nor a spell attack) with proficiency against the target using your Dexterity OR Wisdom modifier for both the attack and damage rolls. On a hit, the target takes 1d6 force damage.
 - With one action, you can fire up to 10 individual blasts
 - While at less than 10% of your max hit points (rounding down), your blasts of soul energy each deal 2d6 force damage

- **2nd Level – Grand Release:**

- Min Wisdom of 20
- Proficiency in Dexterity and Wisdom saving throws
- Advantage on Dexterity and Wisdom saving throws
- You gain 200 ft. of fly speed (DNS)
- You benefit from the *Evasion* feature
- As a bonus action, you may fire up to 3 blasts of energy
- You may add both your Dexterity and Wisdom modifiers to your energy beam DC
- While above half your hit point maximum, you regain 10 hit points at the start of your turn
- For energy blasts, you may use both your Dexterity and Wisdom modifiers for attack and damage rolls
- As a reaction to being targeted by a melee attack, you may leap back up to 10 ft (without triggering attacks of opportunity) while firing 1 blast of energy at the assailant
- As an action, you may release a great volume of your own life energy out in an explosion around you in a 100 ft radius sphere. Each creature in range makes a Dexterity saving throw (DC 10 + your proficiency bonus + your Wisdom modifier + your Dexterity modifier), taking 5d10 force damage per 1 hit point you have at the time of release on a failure, or half as much on a success. After you use this ability, you immediately drop to 0 hit points, gain 3 levels of exhaustion, and you cannot use this feature again until you complete 2d4 long rests. If you use this ability while above 10 hit points, you instantly die: destroying your body in the process

- **3rd Level – Maximized Control:**

- You gain resistance to force damage
- You cannot be turned undead in death
- You gain immunity to disease and curses
- You gain immunity to the charmed and frightened conditions.
- Energy Blast Range: 500 ft (DNS)
- You gain 500 ft of Blindsight (DNS)
- You may fire up to 5 energy blasts with one bonus action (DNS)
- You may fire up to 15 energy blasts as part of a single action (DNS)
- You gain proficiency in unarmed strikes; use 1d12 as your base damage for your unarmed strikes; additionally, you may use your Dexterity modifier for the attack and damage rolls
- Whenever you make a melee weapon attack, you may amplify it with soul energy, increasing the damage by 2d10 force damage and increasing the range by 10 ft as the energy extends the weapon

- As an action, you may fire up to 15 miniature homing energy blasts split among creatures you can see within 1000 ft of yourself. Each blast deals only 1d4 damage each but cannot miss – even passing through total cover if you are able to see the target.
- As a bonus action, you can release a wave of non-harmful, forceful energy out in a 20 ft radius sphere centered on you. A creature within range makes a Strength saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your Wisdom modifier} + \text{your Dexterity modifier}$), getting pushed back 20 ft on a failed save. Creatures that are one size larger than you make the save at advantage and creature that are two sizes or larger than you automatically pass the save.
- As an action, you can attempt to restrain a creature you can see within 200 ft in an energy bind. That creature makes either a Dexterity or a Wisdom saving throw (Your choice, $DC = 10 + \text{your proficiency bonus} + \text{your Wisdom modifier} + \text{your Dexterity modifier}$). On a failed save, the creature is restrained on the spot (even in mid-air) by shackles of energy. They stay restrained for up to 1 minute. Restrained creatures can repeat the saving throw at the end of their turn, breaking out early on a success. Bound creatures also break out early if you fall unconscious or die; additionally, as a bonus action, you can release any number of bound creatures you can see

- **Overload – Mastery of Soul:**

- Min Dexterity & Wisdom of 25
- Energy Blast Range: 2000 ft (DNS)
- You gain 500 ft. of fly speed (DNS)
- You may fire up to 10 energy blasts with one bonus action (DNS)
- You may fire up to 30 energy blasts as part of a single action (DNS)
- You may fire up to 30 miniature homing blasts with a single action (DNS)

106 – Spores (Physical):

“Create toxic spores to devastate and devour in cruel poison”

Bonus Hit Points: 30 (50 – Druid, Ranger)

Starting Fame: +5

Starting Infamy: +10

Class: B

Strain: Creation

Element: Life

Type: Combat

• 1st Level – Toxic Spores:

- Min Constitution of 20
- Proficiency in Constitution saving throws
- Natural +10 to Constitution saving throws
- You gain immunity to poisons and poison damage
- You are immune to negative effects sourced from breathing in spores
- You can fire blasts of highly compressed toxic spores out. You gain a new attack option that you can use with the Attack action. This special attack is a ranged weapon attack with a range of 100 feet. You are proficient with it, and you add your Constitution modifier to its attack and damage rolls. Its damage is either poison or necrotic (your choice), and its damage dice is a 4d8; however, a creature only takes damage from this attack if it is breathing.
- You can produce a variety of spores from your body, surrounding the area around you in clouds of dust-like organic particles. As an action, choose one of the following spore types to begin producing, following the individual rules as listed. Spores last the listed time before dissipating and you may dissipate them early as a bonus action. Additionally, spores dissipate early if you die. After spores dissipate, you must complete a short rest before you can produce that type of spore again. The spores enter small cracks and flow around corners, but they cannot bypass total cover. If a creature must make a save against your spores, the DC = 10 + your proficiency bonus + your Constitution modifier
 - **Poisonous Spores**

- For the next minute, the air out in a 30 ft radius sphere centered on you is filled with toxic spores. If a creature starts its turn in the toxic spores, if it is breathing, it must make a Constitution saving throw
 - On a failed save, the creature is poisoned for the next minute and gains 1 level of exhaustion; additionally, while the creature is poisoned in this manner, it suffers from the following:
 - At the end of the creature's turn, if it is breathing and still in your poisonous spores, it takes 2d8 poison damage
 - At the start of the creature's turn, if it is breathing and still in your poisonous spores, it repeats the saving throw, gaining an additional level of exhaustion and lengthening the poisoning by 1 minute on a failed save
 - Whenever the creature takes non-poison damage from any source, it takes an additional 2d8 poison damage
- **Detection Spores**
 - For the next hour, the air out in a 200 ft radius sphere centered on you is filled with sensory spores. Whenever a creature starts its turn in your sensory spores, you gain the following information about it:
 - The creature's exact location in the spores
 - The creature's size
 - The creature's type (Humanoid, Beast, Ooze, etc.)
 - The creature's general feelings towards you (Friendly, Neutral, Hostile)
- **Rapport Spores**
 - For the next hour, the air out in a 200 ft radius sphere centered on you is filled with psychically charged spores. All creatures that know at least one language in the area of your rapport spores can communicate telepathically, even if they don't share a language
 - You can cast Detect Poison and Disease, Ray of Sickness, Contagion, Protection from Poison and Disease, Poison Spray, and Blight at will
 - Use Constitution as your spellcasting ability
- **2nd Level – Shielding Spores:**
 - Min Constitution of 25
 - You gain immunity to the paralyzed condition

- Poisonous spore radius: 45 ft (DNS)
- Spore production save DC +2 (DNS)
- Rapport/Detection spore radius: 400 ft (DNS)
- Compressed toxic spore attack base damage: 6d8 (DNS)
- Whenever you hit a breathing creature with a melee attack, you may cause it to take an additional 2d8 poison or necrotic damage (your choice)
- While you are producing any kind of spores, you gain a +4 bonus to your AC; additionally, you gain resistance to bludgeoning, piercing, and slashing damage
- As a reaction to taking any amount of damage, you can release a small, instantaneous puff of poisonous spores out in a 5 ft radius sphere centered on you, causing all creatures within that radius to immediately save against your poisonous spores
- You gain the following new options for spore production:
 - **Revitalizing Spores**
 - For the next minute, the air out in a 60 ft radius sphere centered on you is filled with restorative spores. Whenever a friendly creature (including yourself) starts its turn in the restorative spores, it regains 2d8 hit points and is cured of any condition causing it to be poisoned or paralyzed
 - **Vegetative Spores**
 - For the next hour, the air out in a 100 ft radius sphere centered on you is filled with fertilizing spores. The first time a nonmagical plant or fungus enters the area of the fertilizing spores, it is fully healed/restored, it grows to up to double its size, and immediately bears fruit/crop if possible – offering double its normal yield. A single plant can only receive these benefits once ever. Additionally, whenever a living plant-type creature starts its turn in the fertilizing spores, it regains all its hit points.
 - **Congestive Spores**
 - For the next minute, the air out in a 45 ft radius sphere centered on you is filled with choking spores. If a creature starts its turn in the choking spores, if it is breathing, it must make a Constitution saving throw.
 - On a failed save, the creature begins violently coughing and wheezing. While coughing and wheezing, it is unable to speak, provide verbal components, concentrate, or even breathe – starting to suffocate immediately.
 - Whenever the creature starts in turn outside of the choking spores, it may repeat the saving throw, clearing its airway on a successful save

- You can cast Lesser Restoration and Greater Restoration at will
- **3rd Level – Macabre Spores:**

 - You gain immunity to necrotic damage
 - Poisonous spore radius: 60 ft (DNS)
 - Congestive spore radius: 60 ft (DNS)
 - Vegetative spore radius: 200 ft (DNS)
 - Revitalizing spore radius: 120 ft (DNS)
 - Rapport/Detection spore radius: 1000 ft (DNS)
 - Compressed toxic spore attack base damage: 10d8 (DNS)
 - Whenever a creature is poisoned or has its poisoning extended by your poisonous spores, it lasts or is extended by 10 minutes
 - Whenever you kill a creature with your compressed toxic spore attack, your Poisonous spores, or your Choking spores, you may cause that creature to rise as a mindless fungal zombie
 - You cannot raise a construct or undead creature
 - The fungal zombie has no semblance of the creature's previous life and cannot use any of the creature's class features or Artes, nor does it benefit from any of the creature's skill proficiencies
 - The fungal zombie has the following statistics:
 - It counts as both an undead creature and a plant creature
 - Its hit point maximum is equal to half the original creature's hit point maximum
 - It retains the creature's Strength, Dexterity, Constitution, Wisdom, weapon proficiencies, armor proficiencies, tool proficiencies, proficiency bonus, saving throw proficiencies, senses, and speed
 - It only retains the creature's Intelligence if it was lower than 6; otherwise, its intelligence becomes 6
 - It only retains the creature's Charisma if it was lower than 2; otherwise, its charisma becomes 2
 - It retains all languages it knew in life; additionally, it can understand all languages you speak but it cannot intelligibly communicate
 - It gains immunity to poison and necrotic damage, as well as the poisoned, paralyzed, frightened, and charmed conditions
 - It is completely immune to all of the harmful effects of your spores
 - Whenever it hits a creature with a melee weapon attack or unarmed strike, the creature takes an additional 2d8 poison damage. If the

fungal zombie kills a creature (that isn't a construct or an undead), that creature also rises as a fungal zombie under your control

- The fungal zombie is completely obedient to you, following your every command. It works to complete its given command to the best of its ability until it either completes the task or is given another command. Whenever the fungal zombie doesn't have a command to follow it either follows you if it can see you or stands in one spot, defending itself from harm
- When a fungal zombie dies, it expands and explodes in a violent puff of deleterious spores. All breathing creatures within 10 ft of the fungal zombie when it dies must immediately make Constitution saving throws (DC = 10 + your proficiency bonus + your Constitution modifier). On a failed save, a creature takes 8d8 poison damage. If this damage kills a creature that isn't a construct nor an undead, that creature rises as a fungal zombie under your control. This explosion destroys the body of the fungal zombie
- You gain the following new options for spore production:
 - **Decaying Spores**
 - For the next minute, the air out in a 20 ft radius sphere centered on you is filled with necrotizing spores. If a creature starts its turn in the necrotizing spores, it must make a Constitution saving throw
 - On a failed save, the creature takes 8d8 necrotic damage and, until the start of its next turn, takes 4d8 additional necrotic damage from all other sources. If it dies during this period and isn't a construct or an undead creature, it rises as a fungal zombie
 - **Corroding Spores**
 - For the next minute, the air out in a 60 ft radius sphere centered on you is filled with eroding spores. At the end of each of your turns, all nonmagical objects within the eroding spores not being worn or carried take 10d8 acid damage; additionally, while you are producing these spores, whenever a creature hits you with a melee attack, it takes 5d8 acid damage
 - **Spreading Spores**
 - For the next hour, the air out in a 15 ft radius sphere centered on you is filled with germinating spores. If a creature starts its turn in the germinating spores, it must make a Dexterity saving throw
 - On a failed save, minuscule germinating spores attach themselves to the creature. Once attached, the spores become imperceptible and lie dormant within the creature.
 - Once a creature has dormant spores within it, spores will no longer attach to it.

- While the dormant spores do not count as a disease, any effect that rids a creature of disease will remove the spores; otherwise, the dormant spores remain indefinitely, even if you die. You may harmlessly remove dormant spores from a creature that you can see at any time (no action required)
- You always know the location of any creature with dormant spores within it
- You may employ dormant spores in the following ways:
 - Whenever you target a creature with your compressed toxic spore attack and that creature has dormant spores within it, you may release the dormant spores to cause the attack to not only automatically hit but also deal double damage
 - Whenever you release spores as an action, you may release the dormant spores within a creature you can see and replicate the effects of your chosen spore release type, centered on the creature. This does not grant the creature immunity to the effects of the released spores
 - As a reaction to seeing a creature with dormant spores die, you may cause it to explode in a puff of spores, as if it were a fungal zombie
 - As an action, you may choose one creature with dormant spores and assault the creature internally, no matter the distance between you as long as you're on the same plane of existence. The creature immediately takes 10d8 necrotic damage and gains 2 levels of exhaustion. If this damage kills the creature, it rises as a fungal zombie. Either way, after taking the damage, the spores are released from it.

