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Advanced Acrobatics

You gain proficiency and a natural +20 to Acrobatics; additionally, you have advantage on any Dexterity saving throws made to avoid danger while falling as well as on Acrobatics checks made to land on your feet; finally, double the total distance of your long jumps.

Animal Features

This Minor Arte may be gained up to twice, choosing a different animal feature each time. Choose a distinct feature from a beast-type creature (such as the wings of a bat, the poison glands of a poison dart frog, or the three hearts of an octopus). You gain this feature as part of your form – modified to fit your size, depending on the creature it's from. Work with your DM to determine what exact benefits and traits these features offer you and how they will mechanically function in the campaign.

Arcane Capacitance

You may attune to 2 additional magic items.

Ballistic Deflection

Ballistic damage that you take is reduced by 10. Additionally, as a reaction to being hit by an attack that would deal ballistic damage, you may attempt to deflect the round. Make an attack roll with either a melee weapon you're wielding or with an unarmed strike – either way, you must be proficient with your chosen weapon. If your total attack roll is greater than the assailant's (treating

an automatic hit as a 30), you completely deflect the round, reducing the damage you would take to 0. If you successfully deflect the round as part of this reaction, you may choose for it not to use your reaction for the round. You may do so a number of times equal to 1 + your proficiency bonus and regain all expended uses upon completing a short or long rest

Ballistic Expertise

You gain proficiency in sidearms, longarms, and gunblades; additionally, whenever you take the Attack action on your turn, you may make one additional attack – this attack must be made with a sidearm, longarm, or gunblade and you may draw the weapon as part of the attack (if you have a free hand); finally, whenever you make an attack with a sidearm, longarm, or gunblade, you may supernaturally load it – firing the weapon without expending any ammunition (the supernaturally loaded ammunition is an average instance of the weapon's typical ammunition and vanishes whether you hit or miss the target). You may do so a number of times equal to 1 + your proficiency bonus and regain all expended uses upon completing a short or long rest

Beast Speech

Beasts can understand your speech, and you gain the ability to decipher their noises and motions; however, most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past.

Blindsight

You gain Blindsight out 200 ft; however, if you already have Blindsight, increase its range by 200 ft instead

Breathless (Costs 2)

You do not need to breathe.

Burrowing

You gain 30 ft burrow speed; however, if you already have a burrow speed it instead increases by 30 ft.

Concentrator

Taking damage cannot cause you to lose concentration on your spells and other such effects that require concentration; additionally, you may concentrate on one additional spell or similar effect that requires concentration

Damage Immunity (Costs 2)

This Minor Arte may be gained multiple times, choosing a different damage type from the following list each time; however, in order to gain this Minor Arte and choose one of the damage types you must have the associated **Damage Resistance** Minor Arte for the desired damage type. You

gain immunity to the chosen damage type as well as an additional benefit based on the chosen damage type

Acid

You gain immunity to acid damage; additionally, when a nonmagical object you are wearing or carrying would suffer a penalty (such as from a *Rust Monster* or the **Acid Excretion** Major Arte) you may invert that penalty – gaining it as a temporary bonus to the object that lasts for 1 minute (no reaction required)

Cold

You gain immunity to cold damage; additionally, when an effect would cause your speed to be magically or supernaturally reduced, you may invert that speed loss – gaining it as a bonus to your speed that lasts for 1 minute (no reaction required)

Fire

You gain immunity to fire damage; additionally, when an effect would cause you to deal reduced damage, you may reduce the damage penalty by half (no reaction required)

Lightning

You gain immunity to lightning damage; additionally, when you would make a saving throw at disadvantage, you may instead make it normally (no reaction required)

Necrotic

You gain immunity to necrotic damage; additionally, when an effect would cause your hit point maximum to be reduced, you may invert that reduction – gaining it as a temporary boost to your maximum hit points that lasts for 1 minute (no reaction required)

Poison

You gain immunity to poison damage; additionally, when you would make an attack roll at disadvantage, you may instead make it normally (no reaction required)

Psychic

You gain immunity to psychic damage; additionally, you gain a +5 bonus to saves against effects that would cause you to become stunned or lose concentration (no reaction required)

Radiant

You gain immunity to radiant damage; additionally, you gain a +5 bonus to saves against effects that would cause you to become blinded or be banished (no reaction required)