- **Overload – Fungal Lord:**

- Min Constitution of 30
- Spore production save DC +6 (DNS)
- Compressed toxic spore attack base damage: 16d8 (DNS)
- While you are producing any kind of spores, you gain a +8 bonus to your AC (DNS)
- You may selectively choose what creatures are affected by your spore production
- As a reaction to a creature ending its turn within 5 ft of you, you may cause that creature to save against your Poisonous spores, your Choking spores, your Decaying spores, or your Spreading spores – suffering the normal effects on a failed save

107 – Summoning (Supportive):

“Call forth aid in an instant through special marks and arcane rituals”

Bonus Hit Points: 30 (50 – Druid, Wizard)

Starting Fame: +5

Starting Infamy: +0

Class: A

Strain: Sync

Element: Arcana

Type: Combat

• 1st Level – Call Allies:

- Min Intelligence and Wisdom of 20
- Proficiency in Nature, Arcana, and Animal Handling
- Natural +10 to Nature, Arcana, and Animal Handling
- As an action, you can set an invisible mark upon a willing creature you touch
 - While a creature has a mark upon it, you apply the following:
 - Both you and the marked creature can telepathically communicate with each other no matter the distance between you, even if you’re on different planes of existence
 - As an action, if the creature is willing, you may either teleport the creature to the closest unoccupied space to you or teleport yourself to the closest unoccupied space to the marked creature
 - Marks you’ve set persist even if you lose access to this Arte or you die; however, a marked creature may remove the mark itself at any time
 - You may maintain up to 10 separate marks at a time
- You can cast Conjure Celestial, Locate Animals and Plants, Conjure Animals, Conjure Minor Elementals, Conjure Woodland Beings, Conjure Elemental, Conjure Fey, Find Steed, Find Greater Steed, Infernal Calling, Summon Greater Demon, Summon Lesser Demons, Find Familiar, Drawmij’s Instant Summons, Find Vehicle, Unseen Servant, Summon Beast, Summon Fey, Summon Shadowspawn, Summon Undead, Summon Aberration, Summon Construct,

Summon Elemental, Summon Celestial, Summon Fiend, Speak with Animals, Speak with Plants, Comprehend Languages, Speak with Dead, Locate Creature, Create Undead, and Mordenkainen's Magnificent Mansion at will

- Use Intelligence or Wisdom as your spellcasting ability

- Whenever you summon a creature with a spell cast through this Arte, that creature gains temporary hit points equal to the total number of bonus hit points you receive from this Arte
- Whenever you cast a spell through this Arte with the effect of summoning creatures, double the spell's duration; additionally, if any creature summoned from the spell would turn hostile against you or your allies, it instead vanishes

- **2nd Level – Conjuring Expertise:**

- You can concentrate on up to 3 spells at a time
- You cannot unwillingly lose concentration on any spells you cast through this Arte
- You can now mark any object that weighs less than your 100 times your proficiency bonus lbs.
- As an action, you can swap positions with any creature of your size or smaller that you can see within 100 ft of yourself
- As a bonus action, you can conjure up to 5 small, non-magical objects you've seen before that each weigh no more than 10 lbs. Objects summoned in this manner glow faintly and disappear after 10 minutes
- Whenever you summon a creature with a spell you cast with through Arte, you may transfer your concentration of a spell you are concentrating on to that creature. If that creature dies, you may either take back concentration, transfer the concentration to another creature you summoned, or lose concentration
- You can cast Simulacrum and Clone at will
- Conjunction spells cast through this Arte are cast at least at 6th-level
- Whenever you cast *Summon Beast*, *Summon Fey*, *Summon Shadowspawn*, *Summon Undead*, *Summon Aberration*, *Summon Construct*, *Summon Elemental*, *Summon Celestial*, or *Summon Fiend* through this Arte, you do not need to provide material components

- **3rd Level – Grand Summon:**

- Min Charisma of 20
- Min Intelligence and Wisdom of 25
- Object conjunction weight limit: up to 20 lbs. (DNS)
- Object mark weight limit: 200 times your proficiency bonus lbs. (DNS)
- Conjunction spells cast through this Arte are cast at 9th-level
- Conjunction spells cast through this Arte have a casting time of 1 action

- You can perform a ritual over the course of 30-seconds in order to summon forth a magically created copy of a non-humanoid creature you've seen or studied previously
 - You must concentrate for the full length of the ritual to successfully summon a creature
 - The creature appears in an unoccupied space of your choice that you can see within 100 ft of yourself
 - While summoned in this manner, the creature is completely under your command
 - The summoned creature understands all languages you know, and you can communicate telepathically with it, issuing commands as a free action
 - You summon a generic instance of the creature with base statistics and no class features or the Spellcasting feature (unless it is the Innate Spellcasting feature)
 - The summoned creature cannot learn or grow stronger
 - The summoned creature lasts up to 5 hours, vanishing in a puff of clear smoke when the duration ends. You may also cause the creature to vanish early as a bonus action. Additionally, the creature also vanishes in this manner if it drops to 0 hit points, if this Arte is lost or suppressed, or if you die.
 - You have a CR pool equal to $25 * \text{your proficiency bonus}$. Whenever you summon a creature through this ritual, subtract its CR from your pool (subtracting 1 CR whenever you summon a creature of CR $\frac{1}{2}$ or below). Your pool refreshes upon completing a long rest

- **Overload – Legendary Summoning:**

- As part of an action in which you cast a Conjunction spell through this Arte, you may cast an additional Conjunction spell
- Whenever you summon this creature through this Arte, the creature gains additional temporary hit points equal to half your hit point maximum
- As an action, you are able to summon a magical duplicate of a humanoid you've studied for at least 2 hours before. They appear at whatever stage of the chosen person's life you wish and have those respective statistics. They have the same personality as the original humanoid but cannot learn or grow, making them unable to naturally get stronger. They appear in any unoccupied space you can see within 100 ft of you and are totally under your command which you can issue telepathically as free actions. When not being commanded, they act according to

their nature. A duplicate lasts 2 hours (even after you leave the Overload state), and vanishes in a cloud of sparkling smoke after the time limit expires

- If the magical duplicate is of a living humanoid, if the original humanoid dies while the duplicate is active and the humanoid is within 500 ft of the duplicate, their soul can move to that duplicate. After that, the duplicate becomes the real and true individual, physically returning to whatever stage of life you made the duplicate at while retaining any knowledge, proficiencies, and languages gained. The duplicate no longer has a time limit and you lose control over it.
- After using this ability, you cannot do so again for the next week, even if you leave and re-enter this Overload state

108 - Super Resilience (Physical):

“Become an invulnerable bastion of might stronger than all others”

Bonus Hit Points: 100 (150 - Barbarian)

Starting Fame: +5

Starting Infamy: +0

Class: A

Strain: Constant

Element: None

Type: Mixed

• 1st Level – Lordly Constitution:

- Min Constitution of 25
- Advantage on Constitution saving throws
- Proficiency in Constitution and Strength saving throws
- Natural +15 to Constitution saving throws and a +5 bonus to all other saving throws
- You gain immunity to poisons and disease
- You gain immunity to poison and necrotic damage
- You gain immunity to the poisoned and paralyzed conditions
- You gain 12d12 extra hit dice – applying all extra hit dice to your hit point maximum
- Whenever you receive magical healing, you receive the maximum amount of healing possible from that source
- When taking a long rest, you may choose to complete it after only 2 total hours of rest. If you do so, you cannot do so again for the next 1d4 days
- Upon gaining this level of the Super Resilience Arte for the first time, double your hit point maximum – ignoring any extra hit points from magical effects and Artes (including Bonus Hit Points). From now on, while you have this level of the Super Resilience Arte, whenever you gain a level in a class, double the total amount of hit points you gain from that level. Hit point maximum increases gained from this ability are retained even if you lose access to this Arte

- You can cast Regenerate, Cure Wounds, Resistance, Blade Ward, Mass Cure Wounds, and Heal at will
 - Use Constitution as your spellcasting ability

- **2nd Level – Impregnable Body:**

- You gain a +4 bonus to your AC
- You have advantage on all saving throws
- As a bonus action, you may expend and roll 1 hit die and heal triple the value rolled
- You gain another 12d12 hit dice – applying all extra hit dice to your hit point maximum (DNS)
- You may add your Constitution modifier to your AC, even if you are already adding it because of another source
- You are immune to effects, other than from Last Stands or your own Artes, that would reduce your hit point maximum
- Up to twice per long rest, you can complete a short rest after only 10 minutes. You may go beyond this limit by expending 5 hit dice each time beyond the 2nd short rest
- Whenever you take damage from any source, if the total damage you take (after applying modifiers) is 10 or less, negate it – taking 0 damage and ignoring any additional effects incurred by the source of the damage
- As an action, you can give yourself resistance to all damage (If you already have resistance to a damage type, quarter any damage you take of that type while this ability is active). For every total minute spent having resistance to all damage before completing a long rest, your Constitution modifier decreases by 1. While employing this ability, if your Constitution modifier ever reaches -5, this ability immediately ends and you cannot use it again until you complete a long rest; additionally, after completing a long rest your Constitution modifier returns to its original value
- You can cast False Life, Armor of Agathys, Protection from Energy, Stoneskin, Barkskin, Mage Armor, Protection from Ballistics, Shield, and Enhance Ability at will

- **3rd Level – Inhuman Toughness:**

- Min Constitution of 30
- You no longer need food, water, or air
- Negate total damage that is 20 or less (DNS)
- You gain *another* 12d12 hit dice – applying all extra hit dice to your hit point maximum (DNS)

- Whenever you gain temporary hit points from any source, double the total amount you gain
- As a reaction to failing a saving throw, you may expend and roll up to 2 hit dice, adding the total rolled to the save
- At the start of your turn, if you are dying, but not dead, you stabilize at 10 hit points (but you do not gain consciousness)
- As a reaction to taking damage, you can expend and roll up to 2 hit dice and reduce the total damage you take by double the total value rolled
- Whenever you hit with a melee weapon attack, you may expend and roll up to 3 hit dice and increase the total damage you deal by the total value rolled
- As an action, you can dispel any magical effect or supernatural effect of your choice afflicting you, so long as you are aware of the effect and aware enough to do so

- **Overload – Vivacity of Gods:**

- Negate total damage that is 40 or less (DNS)
- At the end of each round, you regain all expended hit dice
- You gain immunity to 3 different damage types of your choice, as a bonus action, you may change any of these 3 damage types to different damage types
- Upon entering this Arte's Overload state, immediately double your current and maximum hit points. After leaving Overload, your hit point maximum returns to the original value but your current hit points remains the same (up to your original hit point maximum)

109 - Super Speed (Enhancing):

“Move with the wind, with the wind, beyond the wind”

Bonus Hit Points: 45 (65 - Monk, Ranger, Rogue)

Starting Fame: +5

Starting Infamy: +0

Class: A

Strain: Gain

Element: Lightning

Type: Mixed

• 1st Level – Supreme Movement:

- Min Dexterity score of 25
- Proficiency in Dexterity saves
- Advantage on Dexterity saves
- Natural +10 to Dexterity saves
- Natural +10 to Acrobatics
- Your speed increases by 70 ft.
- You benefit from the *Evasion* feature
- Your horizontal jump distance is quadrupled
- You have a swim and climb speed equal to your walking speed
- You are proficient with all weapons that have the Finesse property
- You may take the Dodge, Dash, or Disengage action as a bonus action on your turn
- Whenever you take the Attack action on your turn, you may make 1 additional attack
- Whenever you take the Dodge action on your turn, you may also add your Dexterity modifier to your AC until the start of your next turn – even if you are already adding it
- If you move at least 50 ft straight towards a creature before attacking it, if your first melee weapon attack against it on the same turn hits, you may cause it to deal double damage

• 2nd Level – Rapid Assault:

- Natural +15 to Dexterity saves (DNS)
- You are immune to the effects of difficult terrain
- As a bonus action, you may make up to 2 attacks. These attacks are made at disadvantage
- Whenever you take the Attack action on your turn, you may make up to 3 additional attacks (DNS)
- You may ignore the Loading property on ranged weapons you are wielding that have it; additionally, once per turn, you may Reload a ranged weapon you are wielding that has that property as a free action
- As a reaction to getting targeted by an attack, spell, or otherwise harmful ability, if you can see or sense it, you may move up to a quarter of your speed (rounded down). This movement does not trigger attacks of opportunity. If, after moving, you are no longer in range of the attack/effect, you are no longer targeted by it
- You gain proficiency in unarmed strikes, and you use 1d8 as the base damage dice
 - You may use Dexterity in place of Strength for the attack and damage rolls of unarmed strikes

● 3rd Level – Speed Beyond Speed:

- Min Dexterity score of 30
- Natural +10 to initiative
- You have advantage on initiative rolls
- Your speed increases by 170 ft. (DNS)
- You may take up to two bonus actions a turn
- It only costs you 5 ft of movement to come up from prone
- Whenever you take the Attack action on your turn, you may make up to 5 additional attacks (DNS)
- While moving, you can move along vertical surfaces, up walls, and across liquid surfaces without falling during the move
- If you move straight towards a creature before attacking it, your first unarmed strike against that creature that turn deals extra lightning damage equal to half the number of feet you moved straight towards them

● Overload – Infinite Speed:

- You may take up to two actions a turn
- You may take up to two reactions a round
- You may take up to three bonus actions a turn (DNS)
- You may move beyond the limits of your speed at a cost of your life force, for every 1 ft you move beyond your speed (after applying any modifiers), you take an unavoidable, non-reducible 1 damage

110 - Super Strength (Physical):

"Wield your body's full physical potential"

Bonus Hit Points: 60 (80 - Barbarian, Fighter)

Starting Fame: +10

Starting Infamy: +0

Class: B

Strain: Gain

Element: None

Type: Mixed

• 1st Level – Super-Enhanced Physicality:

- Min Strength of 25
- Proficiency in Strength saves
- Advantage on Strength saves
- Natural +10 to Strength saves
- Natural +10 to Athletics
- Triple your carrying capacity
- You gain proficiency in all simple melee weapons
- Creatures have disadvantage on checks made to escape your grapple
- Whenever you successfully shove a creature, you may push it up to 20 ft away from you
- Pushing and pulling weight in excess of your carrying capacity doesn't reduce your speed
- Whenever you attempt to shove a creature, the target of your shove may be up to two sizes larger than you
- You ignore the Heavy property; additionally, you may treat all non-Heavy weapons as if they had the Light property
- Whenever you throw a weapon with the Thrown property, if you are using Strength for the attack and damage rolls, you may double the throw range
- Whenever you roll for damage with a melee or thrown weapon that deals bludgeoning or force damage, you may add double your Strength modifier to the damage (instead of just your Strength modifier)

- You gain proficiency in unarmed strikes and improvised weapons; additionally, you may use 2d12 as the base damage dice for your unarmed strikes and improvised weapons when using Strength for the attack and damage rolls
- You may ignore the Two-Handed property of weapons; additionally, when wielding a weapon with the Versatile property, you always use the two-handed damage die as the base and roll the damage die twice when wielding it with two hands.

- **2nd Level – Crushing Might:**

- Min Constitution of 20
- Proficiency in Constitution saves
- Advantage on Constitution saves
- Natural +10 to Constitution saves
- While you aren't wearing armor, you may add your Strength modifier to your total AC score
- At the start of your turn, you may cause any creature you have grappled to take 1d12 bludgeoning damage
- You have advantage on checks made to attempt a grapple, maintain a grapple, avoid a grapple, and escape a grapple
- Whenever you damage a construct or nonmagical object with a melee attack or thrown weapon, you may double the total damage dealt
- You use 4d12 as the base damage dice of your unarmed strikes and improvised weapons when using Strength for attack and damage rolls (DNS)
- Whenever you hit a creature with a melee weapon attack or unarmed strike that deals bludgeoning or force damage, you may force the targeted creature to make a Strength saving throw (DC = 10 + your proficiency bonus + your Strength modifier). On a failed save, the creature is pushed back up to 40 ft away from you

- **3rd Level – Ultimate Strength:**

- Min Strength of 30
- Natural +15 to Athletics (DNS)
- Natural +5 to all attack rolls and damage rolls
- +5 bonus to all ability checks that use Strength
- Triple your total jump distance
- Your carrying capacity is quintupled (DNS)
- You may treat Heavy weapons as if they had the Light property
- Whenever you damage a construct or nonmagical object with a melee attack or thrown weapon, you may triple the total damage dealt (DNS)
- When making an attack roll with an unarmed strike or improvised weapon that deals bludgeoning damage, you score a critical hit on a natural 17, 18 and 19

- Whenever you hit a creature with an unarmed strike or improvised weapon while using Strength for the attack and damage rolls, you may double the total damage dealt
- Whenever you roll for damage with a melee or thrown weapon that deals bludgeoning or force damage, you may add triple your Strength modifier to the damage (instead of just your Strength modifier) (DNS)

- **Overload – Strength of God:**

- Min Constitution of 25
- Natural +15 to all attack rolls and damage rolls
- You may treat all melee weapons as if they had the Thrown (30/60) property
- Whenever you successfully shove a creature, you may both push it away from you and knock it prone
- Whenever you hit a creature with a melee or thrown weapon that deals bludgeoning or force damage while using Strength for the attack and damage rolls, you may double the total damage dealt

111 – Support (Supportive):

“Aid your allies as an angelic force of boosting blessings and magical boons”

Bonus Hit Points: 20 (40 – Bard, Cleric, Paladin)

Starting Fame: +5

Starting Infamy: +0

Class: F

Strain: Sync

Element: Arcana/Soul

Type: Combat

• 1st Level – Mighty Assistance:

- You produce a constant aura of supportive energy that boosts friendly creatures around you
 - The aura spreads out to a 10 ft radius, centered on you and is only active while you are alive and conscious
 - Friendly creatures other than you within the aura have the following benefits:
 - At the start of the creature’s turn, if it has at least 1 hit point, it regains 15 hit points
 - The creature gains a bonus equal to your proficiency bonus to all attack rolls, damage rolls, and saving throws made while within the aura
 - The aura also offers a degree of protection which extends to all friendly creatures, including yourself
 - Benefitting creatures within the aura have resistance to one damage type of your choice. As a bonus action, you may change the damage type resistance this aura offers
 - Benefitting creatures within the aura receive a +1 bonus to their AC and all saving throws made while within the aura

- You can apply specially designed boosts to other creatures by drawing on your power. You have a special form of energy expressed in Support Units that designate the strength of the boosts you can apply
 - You have 50 Support Units and regain all expended Support Units upon completing a long rest
 - As an action, you can touch a creature and expend any amount of Support Units to create a boost by choosing effects from the list below and subtracting the listed amount of Support Units from your supply. Some effects have a singular cost associated while other effects are divided into degrees of potency with varying associated bonuses – each with its own cost. Unless otherwise stated, each effect can only be applied once at a time
 - **AC Bonus:** Offers a flat bonus to the creature's total AC
 - **Minor (5 Units):** +3
 - **Moderate (10 Units):** +6
 - **Major (15 Units):** +9
 - **Additional Damage:** Whenever the creature deals damage, it may choose to increase the damage dealt by the specified roll amount
 - **Minor (4 Units):** 2d4
 - **Moderate (8 Units):** 4d4
 - **Major (12 Units):** 6d4
 - **Attack Roll Advantage (5 Units):** The creature makes all attack rolls at advantage
 - **Attack Roll Bonus:** Offers a flat bonus to all attack rolls the creature makes
 - **Minor (2 Units):** +3
 - **Moderate (4 Units):** +6
 - **Major (6 Units):** +9
 - **Blindsight:** The creature gains Blindsight
 - **Minor (3 Units):** 20 ft
 - **Moderate (6 Units):** 40 ft
 - **Major (9 Units):** 60 ft
 - **Carrying Capacity Increase:** The creature's carrying capacity is increased
 - **Minor (2 Units):** Doubled
 - **Moderate (4 Units):** Tripled
 - **Major (6 Units):** Quadrupled
 - **Climb Speed (3 Units):** The creature gains climb speed equal to its walking speed

- **Condition Immunity:** This effect can be applied multiple times, choosing a different condition each time. The creature gains immunity to one of the conditions chosen from the following list
 - Blinded (3 Units)
 - Charmed (4 Units)
 - Deafened (3 Units)
 - Frightened (4 Units)
 - Paralyzed (6 Units)
 - Petrified (6 Units)
 - Exhaustion (10 Units)
 - Poisoned (2 Units)
 - Stunned (8 Units)
- **Damage Resistance (4 Units):** This effect can be applied multiple times, choosing a different damage type each time. The creature gains resistance to the chosen damage type
- **Damage Roll Bonus:** Offers a flat bonus to all damage rolls the creature makes
 - Minor (4 Units): +5
 - Moderate (8 Units): +10
 - Major (12 Units): +15
- **Damage Immunity (10 Units):** This effect can be applied multiple times, choosing a different damage type each time. The creature gains immunity to the chosen damage type
- **Darkvision:** The creature gains Darkvision
 - Minor (1 Unit): 100 ft
 - Moderate (2 Units): 200 ft
 - Major (3 Units): 300 ft
- **Difficult Terrain Immunity (6 Units):** The creature ignores the effects of difficult terrain
- **Extra Action (45 Units):** The creature may take an additional action on its turn.
- **Extra Attack:** Whenever the creature takes the Attack action on its turn, it may make a specified amount of additional attacks
 - Minor (10 Units): 1 additional attack
 - Moderate (20 Units): 2 additional attacks
 - Major (30 Units): 3 additional attacks
- **Extra Bonus Action (20 Units):** The creature may take an additional bonus action on its turn

- **Extra Reaction (15 Units):** The creature may make an additional reaction during a round
- **Fly Speed (6 Units):** The creature gains fly speed equal to its walking speed
- **Increased Ability Score Modifier:** This effect can be applied multiple times, choosing a different ability score modifier each time. Offers a flat bonus to the chosen ability score modifier
 - **Minor (8 Units):** +2
 - **Moderate (16 Units):** +4
 - **Major (24 Units):** +6
- **Increased Proficiency Bonus:** Offers a flat bonus to the creature's proficiency bonus
 - **Minor (10 Units):** +2
 - **Moderate (20 Units):** +4
 - **Major (30 Units):** +6
- **Initiative Bonus:** Offers a flat bonus to the creature's initiative modifier
 - **Minor (1 Units):** +5
 - **Moderate (2 Units):** +10
 - **Major (3 Units):** +15
- **Invisibility (12 Units):** The creature and objects worn or carried by the creature turn invisible
- **Magic Resistance (15 Units):** The creature makes all saving throws against spells and other such magical effects at advantage; additionally, they gain resistance to damage dealt by them
- **Regeneration:** At the start of each of the creature's turns, if it has at least 1 hit point, it regains the specified amount of hit points
 - **Minor (5 Units):** 10 hit points
 - **Moderate (10 Units):** 20 hit points
 - **Major (15 Units):** 30 hit points
- **Saving Throw Advantage (10 Units):** The creature makes all saving throws at advantage
- **Saving Throw Bonus:** Offers a flat bonus to all saving throws the creature makes
 - **Minor (4 Units):** +3
 - **Moderate (8 Units):** +6
 - **Major (12 Units):** +9
- **Size Increase (8 Units):** The creature's size increases by one category

- **Skill Advantage (5 Units):** The creature makes all skill checks at advantage
 - **Skill Bonus:** Offers a flat bonus to all skill checks the creature makes
 - **Minor (2 Units):** +3
 - **Moderate (4 Units):** +6
 - **Major (6 Units):** +9
 - **Speed Increase:** Offers a flat bonus to the creature's speed
 - **Minor (5 Units):** 30 ft
 - **Moderate (10 Units):** 60 ft
 - **Major (15 Units):** 90 ft
 - **Spell Immunity:** The creature gains immunity to all harmful effects sourced from spells of the specified level and below
 - **Minor (10 Units):** 3rd-level
 - **Moderate (20 Units):** 6th-level
 - **Major (30 Units):** 9th-level
 - **Spell Save DC:** Offers a flat bonus to all of the creature's spell save DC's, if any
 - **Minor (6 Units):** +2
 - **Moderate (12 Units):** +4
 - **Major (18 Units):** +6
 - **Swim Speed (4 Units):** The creature gains swim speed equal to its walking speed
 - **Telepathy (2 Units):** The creature can telepathically communicate with any other creature it can see. It does not need to share a language with a target for the target to understand it, the target only needs to know at least one language. Additionally, this telepathy does not give the target the ability to respond
 - **Truesight:** The creature gains Truesight
 - **Minor (5 Units):** 30 ft
 - **Moderate (10 Units):** 60 ft
 - **Major (15 Units):** 90 ft
 - **Waterbreathing (2 Units):** The creature can breathe underwater
 - As a baseline, your boosts last 6 seconds (end of your next turn); however, when expending Support Units to create and apply a boost, you may also expend additional Units to lengthen the time the boost lasts. It costs 5 units to add 1 minute, and you may only increase boost times in increments of 1 minute at a time

- Alternatively, when you would apply a boost, you may instead expend Support Units to refresh expended uses of a class or race feature the creature possesses.
 - Other than spell slots, if uses of the feature are regained upon completing a short rest, you may refresh 1 expended use (or unit in the case of features like Ki) for every 1 spent Support Unit
 - Other than hit dice and spell slots, if uses of the feature are not regained until completing a long rest, you may refresh 1 expended use (or unit) for every 10 spent Support Units
 - No matter the creature's class, if the creature has spell slots, you may refresh them at a rate of 1 Support Unit per spell slot level
 - No matter the creature's class, you may refresh hit dice at a rate of 1 expended hit die for every 5 spent Support Units
- You can cast Blade Ward, True Strike, Resistance, Guidance, Mending, Disguise Self, Feather Fall, Heroism, Jump, Longstrider, Calm Emotions, Enhance Ability, See Invisibility, Invisibility, Nondetection, Comprehend Languages, Tongues, Freedom of Movement, Greater Invisibility, Lesser Restoration, Greater Restoration, Darkvision, Water Walk, Water Breathing, True Seeing, Bless, Aid, Protection from Evil and Good, Protection from Poison, Sanctuary, Shield of Faith, Warding Bond, Beacon of Hope, Protection from Energy, Pass Without Trace, Barkskin, Stoneskin, Intellect Fortress, Aura of Vitality, Circle of Power, Beast Sense, Blink, False Life, Mage Armor, Shield, Alter Self, Blur, Levitate, Spider Climb, Mirror Image, Haste, Globe of Invulnerability, Animal Friendship, Death Ward, and Heroes' Feast at will
 - Use your highest ability score as your spellcasting ability
- Spells cast through this Arte are cast at least at 6th-level

- **2nd Level – Expanded Assistance:**

- Aura radius: 30 ft (DNS)
- Maximum support units: 100 (DNS)
- You can give boosts out to a range of up to 30 ft
- Whenever you apply boosts, you may target up to two different creatures in range, each one gaining the same boost while you only expend support units as if you were boosting one
- Your aura benefits are enhanced as follows:
 - At the start of the creature's turn, if it has at least 1 hit point, it regains 30 hit points (DNS)
 - The creature gains a bonus equal to your proficiency bonus + 2 to all attack rolls, damage rolls, and saving throws made while within the aura (DNS)

- You can cast Fly, Clone, Simulacrum, Telepathy, Simulacrum, Glibness, Holy Aura, and Mind Blank at will
- Spells cast through this Arte are cast at least at 9th-level
- Double the range of your spells you cast through this Arte

- **3rd Level – Blessings of Gods:**

- Aura radius: 60 ft (DNS)
- Maximum support units: 200 (DNS)
- Whenever you apply boosts, you may target up to four different creatures in range, each one gaining the same boost while you only expend support units as if you were boosting one (DNS)
- You can concentrate on up to 5 spells at a time
- You cannot unwillingly lose concentration on spells you cast
- As a reaction to seeing a creature under the effects of one of your boosts drop to 0 hit points, you can drop to 0 hit points instead, fully healing the targeted creature and ending the related boost
- As an action, you can touch a creature and cure it of any disease, poison, curse, temporary madness, or an effect causing it to be afflicted by the paralyzed condition, the petrified condition, the stunned condition, the charmed condition, or the frightened condition.
- Your aura benefits are enhanced as follows:
 - At the start of the creature's turn, if it has at least 1 hit point, it regains 45 hit points (DNS)
 - The creature gains a bonus equal to your proficiency bonus + 4 to all attack rolls, damage rolls, and saving throws made while within the aura (DNS)
- You can cast Healing Word, Healing Spirit, Cure Wounds, Lesser Restoration, Greater Restoration, Regenerate, Mass Cure Wounds, Mass Healing Word, Heal, and Foresight at will
- Triple the range of your spells you cast through this Arte (DNS)

- **Overload – Lionizing Power:**

- Aura radius: 100 ft (DNS)
- You can give boosts out to a range of up to 30 ft (DNS)
- Whenever you apply boosts, you may target up to eight different creatures in range, each one gaining the same boost while you only expend support units as if you were boosting one (DNS)
- You receive all benefits from your aura
- Upon entering this Overload state, you gain a temporary extra 400 Support Units that disappear once you exit this state

- After you apply a boost, while that boost is active, you all benefit from all of the applied effects; however, the same exact effect does not stack multiple times

112 – Suppression (Special):

“Stop the use of magic, healing, and even quintessence – taking power for yourself”

Bonus Hit Points: 30 (50 – Artificer, Monk, Warlock, Wizard)

Starting Fame: +0

Starting Infamy: +5

Class: A

Strain: Sync

Element: Arcana/Life

Type: Combat

• 1st Level – Antimagic Aura:

- Min Intelligence and Wisdom of 20
- Proficiency in Wisdom and Intelligence saving throws
- Proficiency in Arcana
- Natural +10 to Arcana
- You cannot be unwillingly tracked, viewed, or detected through Divination spells
- You have advantage on saving throws made against spells and other such magical effects; additionally, you have resistance to damage they deal
- You possess a suppressive aura surrounding you that blocks out the effects of magic and power
 - The aura extends out 30 ft centered on you; however, it must be activated as a bonus action to have any effect
 - You may deactivate your aura with another bonus action; additionally, your aura deactivates if you are incapacitated, fall unconscious, or die
 - While active, your aura has the following effects:
 - Spells, magic items, and other such magical effects lose their potency within the aura (causing spells to fizzle away, magical effects to end, and magic items to be nonfunctional); additionally, within the aura, spells cannot be cast nor can magic items be activated
 - The aura affects everything indiscriminately (including your own spells, magic items, and magical effects); however, whenever you cast

a spell or activate a magic item while the aura is active, you may expend 1 hit die for it to function normally – ignoring the effects of your aura

- Additionally, as a reaction to seeing a creature in your aura attempt to cast a spell or activate a magic item, you may expend 2 hit dice to allow that creature's spell or magic item to function normally
 - The aura not only suppresses magical energy, but it temporarily stores it. As a reaction to a spell with a casting time of 1 action fizzling within the aura, you may immediately cast that same spell at no cost – using either your Intelligence or Wisdom saving throw as your spellcasting ability. This casting ignores the suppressive effects of the aura; however, its target/center must be within the aura
 - As an action, you can amplify the effects of your aura to not only suppress magic, but Artes as well.
 - While amplified in this manner, Artes cannot be used, and anything directly sourced from Artes completely ceases to function.
 - This affects everything indiscriminately (including all your other Artes but excluding any instances of the **Suppression Major Arte**). While suppressed in this manner, the Arte is completely cut off from a creature – causing that creature to temporarily lose access to everything from the Arte including ability score increases and bonus hit points; however, once the suppression ends, a creature returns to its original hit point value and then re-applies any damage taken since then
 - At the start of each of your turns, while amplifying your aura, you must expend 1 hit die to keep it maintained or else the amplification ceases, and you lose the ability to amplify your aura until you complete a long rest
 - You may end the amplification as a bonus action; the amplification also ends if your aura deactivates
 - You can cast Counterspell, Dispel Magic, Detect Magic, Protection from Energy, Arcane Eye, Circle of Power, Absorb Elements, See Invisibility, and Antimagic Field at will
 - Use either Intelligence or Wisdom as your spellcasting ability
 - Whenever you cast *Counterspell* or *Dispel Magic* through this Arte, it is cast at 6th-level
- **2nd Level – Antilife Aura:**

- Your aura now extends out up to 60 ft (DNS)
- Whenever you activate your suppressive aura, you may now choose for it to suppress magic, life, or both
 - While suppressing life, your aura applies the following effects:
 - Upon activating the life suppression aura, choose up to 2 different creature types. While the aura is active, creatures of the chosen types cannot willingly enter your aura; additionally, creatures of the chosen types that are already within your aura are restrained until the aura deactivates (even affecting you if applicable).
 - The aura causes all magical or supernatural healing targeting any creature (including you) within the aura to fail
 - This includes regenerative effects that automatically apply to creatures such as from the **Regeneration** Arte
 - Whenever you hit a creature within your aura with an attack, you may cause that creature to take an additional 3d8 necrotic damage
 - Similarly to when your aura suppresses magic, the healing energy expended whenever healing fails within your aura is temporarily stored. As a reaction to any such healing effect failing within your aura, you may immediately regain hit points equal to the number of hit points that would have been recovered
 - You can cast Vampiric Touch, Cure Wounds, Inflict Wounds, Magic Circle, Antilife Shell, Heal, Harm, and Life Transference at will