Thunder

You gain immunity to thunder damage; additionally, you gain a +5 bonus to saves against effects that would cause you to become deafened or forcibly moved (no reaction required)

Weaponry

You gain immunity to bludgeoning, piercing, and slashing damage

Damage Resistance

This Minor Arte may be gained multiple times, choosing a different damage type from the following list each time. You gain resistance to the chosen damage type as well as an additional benefit based on the chosen damage type; additionally, you unlock the ability to take the corresponding Damage Immunity Minor Arte for the chosen damage type

Acid

You gain resistance to acid damage; additionally, once per short or long rest, when a nonmagical object you are wearing or carrying would suffer a penalty (such as from a *Rust Monster* or the **Acid Excretion** Major Arte) you may negate that penalty (no reaction required)

Cold

You gain resistance to cold damage; additionally, once per short or long rest, when an effect would cause your speed to be magically or supernaturally reduced, you may negate that speed loss (no reaction required)

Fire

You gain resistance to fire damage; additionally, once per short or long rest, when an effect would cause you to deal reduced damage, you may negate the damage reduction (no reaction required)

Lightning

You gain resistance to lightning damage; additionally, once per short or long rest, when you would make a saving throw at disadvantage, you may instead make it normally (no reaction required)

Necrotic

You gain resistance to necrotic damage; additionally, once per short or long rest, when an effect would cause your hit point maximum to be reduced, you may negate the reduction (no reaction required)

Poison

You gain resistance to poison damage; additionally, once per short or long rest, when you would make an attack roll at disadvantage, you may instead make it normally (no reaction required)

Psychic

You gain resistance to psychic damage; additionally, once per short or long rest, when you fail a save against an effect that would cause you to become stunned or lose concentration, you may repeat the save (no reaction required)

Radiant

You gain resistance to radiant damage; additionally, once per short or long rest, when you fail a save against an effect that would cause you to become blinded or be banished, you may repeat the save (no reaction required)

Thunder

You gain resistance to thunder damage; additionally, once per short or long rest, when you fail a save against an effect that would cause you to become deafened or forcibly moved, you may repeat the save (no reaction required)

Weaponry (Costs 2)

You gain resistance to bludgeoning, piercing, and slashing damage

Danger Sense

While you are conscious, you cannot be surprised; additionally, if you are unconscious, you may instantly awaken instead if danger is immediately present. You have advantage on saving throws against traps. Your passive perception and passive investigation are both increased by 10. You gain Blindsight out 10 ft; however, if you already have Blindsight, increase its range by 10 ft instead.

Death Sense

You can sense corpses, undead creatures, and dying creatures within 500 ft of yourself.

Elastic Limbs

Your limbs can extend out to up to 20 feet away from your torso. This has a variety of uses including granting all your melee attacks an additional reach of 20 ft. The elasticity of your limbs also allows you to contort them into complex shapes and use them as objects such as ropes – however, you are still limited by your own strength. Additionally, you have advantage on checks made to grapple a creature and you may use an action to wrap a grappled creature in your arms. While you have a creature wrapped in your arms, the creature is restrained but you cannot provide somatic components for spells nor can you make weapon attacks; however, you can use subsequent actions to tighten your grip and squeeze the creature, causing the creature to take 4d8 + your Strength modifier bludgeoning damage.

Elemental Evocation

This Minor Arte may be gained multiple times, choosing a different element from the following list each time. Based on the chosen element, you attain an elemental ability you can wield

Fire

You can release bursts of flame out from your body. 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 30 feet. You are proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is fire, and its damage dice is 2d8. The damage of the burst of flame increases by 1d8 when you reach 5th level (3d8), 11th level (4d8), and 17th level (5d8). Additionally, you can acutely control and manipulate flames you can see within 20 ft, employing rules as described by the *Manipulation Module*. Finally, as an action, you can call upon the power of fire to boost your destructive power. For the next minute, whenever you deal damage to a creature through an attack, spell, or ability, you may add 2d8 fire damage to the total damage dealt. After you use this ability, you cannot do so again until you complete a short or long rest.