- **3rd Level – Arte Suppressor:**

- You gain 30 ft of Truesight
- Your aura now extends out up to 90 ft (DNS)
- As an action, you can attempt to completely disable the Major Artes of a creature you can see within 250 ft of yourself.
 - The targeted creature makes a Charisma saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$)
 - If the creature has more than 1 Major Arte, it makes the save at advantage (regardless of the levels it has the Major Artes at)
 - For each level of Major Arte the creature has, it gains a +1 bonus to the saving throw
 - If the creature is amped, it gains a +5 bonus to the saving throw
 - On a failed saving throw, all the creature's Major Artes become suppressed (as if through your amplified suppression aura) for the next minute. During this time, you gain all the benefits of a random one of the creature's Major Artes as if you had it

- You gain all benefits from the Major Arte (including bonus hit points, proficiencies, ability score increases, etc.) as if you were the targeted creature (meaning if the Arte offers a benefit wholly unique to the creature – such as **Grand Artifact** – you gain the exact same benefit the original creature possess)
- Major Arte benefits you gain this way are not affected by amps, last stands, or other effects that amplify the effects of Artes; however, in the same strain, so long as you have access to the **Suppression** Major Arte, you cannot lose the benefits of the Major Arte for the duration
- After successfully suppressing a creature's Major Artes in this manner, it costs 3 hit dice to use this ability again. Additionally, each successful suppression through this ability now also causes you to gain 1 level of exhaustion. This cooldown period resets upon completing a short or long rest
- When you cast *Counterspell* or *Dispel Magic* using this Arte it is at 8th-level (DNS)

- **Overload – Absolute Suppression:**

- Min Intelligence and Wisdom of 25
- Your aura extends out up to 200 ft (DNS)
- You may ignore the magic suppression and life suppression of your aura without expending hit dice
- After successfully disabling a creature's Major Artes, you gain the benefits of all their Major Artes for the duration
- As part of a single action, you may attempt to disable the Major Artes of up to 3 different creatures you can see within range. No matter how many of the creatures fail the saving throw, doing so only counts as up to 1 successful suppress when concerning hit die cost and exhaustion gain

113 – Swordsmanship (Combative):

“Manifest your power through a masterful display of the art of the blade”

Bonus Hit Points: 70 (90 – Fighter, Monk, Ranger, Rogue)

Starting Fame: +10

Starting Infamy: +0

Class: C

Strain: Gain

Element: None

Type: Combat

• 1st Level – Journeyman of the Sword:

- You gain proficiency in daggers, shortswords, longswords, greatswords, scimitars, and rapiers; additionally, whenever you attack with one, you may use both your Strength and Dexterity for the attack and damage rolls
- You benefit from the following fighting styles: *Dueling*, *Great Weapon Fighting*, and *Two-Weapon Fighting*
- While wielding a dagger, shortsword, longsword, greatsword, scimitar, or rapier, your AC is increased by 2
- You may add your Strength modifier to your initiative roll (on top of any other bonuses and your Dexterity modifier)
- You gain a +5 bonus to all attack rolls you make with daggers, shortswords, longswords, greatswords, scimitars, and rapiers
- Your weapon attacks using daggers, shortswords, longswords, greatswords, scimitars, and rapiers have their damage increased by 2 damage dice
- When making an attack roll with a dagger, shortsword, longsword, greatsword, scimitar, or rapier, you score a critical hit on a natural 18 and 19
- While wielding a dagger, shortsword, longsword, greatsword, scimitar, or rapier, as a reaction to being targeted by a weapon attack, you may perform a special defensive flourish depending on the weapon so long as you’re aware of the attacker
 - **Dagger:** If the attack was a ranged weapon attack you may deflect the missile, taking no damage from the initial missile’s strike

- **Shortsword:** If the attack was a melee weapon attack, you may partially deflect the damage with your own swift strike. Make a melee weapon attack with the shortsword, reduce the damage you take from the melee weapon attack targeting you by the damage of your strike. If it is reduced to 0, deal the rest of the damage to the opponent if they are in range
- **Longsword:** If the attack was a melee weapon attack, you may entirely deflect the attack with a mighty parry, taking no damage from the weapon
- **Greatsword:** Using the heavy blade as a guard, increase your AC by 10 against the attack and any others until the end of that attacker's turn
- **Scimitar:** With a swift flourish, you move guided by your blade. Immediately move up to half your walking speed – this movement does not invoke opportunity attacks
- **Rapier:** If the attack was a melee weapon attack, you take advantage of openings in the enemy stance to quickly make an attack. Before taking any damage from the attack, make one melee weapon attack with the rapier, dealing your damage before the enemy hits with their own attack
- While wielding a dagger, shortsword, longsword, greatsword, scimitar, or rapier, as an action, you can perform one of the following special blade arts:
 - **Twin-Slash:** If the weapon deals slashing damage, make a melee weapon attack against the target. If the attack hits, deal additional damage equal to half the damage (rounding up) the initial attack dealt. You may then make additional attacks equal to the number of extra attacks you have per Attack action without adding the extra damage
 - **Multi-Pierce:** If the weapon deals piercing damage, make a number of attack rolls equal to either your Strength modifier or your Dexterity modifier (whichever is higher). For each hit, deal 1d8 piercing damage and increase all damage the target takes from you by 5 until the end of your next turn
 - **Helm Splitter:** If the weapon is a longsword or greatsword, make a melee weapon attack against the target. If the attack hits, the target must make a Strength saving throw ($DC = 10 + \text{your Strength modifier} + \text{your Dexterity modifier} + \text{your proficiency bonus}$). On a failed save, the targeted creature takes damage from your weapon, falls prone, and has their AC reduced by 5 for the next minute. On a success, they only take damage from the weapon
 - **Fatal Strike:** If the weapon deals piercing damage, make a weapon attack against a prone creature within 10 ft (not gaining advantage from the creature being prone). On a hit, triple the damage of the weapon and stun the creature until the end of their next turn
 - **Shockwave:** If the weapon deals slashing damage, make a ranged weapon attack against a creature you can see within a 30 ft line as you run your

blade along the ground, creating a small wave of energy and dealing the standard damage of the weapon as either slashing or force damage

- **Defensive Duel:** Make a melee weapon attack against one creature, dealing the weapon's normal damage, then increase your AC by half the damage dealt (rounding up) until the start of your next turn
- **Dancing Blade:** If the weapon is a dagger, shortsword, scimitar, or rapier, make a melee weapon attack then move up to half your walking speed – without provoking opportunity attacks. You may then attack and move in this manner again up to 2 more times

- **2nd Level – Spellsword:**

- You may use a dagger, shortsword, longsword, greatsword, scimitar, or rapier as your spellcasting focus
- Your attacks with daggers, shortswords, longswords, greatswords, scimitars, and rapiers count as magical
- You gain proficiency in hunting knives and combat knives and may use either of them for any of your abilities that call for daggers, shortswords, or rapiers
- You gain proficiency in gunblades and may use them for your abilities that call for daggers, shortswords, longswords, greatswords, scimitars, or rapiers as appropriate (treating great gunblades as greatswords, long gunblades as longwords, and short gunblades as shortswords)
- Whenever you make a melee weapon attack with a dagger, shortsword, longsword, greatsword, scimitar, or rapier you may temporarily enchant the blade with elemental energy, changing the damage type to either fire, cold, lightning, necrotic, or radiant damage for that attack
- As a reaction, you can infuse your sword with anti-magical energy in order to slice through an offensive spell targeting you or a creature within 5 of you. If you are aware of the spell, the spell has a visible, damaging effect, and you are wielding a dagger, shortsword, longsword, greatsword, scimitar, or rapier, you may make a melee weapon attack. Reduce the damage of the spell by the damage of your attack (min 0). If the spell has multiple targets and the damage you dealt is at least the double the damage of the spell, that spell completely fizzles, dealing no damage to any other creatures
- You can perform a 1-minute ritual wherein you stay in contact with a dagger, shortsword, longsword, greatsword, scimitar, or rapier and concentrate to place an invisible seal upon the weapon. While the seal persists, as a bonus action, you may either telekinetically move the weapon up to 30 ft and make an attack with it (you must be able to see the weapon and the intended target to do so) or you may teleport the weapon into your hands no matter the distance, so long you are on the same plane as the weapon. You may have up to 5 different seals set at a time. A seal

fades if the weapon is destroyed; additionally, you may remove a seal from a weapon you touch at any time (no action required). Finally, if you die, all active seals immediately fade

- You can cast Mending, Blade Ward, Blade Barrier, True Strike, Cloud of Daggers, Heat Metal, Mordenkainen's Sword, Shadow Blade, Shield of Faith, Spiritual Weapon, Zephyr Strike, Flame Blade, Haste, Telekinesis, Locate Object, Compelled Duel, Sword Burst, Booming Blade, Green-Flame Blade, Sword Burst, Searing Smite, Thunderous Smite, Wrathful Smite, Branding Smite, Holy Weapon, Magic Weapon, Blinding Smite, Elemental Weapon, Arcane Weapon, Staggering Smite, Banishing Smite, Destructive Wave, and Shield at will
 - Use both Strength and Dexterity combined as your spellcasting ability modifier

- **3rd Level – Grandmaster of the Sword:**

- Min Strength and Dexterity of 20
- While wielding a dagger, shortsword, longsword, greatsword, scimitar, or rapier, your AC is increased by 5 (DNS)
- You gain a +10 bonus to all attack rolls made with daggers, shortswords, longswords, greatswords, scimitars, and rapiers (DNS)
- Your weapon attacks using daggers, shortswords, longswords, greatswords, scimitars, and rapiers have their damage increased by 3 damage dice (DNS)
- While wielding a greatsword, you may ignore its Heavy and Two-Handed properties
- While wielding a longsword or rapier, you may treat it as if it had the Light property
- While wielding a dagger, shortsword, longsword, greatsword, scimitar, or rapier, you gain resistance to all damage
- Triple the normal and long throwing ranges of daggers you wield; additionally, once per turn, whenever you make an attack in which you throw a dagger, you may draw the dagger as part of the attack
- While wielding a dagger, shortsword, longsword, greatsword, scimitar, or rapier, as an action, you can perform one of the following ultimate blade techniques – specific to the weapon. You may use each of the ultimate blade techniques a number of times equal to your proficiency bonus, regaining expended uses upon completing a long rest
 - **Dagger:** In a flash of steel, you stab swift and true. Make a number of melee weapon attacks equal to your Dexterity modifier, dealing damage as normal for each attack. If you successfully hit with all of the attacks, you may make an additional number of attacks equal to your Strength modifier
 - **Shortsword:** Striking with deadly accuracy, you aim to directly shatter your opponent's guard. Make a melee weapon attack roll against one creature.

On a hit, deal damage as normal then reduce the target's AC by half the damage you dealt (rounding up) for the next minute. If the target's AC is reduced to 0, they are stunned until the end of their next turn as well. If you use this technique on a creature with 0 AC, rather than reduce their AC, deal triple damage instead

- **Longsword:** With a single slash, you unleash a destructive swath of energy, splitting everything in a line before you. Roll damage for your longsword. All creatures within a 100 ft line must make a Dexterity saving throw (DC = $10 + \text{your Strength modifier} + \text{your Dexterity modifier} + \text{your proficiency bonus}$). On a success, they avoid the strike, taking no damage. On a failure, they take double damage, bypassing resistance to slashing damage. This technique deals triple damage to nonmagical objects not being worn or carried.
- **Greatsword:** With your full might, you unleash the absolute power behind the weight of your greatsword. Make a melee weapon attack with a -20 penalty to hit against one creature. On a hit, deal double damage, stun the creature until the start of their next turn, and deal normal damage against all other enemy creatures within 10 feet of the target. On a miss, you may choose to destroy the ground beneath the target as long as the target is not underwater, in the air, or in a situation where the ground (or whatever is being considered the ground) simply cannot be destroyed/damaged. Roll damage then quadruple it. If you deal 100 damage or more, the ground in the 10-foot radius centered on the target is either destroyed, severely cracked, or greatly compressed up to 20 ft downwards (depending on the type of ground beneath the target). That area becomes difficult terrain, all creatures other than you in the area fall prone, and you may immediately make a normal melee weapon attack against your original target.
- **Scimitar:** Through mastery of the speed behind the blade, you strike and move with incredible nimbleness. You may make as many melee weapon attacks as you would if you took the Attack action; however, these attacks are all made at disadvantage. Between each attack, you may move up to double your walking speed without provoking opportunity attacks. After all attacks are completed, you may immediately move back to your original target without provoking opportunity attacks and make one final melee attack, this attack is instead made at advantage.
- **Rapier:** Through an artful fusion of defense and offense, you wield the rapier to its full potential. Choose a creature within 30 ft. For the next minute, whenever that creature attempts to make a weapon attack, you may immediately move up to half your walking speed (rounding up) – ending your move in a space at least 5 feet closer to the creature; then, if you are in

melee range, you may make a melee weapon attack at advantage against the creature. On a hit, deal normal damage and you may choose to either change the target of the creature's weapon attack to yourself or reduce the damage of the creature's weapon attack by half the damage you dealt (rounding up). All of this is done without expending your reaction for the round.

- You can cast Blade of Disaster at will

- **Overload – God-Dwelling Sword:**

- Your weapon attacks using daggers, shortswords, longswords, greatswords, scimitars, and rapiers have their damage increased by 5 damage dice (DNS)
- While wielding a dagger, shortsword, longsword, greatsword, scimitar, or rapier, you gain immunity to all damage sourced from weapons
- Whenever you hit a creature with an attack using a dagger, shortsword, longsword, greatsword, scimitar, or rapier, you may cause that creature to take double damage
- When you take the Attack action on your turn, if you are only wielding daggers, shortswords, longswords, greatswords, scimitars, and/or rapier and no other weapons, make 5 additional attacks. These additional attacks must be made with daggers, shortswords, longswords, greatswords, scimitars, and/or rapiers

114 – Technomancy (Elemental):

“Employ a mastery over the supernatural manipulation of modern technology”

Bonus Hit Points: 60 (80 – Artificer, Cleric, Warlock, Wizard)

Starting Fame: +0

Starting Infamy: +0

Class: E

Strain: Manipulation

Element: Lightning

Type: Utility

• 1st Level – Techno Manipulation:

- Min Intelligence of 20
- Immunity to lightning damage
- Whenever you would take lightning damage, as a reaction, you may transfer the damage to another creature you can see within 60 ft
- Proficiency with longarms and sidearms
- Proficiency and expertise in hacking and modeling tools
- You have advantage on all checks made to use tools you are proficient in
- You have advantage on checks made to dismantle, assemble, or repair objects
- You have advantage on Intelligence-based checks made to accomplish challenging technological tasks
- Because of your expertise in the design of technology, you deal double damage to constructs and objects
- You may add your Intelligence modifier to the attack and damage rolls of ranged weapon attacks you make with sidearms or longarms
- Once per turn, you may make one ranged weapon attack with a sidearm or longarm you are in contact with as a free action. The target of the attack must be within the normal range of the weapon and the weapon must be loaded
- As an action, you can conjure an inanimate, inorganic object in your hand. This object can be no longer than 3 feet on any side and weigh no more than 10 pounds, and its form must that of a nonmagical object that you have seen previously. The object disappears if you use this feature again.

- You have the ability to acutely manipulate technology remotely
 - You can sense any form of mechanical technology as well as electrical current within 500 ft of yourself
 - As a bonus action, you may analyze technology you can sense, gaining knowledge concerning its function, how it can be manipulated, whether it is currently powered or not, whether it is currently in use or not, and the current repair state of the technology
 - As an action, you may manipulate a piece of non-magical technology you can see within 100 ft in any way you could normally use the technology as if you were in contact with it; alternatively, you can turn the technology on or off
 - If your technology manipulation would result in a creature having to make a saving throw, your DC is equal to 10 + your proficiency bonus + your Intelligence modifier
 - If your technology manipulation would result in you having to make an attack or damage roll, use your Intelligence modifier as the bonus, additionally, you count as proficient
 - If your technology manipulation would result in you having to make an ability check, use Intelligence and add your proficiency bonus
 - While manipulating the technology, you have blindsight out in a 40-foot radius centered on the tech
 - If the technology is already in use by another creature, you and that creature make an Intelligence contest, with the winner maintaining control
 - If you are manipulating a computer or other form of hardware containing software, you may access and control the software as if you had admin-level permissions. During your manipulation, the user information becomes scattered, conferring a -30 penalty to any check made to track you during the browsing and once you conclude the manipulating, your activity is erased from the system logs
 - You can cast On/Off, Infallible Relay, Remote Access, Arcane Hacking, Digital Phantom, Haywire, Invisibility to Cameras, Knock, Arcane Lock, Heat Metal, Alarm, Locate Object, Fabricate, Animate Objects, Lightning Lure, Pyrotechnics, Protection from Ballistics, Conjure Knowbot, Synchronicity, System Backdoor, Commune with City, and Shutdown at will
 - Use Intelligence as your spellcasting ability modifier
-
- 2nd Level – Cyber Flow:

- Technology Sensing Range: 5000 ft (DNS)
- Technology Manipulation Range: 1000 ft (DNS)
- Technology Manipulation DC increased by 3 (DNS)
- Immunity to ballistic damage
- As part of a single action, you can manipulate up to 3 different pieces of technology at once
- As part of a single bonus action, you can analyze up to 3 different pieces of technology at once
- You can now manipulate any technology you have analyzed while it is within range, even if you cannot see it
- Natural +5 to attack and damage rolls, as well as ability checks you make as a result of technological manipulation
- After completing a 1-minute ritual wherein you hold a piece of electronic/mechanical technology that is Small or smaller (such as a phone, a sidearm, a laptop, a speaker, etc.), you can integrate that technology into your form. This piece of technology fuses into your body. While in your body, it cannot be damaged or destroyed while you are above 0 hit points, you have advantage on any checks made to use them, you count as proficient with them, you may use the object telepathically/telekinetically, the object always counts as fully powered, and you may hide or reveal the object as a bonus action. You may remove the integrated object from your body as an action. Finally, if you die, all integrated objects fall out of your body, appearing in unoccupied spaces within 5 feet of your body

• 3rd Level – Technological Link:

- Technology Sensing Range: 10000 ft (DNS)
- Technology Manipulation Range: 5000 ft (DNS)
- Technology Manipulation DC increased by 6 (DNS)
- You are always under the effect of the *Synchronicity* spell
- As part of a single action, you can manipulate up to 9 different pieces of technology at once (DNS)
- As part of a single bonus action, you can analyze up to 9 different pieces of technology at once (DNS)
- Once per turn, you may make a ranged weapon attack with all sidearms or longarms you can sense as a free action. Targets must be within the weapons' normal range and each weapon must be loaded (DNS)
- As a bonus action, you can cause a piece of technology you can see to totally cease functioning for all creatures other than you – this includes everything from the basic mechanisms that allow a gun to fire to the complex structures behind the total functioning of a vehicle. Until you return its function as a bonus action, become incapacitated, start your turn further than 1000 ft from it, or die, the

technology cannot be used by anyone other than you. When taking this bonus action, you may designate a number of creatures up to your Intelligence modifier that can still employ the technology normally

- Spells you cast through this arte are cast at 9th-level

- **Overload – Technomastery:**

- Min Intelligence of 25
- Technology Sensing Range: 20000 ft (DNS)
- Technology Manipulation Range: 10000 ft (DNS)
- Technology Manipulation DC increased by 9 (DNS)
- As soon as a piece of technology enters your sensing range, you may analyze it without needing to use a bonus action

115 – Telekinesis (Enhancing):

“Manipulate all with but the power of your mind”

Bonus Hit Points: 40 (60 – Artificer, Fighter, Warlock, Wizard)

Starting Fame: +5

Starting Infamy: +0

Class: D

Strain: Manipulation

Element: Reality

Type: Utility

• 1st Level – Mind Movement:

- Min Intelligence score of 20
- Proficiency in Intelligence saving throws
- Natural +5 to Intelligence saving throws
- You gain 50 ft of fly speed
- Immunity to psychic damage
- As a bonus action, you can create a telekinetic bubble around you to protect yourself from harm. Until the start of your next turn, when you are targeted by a melee attack, you gain a +5 bonus to your AC; additionally, when you are targeted by a ranged attack that employs missiles/projectiles that are within your telekinetic weight limit, the projectile is halted up to 5 feet away from you and reflected directly back at the attacker, dealing half the damage it would've dealt to you. While focusing on this telekinetic bubble, you cannot concentrate on spells, and you must make concentration checks in a similar fashion if you were concentrating on a spell (not gaining any benefits from being unable to unwillingly lose concentration).
- As an action, you can move physical objects and creatures you can see within 200 feet, employing rules as described in the *Manipulation Module*
 - Targeted objects and creatures must weigh less than 20 times your Intelligence score
 - Additionally, you cannot target ethereal/incorporeal creatures such as *Ghosts* or *Air Elementals*

- Unwilling creatures make an Intelligence saving throw (DC = 10 + your proficiency bonus + your Intelligence modifier). On a failed save, you successfully pick the creature up in a telekinetic grip and can freely move them. While within your telekinetic grasp, the creature is restrained and may use its action to repeat the saving throw, escaping your grip on a success
 - You can only manipulate one creature at a time but an unlimited number of objects so long as the total weight doesn't exceed your capacity (counting all objects the creature is wearing and carrying against the capacity)
 - While you have a creature in your telekinetic grasp, whenever you take damage, you must make an Intelligence saving throw (DC = 10 or half the damage taken; whichever is higher). On a failed saving throw, you lose grasp of a random creature in your telekinetic grasp
- If you target an object being worn or carried, the creature wearing/carrying it may make a Strength saving throw (DC = 10 + your proficiency bonus + your Intelligence modifier) to retain control over the object. On a successful save, the creature prevents you from successfully forming your telekinetic grasp on the object
 - If you target a worn object that cannot be easily removed from a creature, you must instead target the entire creature into your telekinetic grasp
- When manipulating a creature or object through your telekinetic grasp, you are bound by the limits of the creature/object's physical form when it comes to moving them (for example, you cannot stretch a creature's limb beyond its physical limits without first breaking the bones or amputating the limb)
- While you have a weapon in your telekinetic grasp, you count as proficient with it, and it deals an extra 2d8 of the weapon's damage type. Whenever you take the Attack action on your turn, you may make one additional attack with each weapon you have in your telekinetic grasp.
- You can cast Mage Hand, Bigby's Hand, Levitate, Telekinesis, Catapult, Hold Person, and Hold Monster at will
 - Use Intelligence as your spellcasting ability modifier
- Whenever you cast the *Mage Hand* cantrip or the *Bigby's Hand* spell through this Arte, you can make the hands invisible
- **2nd Level – Manipulate Forces:**

 - You gain 100 ft of fly speed (DNS)

- Double capacity for telekinetic grasp (DNS)
- 4d8 extra weapon damage with telekinetic grip (DNS)
- You may have up to 2 creatures in your telekinetic grasp, so long as your max capacity isn't exceeded
- The weight of the first creature and objects it is wearing/carrying you have in your telekinetic grasp doesn't count against your telekinetic capacity
- As an action, you can use your telekinesis to acutely manipulate sound waves, heat, water, and wind you can see, feel, or hear within 200 feet, employing rules as described in the *Manipulation Module*
 - If your manipulation results in a creature having to make a saving throw, the DC = $10 + \text{your proficiency bonus} + \text{your Intelligence modifier}$
- You can cast Control Wind, Control Water, Move Earth, Control Flames, Mold Earth, Shape Water, Pyrotechnics, On/Off, Skywrite, and Gust at will

- **3rd Level – Greater Kinesis:**

- Min Intelligence of 25
- Advantage on Intelligence saving throws
- Telekinesis range: 600 feet (DNS)
- You gain 150 ft of fly speed (DNS)
- Triple capacity for telekinetic grasp (DNS)
- 6d8 extra weapon damage with telekinetic grasp (DNS)
- You may have an unlimited number of creatures in your telekinetic grasp, so long as your max capacity isn't exceeded
- As a bonus action, you can acutely alter the physical form of up to 2 nonmagical objects in your telekinetic grasp
 - When doing so, you can alter an object in any way that you could as if you were either holding it or using a tool set you are proficient in on it
- As a bonus action, you can exert a crushing force on any or all creatures and/or objects in your telekinetic grasp
 - A creature makes a Constitution saving throw (DC = $10 + \text{your proficiency bonus} + \text{your Intelligence modifier}$). On a failed save, the creature takes 8d10 force damage and is stunned until the start of their next turn. On a success, they take half as much and are not stunned
 - Not only does an object just take the full 8d10 force damage, but if it is a Small or smaller object, it takes double damage

- **Overload – Almighty Kinesis:**

- Telekinesis range: 1000 feet (DNS)
- Quintuple capacity for telekinetic grip (DNS)

- 10d8 extra weapon damage with telekinetic grip (DNS)
- The first 1000 lbs. of creatures and objects you have in your telekinetic grasp doesn't count against your telekinetic capacity

116 – Teleportation (Enhancing):

“Go anywhere you can imagine in the blink of an eye”

Bonus Hit Points: 25 (45 – Monk, Rogue, Warlock, Wizard)

Starting Fame: +5

Starting Infamy: +0

Class: C

Strain: Manipulation

Element: Reality

Type: Utility

• 1st Level – Transmission:

- As a bonus action, you can instantly teleport to any unoccupied space you can see within 600 ft of yourself
- After teleporting any distance on your turn, the next melee weapon attack you make is made with advantage and deals an extra 4d6 damage
- As an action, you can touch a creature or object and immediately teleport it to an unoccupied space that you can see within 100 ft of yourself. If you target a creature, you must make a melee attack roll to successfully touch with proficiency using either your Strength or your Dexterity modifier (your choice) for the attack roll bonus. A creature may choose to be touched without you having to roll
- As an action, you can touch an object and leave an invisible sigil on it
 - After performing a 12-second ritual of focus (during which you must concentrate as if you were concentrating on a spell), you can home in on one of the sigils, no matter the distance (if you are on the same plane of existence as it), and instantly teleport to the closest unoccupied space to it
 - You may maintain up to 30 sigils at a time
 - A sigil can only be removed by an effect or ability that directly removes the influence of Arte use from an object or in an area (such as the **Suppression Major Arte**); additionally, all sigils fade at the end of the 5th consecutive day that you are dead
 - As a bonus action, you may touch an object bearing one of your sigils and remove the sigil

- **2nd Level - Transference:**

- 8d6 extra damage on your next melee attack after teleporting (DNS)
- You are now able to leave your invisible teleportation sigil on creatures, using the same rules as if you were touching it to teleport it. Unlike your other sigils, any sigil left on a creature automatically fades after 5 days
- Whenever you take the Attack action on your turn, you may make 1 additional attack for each individual time you teleport that turn. You may move, take a bonus action, and/or teleport through an active ability between attacks
- Whenever you use your bonus action to teleport through this Arte, you may teleport up to 2 times. When doing so, you do not have to teleport consecutively, you may move, perform actions, etc. between each teleportation (DNS)
- Whenever you use any ability afforded to you by this ability to teleport yourself, you may choose a number of willing creatures that you can see within 20 ft of you equal to double your proficiency bonus and have them teleport with you. Each chosen creature appears in a random unoccupied space close to your own
- You possess a spatial anomaly tied to your soul that takes the form of a 1000 x 1000 x 1000 ft cuboid demiplane
 - As an action, you can teleport into the demiplane, appearing in the closest unoccupied space to the center of the demiplane. With a subsequent action, you may teleport back to your previous plane, appearing in the closest unoccupied space to where you were previously inhabiting
 - You always know what is within the demiplane at all times
 - As a reaction to being targeted by or being within the area-of-effect of an attack, spell, or otherwise harmful effect, you may temporarily warp parts of your body into your demiplane, avoiding any harm (damage and any other negative effects) from that attack, spell, or harmful effect as it phases right through you
 - As an action, you can teleport an object that isn't being worn or carried and weighs no more than double your carrying capacity you touch into your demiplane that. While you have at least one object within your demiplane, as an action, you may teleport the object from your demiplane to any unoccupied space you can see within 100 ft of yourself
 - If you die, all objects in your demiplane appear in random unoccupied spaces within 50 ft of where you died
- You can cast Teleport, Thunder Step, Scatter, Far Step, Misty Step, Blink, Arcane Gate, Teleportation Circle, and Plane Shift at will
 - Use your highest ability score as your spellcasting ability
- Whenever you cast the *Teleport* spell through this Arte, you may ignore and reroll Mishaps, causing no damage to be taken

- **3rd Level – Super Traveler:**

- Instant teleportation range: 3000 feet (DNS)
- 12d6 extra damage on your next melee attack after teleporting (DNS)
- Whenever you use your bonus action to teleport through this Arte, you may teleport up to 4 times. (DNS)
- As an action, you can touch a creature or object and immediately teleport it to an unoccupied space that you can see within 200 ft of yourself. (DNS)
- Whenever you use your action to touch a creature and teleport it, you may force that creature to make a Dexterity saving throw (DC = 10 + your proficiency bonus + your highest ability score modifier). On a failed save, instead of teleporting it normally, you instead draw that creature in and send it to your demiplane – causing it to appear in the closest unoccupied space to the center of your demiplane. On a successful save, you still teleport the creature as normal
 - A willing creature may intentionally fail the saving throw
 - While within this demiplane, the creature does not have any direct channels of escape; however, it does not age, nor does it need food, water, or sleep while within it. Additionally, if the creature has any spells or abilities that allow it to cross or escape planes, those still function as normal within the demiplane.
 - If you die, all creatures within your demiplane are immediately shunted out and appear in random unoccupied spaces within 50 ft of where you died
- Whenever you teleport another creature or object through an ability afforded by this Arte, you may give them momentum in a direction of your choice. After teleporting, the targeted creature/object immediately moves up to 100 ft in the direction you chose, stopping if it is destroyed or unable to move any further. If it collides with another creature or object, it deals damage dependent upon its size. If the moving creature/object collides with a creature or object of equal or greater size, the moving creature/object takes damage equal to half the damage it deals; if the creature or object collides with a creature or object of greater size, the moving creature/object stops in the closest unoccupied space to the creature/object it collided with. Otherwise, it continues moving, taking everything it collided with along with it.
 - Tiny: 1d6
 - Small: 2d6
 - Medium: 6d6
 - Large: 12d6
 - Huge: 24d6
 - Gargantuan: 36d6

- A creature that would be hit by the moving creature/object makes a Dexterity saving throw ($DC = 10 + \text{your proficiency bonus} + \text{your highest ability score modifier}$). On a failed save, the creature is struck by the moving creature/object, resulting in the effects as described above. Otherwise, on a successful save, the creature moves out of the way into the closest unoccupied space out of the moving creature/object's trajectory