Water

You can release bullets of water out from your body. 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 30 feet. You are proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is bludgeoning, and its damage dice is 2d8. The damage of the bullet of water increases by 1d8 when you reach 5th level (3d8), 11th level (4d8), and 17th level (5d8). Additionally, you can acutely control and manipulate water you can see within 20 ft, employing rules as described by the *Manipulation Module*. Finally, as an action, you can call upon the power of water to boost your healing potential. For the next minute, whenever you would regain hit points or cause another creature to regain hit points, you may either increase the healing by 2d8 or remove one effect causing yourself or the creature to be poisoned, paralyzed, blinded, or deafened. After you use this ability, you cannot do so again until you complete a short or long rest.

Earth

You can release shards of rock out from your body. 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 30 feet. You are proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is bludgeoning, and its damage dice is 2d8. The damage of the shard of rock increases by 1d8 when you reach 5th level (3d8), 11th level (4d8), and 17th level (5d8). Additionally, you can acutely control and manipulate stone you can see within 20 ft, employing rules as described by the

Manipulation Module. Finally, as an action, you can call upon the power of earth to boost your defensive capabilities. For the next minute, you gain a +4 bonus to your AC, Strength saving throws, and Constitution saving throws. After you use this ability, you cannot do so again until you complete a short or long rest

Wind

You can release blades of wind out from your body. 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 30 feet. You are proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is slashing, and its damage dice is 2d8. The damage of the blades of wind increases by 1d8 when you reach 5th level (3d8), 11th level (4d8), and 17th level (5d8). Additionally, you can acutely control and manipulate air within 20 ft, employing rules as described by the *Manipulation Module*. Finally, as an action, you can call upon the power of wind to boost your speed and agility. For the next minute, your speed is increased by 15 ft and you gain a +4 bonus to Dexterity saving throws, Acrobatics checks, Initiative checks, and Athletics checks. After you use this ability, you cannot do so again until you complete a short or long rest

Ice

You can release shards of ice out from your body. 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 30 feet. You are proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is cold, and its damage dice is 2d8. The damage of the shard of ice increases by 1d8 when you reach 5th level (3d8), 11th level (4d8), and 17th level (5d8). Additionally, you can acutely control and manipulate ice you can see within 20 ft, employing rules as described by the *Manipulation Module*. Finally, as an action, you can call upon the power of ice to boost your mental clarity. For the next minute, you have advantage on saves made to maintain concentration and you gain a +4 bonus to Intelligence, Wisdom, and Charisma saving throws. After you use this ability, you cannot do so again until you complete a short or long rest

Lightning

You can release jolts of electricity out from your body. 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 30 feet. You are proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is lightning, and its damage dice is 2d8. The damage of the jolts of electricity increases by 1d8 when you reach 5th level (3d8), 11th level (4d8), and 17th level (5d8). Additionally, you can acutely control and manipulate electricity within 20 ft, employing rules as described by the *Manipulation Module*. Finally, as an action, you can call upon the power of lightning to boost your reflexes and control. For the next minute, you can take the Dash, Disengage, or Hide

action as a bonus action on your turn and you gain a +4 bonus to Dexterity saving throws and Dexterity-based attack rolls. After you use this ability, you cannot do so again until you complete a short or long rest

Energy Bolts

You can release bolts of pure energy sourced from your soul. 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 highest ability score modifier to its attack and damage rolls. Its damage is force, and its damage dice is a 4d6. The damage of an energy bolt increases by 1d6 when you reach 5th level (5d6), 11th level (6d6), and 17th level (7d6).

Flexible Casting

When casting a spell from any source, you may use any of your ability score modifiers of your choice as your spellcasting ability modifier; additionally, if you have any spells sourced from Artes, you may expend hit dice to cast them at higher levels. For every 2 hit dice spent when casting the spell, increase the level the spell is cast at by 1.

Font of Inspiration

As a reaction to another friendly creature you can see making an ability check, you may give that creature advantage on that ability check. If the creature succeeds on the ability check, you gain 10 temporary hit points and you add an additional d4 to the next ability check you make as a bonus. Once you use this ability, you cannot do so again for the next minute.

Frost Resistant

You are unaffected by extreme cold.

Healing Hands

As a bonus action, you may touch a friendly creature. That creature regains hit points equal to 4d4 + your total character level. After the 5th time of using this ability in a single day, you gain one level of exhaustion each time you use it – resetting the “timer” upon completing a long rest.