- **Overload – Ultimate Warp:**

- Whenever you use your bonus action to teleport through this Arte, you may teleport up to 8 times (DNS)
- The advantage and extra damage received from teleporting now extends to ranged attacks
- You no longer need to complete your 12-second ritual in order to teleport to one of your set sigils, you may now do so as a bonus action

117 – Tempor (Special):

“Control temporal energy and manipulate the flow of objects and creatures in the eternal continuum”

Bonus Hit Points: 20 (40 – Cleric, Sorcerer, Wizard)

Starting Fame: +0

Starting Infamy: +0

Class: S

Strain: Emission

Element: Reality

Type: Combat

• 1st Level – Temporal Energy:

- You cannot be unwillingly magically or supernaturally aged
- You always know the exact time in relation to your location so long as you’re on the Material Plane
- You have a special energy flowing through you called Temporal Energy which you can employ for a variety of effects
 - You have a maximum of 10 units of Temporal Energy
 - If any of your Temporal Energy techniques cause a creature to make a saving throw, the DC = 10 + your proficiency bonus + your highest ability score modifier
 - You regain a quarter of your expended Temporal Energy units upon completing a short rest and all your expended Temporal Energy units upon completing a long rest
 - As a bonus action, you may convert your vital energy into units of Temporal Energy. When doing so, reduce your maximum hit points (reducing your current hit points to your new maximum if it would be above your new maximum) and gain 1 unit of energy for every reduction of 10 hit points. You revert to your original maximum hit points after successfully completing a long rest
 - You may spend units to do the following:

- As a free action, on your turn, you may convert units into additional actions as you hasten your form. For every 5 units spent, gain an extra action for that turn only; alternatively, for every 2 units spent, gain an extra bonus action for that turn only. This extra action can only be used to take the Attack (one attack only), Dash, Disengage, Hide, or Use an Object action
- As a free action, when you take the Attack action on your turn, you may convert units into additional attacks as you hasten your strikes. For every 2 units spent, make an additional attack for that Attack action only
- As a bonus action, on your turn, you may spend 2 units to double your speed until the end of your turn
- As a free action, on your turn, you may spend 1 unit to teleport up to 20 ft to an unoccupied space you can see as you blink through time
- As an action, you may spend 2 units to cast either the *Haste* spell or the *Slow* spell at no other cost. When cast in this manner, *Haste* lasts 1 hour, doesn't require concentration, and doesn't leave the creature swept with lethargy when the spell ends; *Slow* uses your Temporal Energy DC, lasts 1 hour, doesn't require concentration, and a creature under the effect of the spell has disadvantage on the saving throw to escape its effects. You may still end either of these spells early; however, they do not end if you are incapacitated or die.
- As a bonus action, you may spend 1 unit to slow your perception of time to an absolute crawl, increase your reactivity and perceptive abilities. For the next minute, your AC is increased by 5, you have advantage on all attack rolls, you have advantage on visual Perception checks, you have advantage on Dexterity saving throws, you benefit from the *Evasion* feature, you receive a +10 bonus to visual Perception checks as well as attack rolls, and you cannot be surprised
- As an action, you may spend 3 units to rid yourself of all negative effects (including damage taken, spell effects, Arte suppression, etc.) from one ability, spell, or attack that targeted you within the last minute. After you rid yourself of it, you cannot do so again for that specific ability, spell, or attack as it essentially never happened to you
- Whenever you make a weapon attack or unarmed strike, you may spend 1 unit to hasten its speed, increasing its power whilst making

it more difficult to dodge. The attack gains a +10 bonus to the attack and damage roll and a targeted creature cannot use a reaction in response to it, nor does it benefit against the Dodge action against it

- As a reaction to another creature you can see within 100 ft of yourself making a weapon attack or unarmed strike, you may expend 2 units and apply this hastening effect to their attack
- As a bonus action, you may spend units to freeze an object or creature you can see within 100 ft in time
 - It costs 1 unit to freeze a Small or smaller object
 - 2 units to freeze a Medium object
 - 3 units to freeze a Large object
 - 4 units to freeze a Huge object
 - 5 units to freeze a Gargantuan object
 - An object stays frozen for up to 1 minute (or shorter if you either end it early as a free action or die) and, during this time: time does not pass for the object, the object cannot move or be moved by any creature other than you, and the object cannot be damaged or destroyed
 - In order to freeze a creature, it costs 8 units, no matter the size of the creature and the creature must fail a saving throw using an ability score of your choice (if the creature succeeds, the units are not spent, but the creature is immune to future freezing attempts for the next 24 hours)
 - A creature frozen in time stays frozen for up to 1 minute (or shorter if you either end it early as a free action or die) and, during this time: time does not pass for the creature, the creature cannot move or be moved by any creature other than you, the creature cannot be harmed or die, and any effects on the creature are temporarily halted (including spell effects, poisons, diseases, etc.)

- **2nd Level – Thief of Ages:**

- You have a maximum of 30 units of Temporal Energy (DNS)
- While you have at least 10 units of Temporal Energy, you can see very slightly into the future, enough to allow you to dodge threats. You cannot be surprised, your AC is increased by 4, and you may take the Dodge action as a bonus action

- As an action, you may absorb the time contained within the corpse of a creature that died no longer than 1 hour ago. When you do so, the corpse immediately deteriorates into dust, and you permanently increase your maximum units of Temporal Energy by 10% of the years the creature lived before it died (minimum of 1)
- You may now use units of Temporal Energy to do the following:
 - As an action, you may spend units to permanently alter the age of a willing creature you touch (including yourself). For every unit spent, you may either increase or decrease (minimum of 1 year old) the physical age of the creature by 1 year. After you alter the age of a creature, that creature is immune to this feature for the next week and, no matter what, you can only alter the age of a creature other than yourself a total maximum of 20 years
 - After using a feature with limited uses per rest period (spell slots, Ki, various Arte abilities) – apart from features afforded to you by the **Tempor** Arte you may expend 5 units to immediately refresh one use of that feature; alternatively, after using a feature that is limited to use once per turn, you may expend 5 units to immediately refresh use of that feature
 - As an action, you can peer slightly into the future, spending 4 units to cast the *Augury* spell at no other cost. When cast this way, you may ask about an action to be taken within 1 hour (rather than 30 minutes) and you ignore the cumulative chance of getting a random answer

- **3rd Level – Forward Flow:**

- At the start of your turn, if you have 0 units of Temporal Energy, you regain 4 units of Temporal Energy
- You may now use units of Temporal Energy to do the following:
 - You can manifest and fire bolts of pure temporal energy to rapidly age a target. You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 100 ft. You are proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is necrotic, its damage dice 10d10, and it ignores resistance to necrotic damage. Whenever you make this attack, you must expend 6 units of temporal energy
 - If the target is a Small or smaller nonmagical object that isn't being worn or carried, it immediately turns to dust on a hit; a larger nonmagical object that isn't being worn or carried instead has a 2-foot-radius sphere of it turned to dust
 - If the target is a creature, the first time it is hit by one of these bolts on a turn, it must succeed on a Constitution saving throw or be

supernaturally aged by 2d10 years and gain 1 level of exhaustion. If the creature would be aged beyond its race's natural lifespan, it isn't aged and instead gains 4 levels of exhaustion

- As a bonus action, you can spend 5 units to activate an automatic protective aura around yourself that stops spells, ranged weapons, and other such targeted ranged effects. Until the start of your next turn, any such targeted ranged effect that relies on some form of missile, bolt, bullet, explosive, etc. that flies within 20 ft of you immediately stops in place. At the start of your next turn you may either allow the ranged effect to continue movement in the same direction (missing you if you are no longer in the same space), send each back at the one who originated it – automatically hitting and dealing the damage it would've done/conferring whatever effects it would've, or simply cause everything that was stopped to fizz into nothing or fall harmlessly to the ground (depending on whether or not it was physical)

- **Overload – Temporal Ultra-Efficiency:**

- Whenever you spend units of Temporal Energy on your techniques, 1 expended unit counts as 2
- At the start of your turn, if you are below 50% of your Temporal Energy maximum, immediately gain enough units to return to 50% capacity

118 - Total Weapon Mastery (Combative):

"Become a master of all forms of weaponry and decimate on the battlefield"

Bonus Hit Points: 60 (100 - Barbarian, Fighter, Ranger)

Starting Fame: +10

Starting Infamy: +5

Class: C

Strain: Constant

Element: None

Type: Combat

• 1st Level – Combat Master:

- You have proficiency in all armor and shields
- You may take the Dodge or Disengage action as a bonus action
- Whenever you deal damage with a weapon you are proficient in, you may deal an extra 2d8 damage
- As a bonus action, you may make up to 2 weapon attacks. These weapon attacks are made at disadvantage
- While wearing armor, you gain a bonus to your AC equal to half your proficiency bonus (rounded down)
- While wielding a weapon you have proficiency in, you may ignore the Loading property if it the weapon has it
- Once per turn, you may reload a weapon you are wielding that has the Reload property as a free action as long as reloading the weapon normally takes no longer than one action
- Whenever you take the Attack action on your turn, you may make 1 additional attack; this attack must be made with a weapon you have proficiency in, or it must be an unarmed strike
- Whenever you take the Attack action on your turn, if you hit with all the attacks you make, you may move up to half your speed after attacking. This movement does not trigger opportunity attacks
- Whenever you attack with a weapon you have proficiency in, you may add your proficiency bonus twice (instead of once) when calculating your attack roll bonus;

additionally, you may add your proficiency bonus when calculating your damage roll bonus

- You have proficiency in all simple and martial weapons as well as unarmed strikes and improvised weapon; additionally, you may use 4d12 as the base damage dice for any weapon you are proficient in; finally, you may use 2d12 as the base damage dice for improvised weapons and unarmed strikes

- **2nd Level – Veteran Combatant:**

- Min Strength, Dexterity, and Constitution of 20
- You gain a +5 bonus to your AC
- No attack roll has advantage against you while you are conscious
- You gain a +3 bonus to all attack and damage rolls made with weapons you have proficiency in
- Whenever you deal damage with a weapon you are proficient in, you may deal an extra 4d8 damage (DNS)
- When making an attack roll with a weapon you have proficiency in, you score a critical hit on a natural 16, 17, 18, and 19
- Whenever you take the Attack action on your turn, you may make 2 additional attacks; these attacks must be made with weapons you have proficiency in or unarmed strikes (DNS)
- Whenever you take the Attack action on your turn, you both stow and draw a weapon as an extra free action made as part of each individual attack you make as part of the action
- You benefit from all the fighting styles (you do not benefit from a fighting style you already have from another source), including:
 - Archery
 - Defense
 - Dueling
 - Great Weapon Fighting
 - Protection
 - Two-Weapon Fighting
 - Blind Fighting (*Tasha's*)
 - Interception (*Tasha's*)
 - Thrown Weapon Fighting (*Tasha's*)
 - Superior Technique (*Tasha's*)
 - Close Quarters Shooter (*Light, Dark, Underdark! Unearthed Arcana*)
 - Tunnel Fighter (*Light, Dark, Underdark! Unearthed Arcana*)
 - Mariner (*Waterborne Adventures Unearthed Arcana*)

- **3rd Level – Mighty Warlord:**

- Min Strength, Dexterity, and Constitution of 25
- Your speed increases by 30 ft
- Reduce all damage you take by 10
- You gain a +10 bonus to your AC (DNS)
- You cannot be killed outright by massive damage
- At the start of your turn, if you have at least 1 hit point, you regain 10 hit points
- You gain resistance to bludgeoning, piercing, and slashing damage dealt by weapons and unarmed strikes
- Whenever you attack with a weapon you have proficiency in, if it lacks the Heavy property, you may treat it as if it had the Thrown (60/120) property
- Whenever you take the Attack action on your turn, you may make 3 additional attacks; these attacks must be made with weapons you have proficiency in or unarmed strikes (DNS)

- **Overload – Paragon of War:**

- You gain resistance to all damage (DNS)
- Reduce all damage you take by 20 (DNS)
- Whenever you deal damage with a weapon you are proficient in, you may deal an extra 6d8 damage (DNS)
- Whenever you deal damage with a weapon you are proficient in, you may double the total damage dealt (DNS)

119 – Toxins (Elemental):

“Secrete toxic liquids from your pores, bringing a poisonous doom to any before you”

Bonus Hit Points: 30 (50 – Druid, Ranger, Rogue, Warlock)

Starting Fame: +0

Starting Infamy: +10

Class: C

Strain: Emission

Element: Water/Life

Type: Combat

• 1st Level – Toxic Pores:

- Min Constitution of 20
- You gain immunity to the poisoned condition
- You gain immunity to poisons and poison damage
- Whenever you would take poison damage, you regain that many hit points instead
- As an action, you can produce an acute toxin from your skin. If a creature makes a saving throw against your toxin, the DC is $10 + \text{your proficiency bonus} + \text{your Constitution modifier}$. Your toxin deals $8d8$ poison damage.
 - When producing this toxin, choose one of the following: you can create a thin coating on your skin, produce enough toxin to fill a vial, or fire the toxin out as a ranged attack
 - If you coat your skin, for the next 10 minutes, whenever a creature touches you or hits you with a melee attack and you aren't completely covered, the creature must make a Constitution saving throw. On a failed save, the creature takes your full toxin damage and is poisoned for the next minute. After coating your skin in your toxins, you cannot do so again for 1 hour
 - If you fill a vial, you fill enough for up to 3 separate applications of the toxin. When a creature either consumes the toxin or is damaged by a weapon the toxin has been applied to, the creature makes a Constitution saving throw and, on a failed save, the creature takes your full toxin damage and is poisoned for the next minute. After

producing enough toxin to fill a vial, you cannot do so again until you complete a short or long rest

- If you fire the toxin as a ranged attack, you fire up to 2 blasts of toxins, each blast targeting a creature within 300 ft of yourself. For each blast, you add your proficiency bonus to the attack roll and use your Constitution modifier for the attack and damage rolls. On a hit, the creature takes half your toxin damage and is poisoned until the end of their next turn.
- You can cast Poison Spray, Stinking Cloud, Detect Poison and Disease, Cloudkill, Protection from Poison, and Contagion at will
 - Use Constitution as your spellcasting ability

- **2nd Level – Toxic Meltdown:**

- Toxin DC +4
- Toxin blast range: 900 ft (DNS)
- While you are coated in your toxin, your walking and swimming speed is doubled
- As part of one action wherein you fire blasts of toxin, you may fire up to 4 blasts of your toxin (DNS)
- You gain a new method of producing your toxin: a concentrated spray. As an action, you can spray out your toxin in a line or cone. When sprayed as a cone, it extends out 60 ft; otherwise, when sprayed out in a line, it extends out 120 ft. All creatures in your spray make Dexterity saving throws (Using your Toxin DC). On a failed save, the creature takes your full toxin damage and is poisoned until the end of their next turn; on a successful save, the creature only takes half as much and isn't poisoned
- Whenever you use your action to produce toxin in any manner except as a ranged blast, you may specialize the toxin, giving it a special effect, choosing from the following:
 - **Cytotoxin:** The toxin deals quarter damage, cures the target of any diseases, and, instead of poisoning a creature, cures the target of any poisoning
 - **Hemotoxin:** The toxin ignores resistance to poison damage and bypasses temporary hit points when dealing damage
 - **Mycotoxin:** The toxin ignores resistance to poison damage and, instead of poisoning a creature, reduces the creature's Strength and Dexterity scores by 4 each (to a minimum of 6) for the same amount of time
 - **Phototoxin:** The toxin ignores immunity to poison and poison damage and, instead of poisoning a creature, confers vulnerability to radiant damage for the same amount of time

- **Necrotoxin:** The toxin deals necrotic damage instead of poison damage and, instead of poisoning a creature, confers 1 level of exhaustion
- **Neurotoxin:** The toxin deals half damage, but a creature poisoned by this toxin is also paralyzed for the duration

- **3rd Level – System Shock:**

- Toxin DC +6 (DNS)
- Toxin damage: 16d8 (DNS)
- Toxin blast range: 2700 ft (DNS)
- Creatures have disadvantage on Constitution saving throws made against your toxins
- As part of one action wherein you fire blasts of toxin, you may fire up to 6 blasts of your toxin (DNS)
- Whenever you fill a vial with your toxin as an action, you produce enough for 5 applications; additionally, a creature poisoned in that way is poisoned for 1 hour; finally, you may fill up to two vials before needing to rest to fill more vials
- Whenever you produce toxin to fill a vial, instead of taking a single action, you may instead spend a full minute focusing to produce a super-concentrated toxin. A vial of this super-concentrated toxin is only enough for a single application. When a creature either consumes the toxin or is damaged by a weapon the toxin has been applied to, the creature must make a Constitution saving throw (Using your Toxin DC). On a failed save, the creature takes quadruple your toxin damage and is poisoned for the next week – while poisoned this way, magical healing has no effect on them. On a successful save, the creature still takes your regular toxin damage but isn't poisoned

- **Overload – Nocuous Production:**

- Toxin DC +10 (DNS)
- Toxin damage: 32d8 (DNS)
- Toxin blast range: 8100 ft (DNS)
- As part of one action wherein you fire blasts of toxin, you may fire up to 10 blasts of your toxin (DNS)
- You may now deal full toxin damage with your blasts of toxin
- Whenever you coat your skin with toxins, you may treat it as if you produced your super-concentrated toxin

120 – Undeath (Special):

“Live against the bounds of life and death, transcending the mortal plane”

Bonus Hit Points: 80 (100 – Cleric, Paladin, Rogue, Warlock)

Starting Fame: +5

Starting Infamy: +15

Class: C

Strain: Constant

Element: Dark/Life

Type: Mixed

• 1st Level – Dead Form:

- Min Constitution of 20
- Proficiency in Constitution saving throws
- Advantage on Constitution saving throws
- Immune to poisons, disease, and curses
- Immune to necrotic and poison damage
- Whenever you would take necrotic damage, you instead regain that many hit points
- Immune to the poisoned, charmed, and frightened conditions
- You can sense all undead within 1 mile of yourself
- Your corpse cannot be unwillingly risen as an undead
- You have proficiency in unarmed strikes; additionally, you may use 1d10 as the base damage dice
- At will, you may cease physically aging; additionally, you are immune to effects that would magically or supernaturally age you
- Whenever you hit a creature with an attack, you may cause that creature to take an additional 1d10 necrotic damage
- You don’t need to breathe, eat, drink, or sleep
 - You can benefit from a long rest by spending 6 hours doing light activity rather than sleeping
- When you die through any means other than old age, your body turns to dust and all equipment you were wearing or carrying vanishes. You are then subject to the following rules:

- When this happens, any lasting effects that would normally end early when you die continue to persist for their normal duration (persisting indefinitely if they have no otherwise stated duration); however, you stop concentrating
- Your spirit along with all equipment you were wearing and/or carrying rises in an empty, inaccessible demiplane bound to your soul and remains there until the next dawn
 - During this time, you are an incorporeal humanoid undead, you cannot cast spells, and you gain 30 ft of fly speed. As an action, you may perceive the world through the senses of any friendly living creature simply by speaking their name. You may return to using your own senses at any time (no action required). Additionally, you may telepathically communicate with any friendly living creature by speaking their name
 - The demiplane itself cannot be entered or exited by any other means and you cannot be the target of any effects, even if they cross other planes
 - While your spirit persists here, you do not age, and you cannot be harmed or die
 - A creature can target you with any spell or effect that would revive you just by speaking your name. They do not need access to your body nor are there time restrictions (though material components must still be expended as normal). If you are willing, the revival takes place, and your body immediately reforms along with all equipment you were or carrying. Your spirit then safely re-enters your body
- At the start of the next dawn, your body reforms along with all equipment you were wearing or carrying (with your spirit re-entering your body) in either the closest unoccupied space to a living friendly creature you name or the closest unoccupied space to where you died (your choice). When your body reforms, you are treated as though you completed a long rest
- You can cast Finger of Death, Cause Fear, Fear, Circle of Death, Detect Evil and Good, Protection from Evil and Good, Toll the Dead, Gentle Repose, Spare the Dying, Darkness, Summon Undead, Spirit Shroud, Spirit Guardians, Bane, False Life, Hex, Detect Evil and Good, Maddening Darkness, Banishment, Harm, Soul Cage, Raise Dead, Create Undead, and Danse Macabre at will
 - Use Constitution as your spellcasting ability
- **2nd Level – Power of Death:**
 - Min Constitution of 25

- You make death saving throws at advantage
- Whenever you hit a creature with an attack, you may cause that creature to take an additional 2d10 necrotic damage (DNS)
- After you successfully complete a long rest, if you are missing any body parts or organs, you regenerate them and the lost or detached body parts/organs crumble into dust
- When you hit 0 hit points, before you go unconscious, you may take one additional turn (still in initiative order). At the end of that turn, you then fall unconscious. Any damage taken before falling unconscious results in a death saving throw failure

- **3rd Level – Mastery Over Life and Death:**

- You gain 200 ft of Darkvision
- Whenever you hit a creature with an attack, you may cause that creature to take an additional 4d10 necrotic damage (DNS)
- So long as you are within 1 mile of a vital organ or body part (head, heart, etc.), you can survive without it
- Whenever you directly kill a creature with a damaging attack, spell, or otherwise harmful effect, you regain hit points equal to the damage you dealt to kill them
- You are immune to the immediate negative effects of exhaustion; however, you must still track your levels of exhaustion as you still die if you reach 6 levels of exhaustion
- As a reaction to seeing a creature within 300 ft of you die, you may reduce your hit point maximum by 20 points (if your hit point maximum ever reaches 0, you die) to revive that creature at 1 hit point. Your hit point maximum returns to normal upon completing a long rest.
- You can now survive without vital body parts and organs. While you can still be killed through other means (massive damage, spells, exhaustion, etc.), decapitation and other such means of vital organ loss cannot immediately kill you. You may still survive and even function normally without such parts; however, at the start of each of your turns, if you are ever further than 1 mile from any such missing part or such part is destroyed, you die. While within 1 mile of any of your missing body parts, if they are intact enough to function, you may still use them normally. You always know where these missing body parts are in relation to you and each missing body parts offers blindsight out 10 ft around it (unless the part allows for other means of sensing, such as eyes or ears) but is completely blind and deaf beyond that range.

- **Overload – The Everlasting:**

- Whenever you hit a creature with an attack, you may cause that creature to take an additional 8d10 necrotic damage (DNS)

- If you die while in the Overload state, you may immediately reform at full hit points in any unoccupied space within 300 ft of where you died (reforming in this manner does not confer the benefits of a long rest)
- Any spell you cast through this Arte is cast at 9th-level

121 – Vampirism (Special):

“As night’s thrall, you become a furious master of blood and the dead”

Bonus Hit Points: 70 (100 – Warlock)

Starting Fame: +5

Starting Infamy: +20

Class: C

Strain: Constant

Element: Dark

Type: Mixed

• 1st Level – Sanguine Curse:

- Min Strength, Dexterity, Constitution, and Charisma of 20
- You gain 60 ft of fly speed
- Immune to poisons, disease, and curses
- Immune to poison and necrotic damage
- Immune to the poisoned and charmed conditions
- You gain 1000 ft of Darkvision; additionally, your darkvision permeates magical darkness
- At will, you may cease physically aging; additionally, you are immune to effects that would magically or supernaturally age you
- After consuming a living creature’s blood or flesh, you learn the creature’s true name, age, and all their minor and major Artes; additionally, for the next 24 hours, you know the creature’s location if you’re on the same plane of existence
- You have proficiency in unarmed strikes; additionally, you may use 2d8 as the base damage dice and you may use your Dexterity modifier instead of Strength when calculating attack and damage roll bonuses
 - Whenever you make an unarmed strike, you may make it normally or you may make it as either a bite (if possible) or a slash – changing the damage type to piercing or slashing, respectively
- You can attempt to pass this Arte at 1st-level onto others through the passage of your blood or saliva. You are aware of whenever a creature either absorbs or ingests your blood/saliva. Whenever such happens or whenever you successfully deal

damage to a living creature with a bite, you may choose to attempt to pass this Arte down, afflicting the creature with a curse. You may not use this ability on constructs, elementals, oozes, or undead

- Upon first getting afflicted with this curse, at the end of each of the next 10 days, the creature makes a Constitution saving throw (DC = 10 + your proficiency bonus + your highest ability score modifier). The curse ends early if the creature gets 3 successes during this process
- At the end of the 10 days, if the creature did not get 3 total successes, the curse persists and advances. The creature then gains this Arte at 1st-level (even gaining ability score modifications and bonus hit points). As long as the creature has this curse, it is treated as though it has this Arte – using all standard rules (even allowing the creature to invest in gaining augmentations or higher levels of this Arte); however, the creature also becomes your loyal thrall
 - As your thrall, the creature is continually charmed by you (even ignoring immunity to the charmed condition) and you always know where the creature is – even if you are on separate planes of existence. While on the same plane of existence as a thrall, you may telepathically communicate with it no matter the distance
- Prior to the end of the 10 days, the curse can be removed by any means that normally cures curses; however, once those 10 days end, if the curse advances, it only ends through one of two means
 - If you die, all curses you set through this manner begin to fade and fully end after 24 hours. If you are revived before this 24-hour-period ends, the curse returns
 - You may perform a 1-hour ritual during which you drink at least 1 full cup's worth of the creature's blood. At the end of the ritual, the curse ends
- When an advanced curse ends, over the course of 5 minutes, the creature loses the level in the **Vampirism** Arte afforded by this ability (Retaining levels equal to the amount they directly invested after gaining it). Once the level is lost, the thrall ends; however, this process leaves the creature wracked with pain and weary, causing it to gain 2 levels of exhaustion that only end upon completing 2d4 long rests
- As a bonus action, you can transform into a bat, a swarm of bats, a rat, a swarm of rats, a wolf, a dire wolf, or vampiric mist (*Mordenkainen's*)
 - You may stay transformed for up to 1 hour; additionally, you may end the transformation early at any time (no action required). However, after the transformation ends through any means, no matter the form you took, you cannot transform again until you complete a short or long rest

- Your game statistics are replaced by the statistics of the creature, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them
- When you transform, you assume the creature's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. If the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious
- You can't cast spells; however, transforming doesn't break your concentration on a spell you've already cast, nor does it prevent you from taking actions that are part of a spell that you've already cast; additionally, your ability to speak or take any action that requires limbs is limited to the capabilities of your creature form
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.
- You transform into an average example of the creature without any class levels or the Spellcasting feature
- You can cast Vicious Mockery, Bane, Disguise Self, Dissonant Whispers, Silent Image, Unseen Servant, Blindness/Deafness, Enthrall, Detect Thoughts, Crown of Madness, Hold Person, Invisibility, See Invisibility, Suggestion, Dispel Magic, Glyph of Warding, Nondetection, Life Transference, Sending, Speak with Dead, Tongues, Spare the Dying, Thaumaturgy, Cause Fear, Command, Inflict Wounds, Gentle Repose, Animate Dead, Summon Beast, Spirit Shroud, Summon Shadowspawn, Summon Undead, Spider Climb, Remove Curse, Revivify, Charm Person, Fog Cloud, Speak with Animals, Shadow Blade, Darkvision, Darkness,

Hunter's Mark, Ray of Sickness, Sleep, Alter Self, Chill Touch, Hex, Ray of Enfeeblement, Fly, Vampiric Touch, Phantom Steed, Bestow Curse, and Fear at will

- Use Charisma as your spellcasting ability

- **2nd Level – Majordomo of the Dead:**

- Min Dexterity and Charisma of 25
- You can naturally sense all living and undead creatures within 200 ft of yourself
- Whenever you make an unarmed strike, you may add your Charisma modifier to the attack and damage roll bonuses
- Whenever you damage a creature with an attack or spell, you may cause that creature to take an additional 2d8 necrotic or poison damage (your choice)
- At the start of your turn, if you're at least above half your hit point maximum and haven't taken any radiant damage since the start of your last turn, you regain 15 hit points
- After consuming at least 1 cup's worth of a living creature's blood, you immediately regain hit points equal to a third of the creature's hit point maximum (rounded down)
- You no longer need to breathe or sleep
 - You can benefit from a long rest by spending 6 hours doing light activity rather than sleeping
- As a bonus action, you can issue a command to any undead you can see within 100 ft of yourself. The targeted undead doesn't have to understand you but must be able to hear you
 - The targeted undead makes a Charisma saving throw (DC = 10 + your proficiency bonus + your Charisma modifier). On a failed save, it is compelled to follow your command to the best of its abilities during its next turn
- You can cast Compulsion, Confusion, Greater Invisibility, Polymorph, Animate Objects, Dream, Geas, Charm Monster, Danse Macabre, Enervation, Hold Monster, Mislead, Modify Memory, Raise Dead, Banishment, Death Ward, Contagion, Insect Plague, Negative Energy Flood, Summon Aberration, Summon Fiend, Create Undead, Forbiddance, Harm, Shadow of Moil, Soul Cage, Blight, Antilife Shell, Circle of Death, Scrying, and Teleportation Circle at will
- Whenever you cast the *Vampiric Touch* spell through this Arte, it is cast at 6th-level

- **3rd Level – Macabre Maestro:**

- Min Strength and Constitution of 25

- If you die, your body does not rot, and you cannot be risen unwillingly by any means
- Whenever you directly kill a creature with an attack or spell, you gain temporary hit points equal to the total damage you dealt with the killing blow which last until you successfully complete a long rest
- You can cast Power Word Pain, Regenerate, Dominate Monster, Feeblemind, Antimagic Field, Finger of Death, Glibness, and Mind Blank at will
- Whenever you cast the *Vampiric Touch* spell through this Arte, it is cast at 9th level

- **Overload – Avatar of Night:**

- Whenever you damage a creature with an attack or spell, you may cause that creature to take an additional 6d8 necrotic or poison damage (your choice) (DNS)
- As an action, you can manifest a spectral duplicate of yourself formed from shadow.
 - The duplicate takes the appearance of a shadowy silhouette mimicking your overall appearance
 - This duplicate possesses all of your abilities and uses all of your statistics, with the following changes:
 - The duplicate's creature type becomes Elemental
 - The duplicate possesses none of your equipment
 - No matter your hit points at the time of forming the duplicate, it only has 1 hit point; additionally, no matter your AC, the duplicate only has 10 AC
 - The duplicate is purely shadow and possesses no organic aspects, as such it cannot use or benefit from spells, effects, or abilities that require them (such as **Vampirism**'s ability to pass the Arte down)
 - The duplicate cannot learn or grow stronger in any way
 - The duplicate gains 100 ft of fly speed
 - The duplicate gains immunity to the blinded, deafened, frightened, paralyzed, petrified conditions if you don't already have them; additionally, it cannot gain levels of exhaustion
 - In combat, duplicates act immediately after you in initiative, following your exact command. You can issue commands telepathically to your duplicates no matter the distance
 - You may have up to 3 duplicates active at one time
- You can cast Power Word Kill at will

122 – Vehicles (Special):

“Both create and master all forms of vehicular transport”

Bonus Hit Points: 50 (70 – Artificer)

Starting Fame: +5

Starting Infamy: +0

Class: D

Strain: Creation

Element: None

Type: Utility

• 1st Level – Vehicular Creation:

- Min Dexterity of 20
- Proficiency and Expertise in land, air, and water vehicles
- Advantage on any checks related to vehicles (modification, driving, repair, operation, etc.)
- As an action, you can materialize a spectral version of any vehicle you have seen before. The vehicle appears in an unoccupied space you can see within 200 ft of yourself and lasts until either destroyed or dispelled
 - The vehicle requires no fuel and functions at top performance at all times. It automatically controls its own functions which you can command telepathically. If your vehicle control results in a creature having to make a saving throw, the DC = 10 + your proficiency bonus + your Dexterity modifier
 - You may have up to 5 vehicles summoned at a time
 - No matter the materialized vehicle's form or size, it has an AC of 20 and 250 hit points
 - Additionally, the vehicle (being an object) is immune to all conditions; has immunity to psychic, radiant, poison, and necrotic damage; and reduced all nonmagical damage it takes by 20
 - If the vehicle would normally be able to move at speeds greater than 500 ft, while in combat, its maximum speed is limited to 500 ft (that becoming its combat speed)

- In combat, as a bonus action, you may issue a telepathic command to move each active vehicle up to a quarter of its combat speed. When vehicles are moved in this manner, they maintain acceleration so long as you issue the same command. On subsequent turns, if you use your bonus action to issue the command, the vehicle may move another cumulative quarter of its combat speed until reaching its maximum speed (either 500 ft or lower if the summoned vehicle has a lower top speed)
- When a vehicle is materialized through this ability, you may also give a degree of initial momentum, allowing it to enter reality moving at up to an eighth of its combat speed in a direction of your choice and start with that much cumulatively accelerated combat speed
- When materializing a vehicle, you may perform up to 3 different modifications to its base form. These modifications being anything one could do nonmagically to a vehicle including changing colors, changing appearance, changing size, adding new parts, etc. Any new parts added to a vehicle integrate functionally into the form and can be controlled as normal
- If a vehicle possesses any form of weaponry (be it because it comes equipped as a standard or because you added them during materialization), you may use an action to have all active vehicles fire their weaponry. When rolling, you add your proficiency bonus to the attack roll and you use your Dexterity modifier for the attack and damage rolls; additionally, any damage dealt by a weapon materialized in this manner deals force damage instead of the damage type it would normally deal. Finally, if the weaponry requires ammunition, it is supernaturally materialized at the time of firing and disappears after the attack ends, whether you hit or miss
- When moving, if a vehicle collides with a creature or object, it rams into it, dealing damage based on its current speed and its size
 - To calculate a vehicle's ramming damage, start with a base of 1d10 bludgeoning damage
 - Add 3d10 damage for size category above Small the vehicle is (e.g., a large vehicle would add 6d10 damage)
 - Add 3d10 damage for every 100 ft of speed the vehicle had at the time of impact (e.g., a vehicle moving at 250 ft speed would add 6d10 damage)
 - Add 1d10 for every 10 ft the vehicle moved straight towards the creature or object
 - The impacted creature then makes a Dexterity saving throw against your Vehicle Control DC. On a failed save, the creature takes the full damage, and the creature only takes half on a successful save

- When the vehicle impacts, if you can see the vehicle, as a reaction, you may have it explode instead. When the vehicle explodes, all creatures within 20 ft of it must make the saving throw; additionally, the damage is increased by another 3d10, and the damage type is changed to fire
- If the vehicle rams a creature or object either larger than it or within one size category of it, the vehicle stops and loses all acceleration
- You can cast Find Vehicle at will
 - Use Dexterity as your spellcasting ability
- Whenever you cast the *Find Vehicle* spell, it is cast at 9th-level

- **2nd Level – Advanced Vehicular Mastery:**

- Spectral Vehicles have an AC of 22 and 300 HP (DNS)
- You can maintain up to 7 Spectral Vehicles at a time (DNS)
- Whenever you make a vehicle-related check, you may double its total
- As part of a single action, you may materialize up to 2 spectral vehicles
- No matter its form, all spectral vehicles you materialize gain a climb, fly, and swim speed equal to its land speed if any of the aforementioned speeds would be lower or nonexistent
- Whenever you attack with the weapons of your spectral vehicles, you may add double your dexterity modifier to the attack and damage rolls (instead of just your dexterity modifier)

- **3rd Level – Absolute Vehicular Mastery:**

- Min Dexterity of 25
- You can maintain up to 10 Spectral Vehicles at a time (DNS)
- Spectral vehicles reduce all nonmagical damage taken by 40 (DNS)
- Whenever you make a vehicle-related check, you may triple its total (DNS)
- Spectral vehicles ignore difficult terrain
- Spectral vehicle weapons deal double damage
- As part of a single action, you may attack with all active spectral vehicles' weapons up to twice
- Spectral vehicles move at double their normal speed, doubling the maximum combat speed to 1000 ft as well

- **Overload – Grand Vehicle Manipulator:**

- Min Dexterity of 30
- Spectral Vehicles have AC of 25 and 450 HP (DNS)
- As part of a single action, you may materialize up to 3 spectral vehicles (DNS)

- If you roll a 15 or less on a roll for a vehicle-related check, you may choose to use 15 instead

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Demonic Power
Force
Hyperintellect
Illusion
Martial Mastery
Mind Control
Pantomime
Psycho Force
Somnus
Telekinesis

Artes That Grant Spells:

Acid Excretion
Aerokinesis
Alchemy

Amplified Magic
Animalism
Animation
Arachnid
Ballistician
Battery
Beast Command
Blood Magic
Bonds
Channel Darkness
Command Size
Computational Mind
Conversion
Copy
Creation
Decay
Delirium
Demonic Power
Dragon Breath
Emotional Manipulation
Enhanced Senses
Erudition
Explosions
Exorcism
Flight
Force
Freezing
Fusion
Gases
Gastronomy
Geokinesis
Gravity Manipulation
Heat Control
Hexes
Hive

Hydrokinesis
Hyperintellect
Illusion
Invisibility
Light Manipulation
Lightning Control
Limited Foresight
Metal Control
Mind Control
Mutation
Necromancy
Nuclear Force
Ocular Might
Pantomime
Particle Master
Passage
Plague Breath
Plant Control
Portals
Psycho Force
Puppeteering
Pyrokinesis
Recovery
Regeneration
Reflection
Rhetoric
Rejuvenation
Safety
Scanning Eyes
Sealing
Shape-Shifting
Shadow Arts
Slow Time
Solar Power
Somnus

Soul Consumption
Sound Command
Spatial Manipulation
Spell Augmentation
Spores
Summoning
Super Resilience
Support
Suppression
Swordsmanship
Technomancy
Telekinesis
Teleportation
Toxins
Undeath
Vampirism
Vehicles

Artes That Grant Truesight:

Amplified Magic
Demonic Power
Enhanced Senses
Illusion
Invisibility
Laser Vision
Light Manipulation
Ocular Might
Pantomime
Portals
Psycho Force
Scanning Eyes
Solar Power

Transformation Artes:

Animalism
Body Augmentation
Command Size
Conversion
Cyber
Division
Hive
Invisibility
Passage
Shape-Shifting

Gain Artes:

Avarice
Ballistician
Brawling
Compounding Power
Devour
Erudition
Flight
Grappling
Hyperintellect
Martial Mastery
Rising Rage
Safety
Shadow Arts
Super Speed
Super Strength

Swordsmanship

Manipulation Artes:

Aerokinesis
Alchemy
Alter Fate
Balance
Blood Control
Blood Magic
Decay
Emotional Manipulation
Force
Freezing
Geokinesis
Gravity Manipulation
Heat Control
Hydrokinesis
Light Manipulation
Lightning Control
Luck Manipulation
Metal Control
Particle Master
Plant Control
Pyrokinesis
Ossuary
Rejuvenation
Repeat
Slow Time
Spatial Manipulation
Spell Augmentation
Sound Command
Technomancy

Telekinesis Teleportation

Creation Artes:

Acid Excretion
Arcane Symbols
Chains
Copy
Creation
Fusion
Gases
Gastronomy
Gel
Grand Artifact
Illusion
Infuse
Portals
Soul-Bound Arsenal
Spores
Vehicles

Constant Artes:

Amplified Magic
Arachnid
Computational Mind
Demonic Power
Enhanced Senses
Limited Foresight
Ocular Might
Perfect Aim

Regeneration
Scanning Eyes
Solar Power
Spectral Other
Super Resilience
Total Weapon Mastery
Undeath
Vampirism

Sync Artes:

Amplification
Animation
Beast Command
Bonds
Delirium
Emotional Manipulation
Exorcism
Hexes
Karma
Mind Control
Mutation
Necromancy
Pantomime
Puppeteering
Recovery
Reflection
Rhetoric
Sealing
Somnus
Soul Consumption
Summoning
Support

Suppression

Emission Artes:

Battery
Channel Darkness
Dragon Breath
Explosions
Laser Vision
Nuclear Force
Plague Breath
Psycho Force
Spiritus
Tempor
Toxins

Non-Elemental Artes:

Acid Excretion
Arachnid
Avarice
Ballistician
Body Augmentation
Brawling
Chains
Command Size
Devour
Enhanced Senses
Erudition
Grappling
Hyperintellect
Martial Mastery

Mind Control
Ocular Might
Passage
Perfect Aim
Rhetoric
Rising Rage
Safety
Scanning Eyes
Shape-Shifting
Sound Command
Super Resilience
Super Strength
Swordsmanship
Total Weapon Mastery
Vehicles

Fire Artes:

Demonic Power
Dragon Breath
Explosions
Heat Control
Laser Vision
Metal Control
Nuclear Force
Particle Master
Pyrokinesis

Water Artes:

Blood Control
Gel

Hydrokinesis Toxins

Ice Artes:

**Dragon Breath
Freezing
Heat Control
Hydrokinesis
Laser Vision**

Wind Artes:

**Aerokinesis
Flight
Gases
Nuclear Force
Particle Master
Plague Breath**

Lightning Artes:

**Battery
Computational Mind
Cyber
Dragon Breath
Flight
Lightning Control
Nuclear Force
Super Speed**

Technomancy

Earth Artes:

Geokinesis
Metal Control
Ossuary
Particle Master
Plant Control

Light Artes:

Exorcism
Invisibility
Laser Vision
Light Manipulation
Nuclear Force
Pantomime
Solar Power

Dark Artes:

Channel Darkness
Decay
Delirium
Demonic Power
Hexes
Karma
Shadow Arts
Somnus

Undeath **Vampirism**

Arcane Artes:

Alchemy
Amplified Magic
Arcane Symbols
Blood Magic
Fusion
Grand Artifact
Illusion
Infuse
Puppeteering
Sealing
Spell Augmentation
Summoning
Support
Suppression

Soul Artes:

Amplification
Animation
Bonds
Compounding Power
Conversion
Division
Exorcism
Mutation
Puppeteering
Spectral Other

Spiritus
Soul-Bound Arsenal
Soul Consumption
Support

Reality Artes:

Alchemy
Alter Fate
Balance
Copy
Creation
Force
Gravity Manipulation
Infuse
Limited Foresight
Luck Manipulation
Nuclear Force
Pantomime
Portals
Psycho Force
Reflection
Rejuvenation
Repeat
Slow Time
Spatial Manipulation
Telekinesis
Teleportation
Tempor

Life Artes:

Animalism
Beast Command
Blood Control
Blood Magic
Conversion
Cyber
Decay
Division
Emotional Manipulation
Fusion
Gastronomy
Hive
Mutation
Necromancy
Ossuary
Plague Breath
Plant Control
Recovery
Regeneration
Sealing
Somnus
Spores
Suppression
Toxins
Undeath

Combat-Type Artes:

Acid Excretion
Amplification
Arachnid
Avarice
Ballistician

Blood Control
Brawling
Channel Darkness
Compounding Power
Delirium
Demonic Power
Devour
Dragon Breath
Exorcism
Explosions
Force
Gases
Grappling
Hexes
Hive
Karma
Laser Vision
Lightning Control
Martial Mastery
Necromancy
Nuclear Force
Ossuary
Particle Master
Perfect Aim
Plague Breath
Psycho Force
Pyrokinesis
Rising Rage
Reflection
Sealing
Shadow Arts
Slow Time
Solar Power
Soul-Bound Arsenal
Soul Consumption

Spell Augmentation
Spiritus
Spores
Summoning
Support
Suppression
Swordsmanship
Tempor
Total Weapon Mastery
Toxins

Utility-Type Artes:

Alchemy
Animation
Computational Mind
Conversion
Copy
Creation
Emotional Manipulation
Enhanced Senses
Erudition
Flight
Geokinesis
Hydrokinesis
Hyperintellect
Illusion
Invisibility
Luck Manipulation
Metal Control
Ocular Might
Passage
Plant Control

Puppeteering
Recovery
Rejuvenation
Sound Command
Technomancy
Telekinesis
Teleportation
Vehicles

Mixed-Type Artes:

Aerokinesis
Alter Fate
Animalism
Amplified Magic
Arcane Symbols
Balance
Battery
Beast Command
Blood Magic
Body Augmentation
Command Size
Cyber
Decay
Division
Freezing
Fusion
Gel
Grand Artifact
Gravity Manipulation
Heat Control
Infuse
Light Manipulation

Limited Foresight
Mind Control
Mutation
Pantomime
Portals
Regeneration
Repeat
Rhetoric
Safety
Scanning Eyes
Shape-Shifting
Somnus
Spatial Manipulation
Super Resilience
Super Speed
Super Strength
Undeath
Vampirism

Class-S Artes:

Alter Fate
Copy
Creation
Cyber
Grand Artifact
Limited Foresight
Luck Manipulation
Mutation
Psycho Force
Slow Time
Spectral Other
Tempor

Class-A Artes:

Amplified Magic
Animalism
Blood Control
Blood Magic
Compounding Power
Mind Control
Nuclear Force
Regeneration
Spatial Manipulation
Spell Augmentation
Summoning
Super Resilience
Super Speed
Suppression

Class-B Artes:

Arcane Symbols
Battery
Channel Darkness
Command Size
Decay
Demonic Power
Exorcism
Freezing
Gel
Grappling
Hive
Martial Mastery

Necromancy
Rising Rage
Safety
Spiritus
Spores
Soul Consumption
Super Strength

Class-C Artes:

Acid Excretion
Arachnid
Ballistician
Brawling
Dragon Breath
Chains
Enhanced Senses
Explosions
Flight
Invisibility
Laser Vision
Lightning Control
Ossuary
Plague Breath
Reflection
Shadow Arts
Soul-Bound Arsenal
Swordsmanship
Teleportation
Total Weapon Mastery
Toxins
Undeath
Vampirism

Class-D Artes:

Aerokinesis
Avarice
Beast Command
Body Augmentation
Delirium
Devour
Force
Fusion
Gases
Gravity Manipulation
Hexes
Light Manipulation
Metal Control
Plant Control
Pyrokinesis
Solar Power
Telekinesis
Vehicles

Class-E Artes:

Alchemy
Balance
Conversion
Division
Geokinesis
Heat Control
Hydrokinesis
Illusion

Particle Master
Perfect Aim
Portals
Puppeteering
Recovery
Repeat
Rhetoric
Somnus
Sound Command
Technomancy

Class-F Artes:

Amplification
Animation
Bonds
Computational Mind
Emotional Manipulation
Erudition
Gastronomy
Hyperintellect
Infuse
Karma
Ocular Might
Pantomime
Passage
Rejuvenation
Scanning Eyes
Sealing
Shape-Shifting
Support

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