Heat Resistant

You are unaffected by extreme heat

Heat Sensing

As a bonus action, you may activate or deactivate your thermal vision. While active, you can see the heat signatures of objects and creatures. This special vision has a radius of 100 ft. You do not need light to be able to read the heat signature of a creature in darkness; however, magical darkness does block your vision. While you can get an accurate look at the heat of an object or creature, you get no information about what is either past or inside the matter, as your vision is blocked.

Heightened Reflexes

While you are conscious, you gain the following benefits: You have advantage and a natural +10 on Dexterity saving throws other creatures force you to make; you have a natural +5 to Acrobatics and Athletics; finally, your AC counts as 1 higher whenever a creature makes a weapon attack roll against you.

Heightened Smelling

You have advantage on Perception checks that rely on scent. Additionally, while you can smell, you gain 10 ft of Blindsight

Heroic Spirit

You have advantage on saving throws against being frightened. Additionally, while you have 10 or less hit points, you may make a special extra attack as a bonus action. If you hit a creature with this attack, the total damage dealt is doubled. After you make this extra attack, you cannot do so again until you complete a short or long rest.

High-Caliber Combat Skills (Costs 2)

Whenever you take the Attack action on your turn, you may make one additional attack; additionally, you gain a natural +3 bonus to all attack and damage rolls with weapons and unarmed strikes; finally, whenever you hit a creature with a weapon attack or unarmed strike, you may cause it to deal an extra 3d8 of the attack's damage type

High Pitch Screeching

As an action, you can release a screech at a dangerously high pitch. All creatures within 30 ft of you that can hear you must make a Constitution saving throw (DC = 10 + your proficiency bonus + your highest ability score modifier). Creatures with a feature or ability that confers advantage on checks reliant on hearing, such as the *Sensitive Hearing* Minor Arte make the save at disadvantage. On a failed save, a creature takes 6d8 thunder damage or half as much on a successful one. If a creature fails the save by 5 or more, they are also deafened for the next minute. You may use this screech a number of times equal to 1 + your proficiency bonus and regain all expended uses upon completing a short or long rest. The damage of the screech increases by 2d8 when you reach 5th level (8d8), 11th level (10d8), and 17th (12d8).

Hungerless

You do not need to eat.

Immediate Preparation

You gain a +5 bonus to initiative rolls; additionally, during the first round of combat, you may take one additional turn. You take this additional turn at your initiative minus 5

Immortality (Costs 2)

You do not suffer the effects of old age, cannot be aged magically, and do not die from natural causes

Immunization (Costs 2)

You are immune to the negative effects of all poisons (but not poison damage), disease, and effects that would reduce your hit point maximum or ability scores (apart from effects of your own Major Artes and Last Stands)

Indefatigable Power (Costs 2)

This Arte and one other Major Arte (chosen upon gaining this power) are immune to direct power suppression. Your weakness and effects that prevent use of a power in an area still stop the power. You may swap the protected Major Arte after completing a long rest.

Inexhaustible (Costs 2)

You cannot gain levels of exhaustion; however, this ability does not negate a need for food, drink, nor sleep. Track the time without food, drink, or sleep as if you were gaining exhaustion and, if you reach the point where you would have Level 6 Exhaustion, you die. You also reduce the time until death the same you would as if you were naturally reducing levels of exhaustion.

Jumping

Triple the distance you cover with long jumps and high jumps. You can perform a running long jump or running high jump after only moving at least 5 feet on foot before jumping. Halve any falling damage you take (round down, min 1).

Kinetic Infusion

Small or smaller objects that weigh less than your Strength score count as +3 weapons with which you are proficient. They have both the Finesse and Thrown (Range 60/120 ft) properties and deal 1d12 of an appropriate damage type when thrown. The damage of a thrown object increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Levitation

As a bonus action, you can start floating above solid ground. You may float a maximum of 10 ft above solid ground or up to 5 ft above the surface of a liquid. If moving brings you to an area where you would be above your maximum, you slowly float 10 ft downwards per turn until you reach the maximum. If you are submerged in liquid, you can float upwards up to 100 ft per turn until you reach the surface. If you are falling and you are conscious, you can start safely floating down up to 10 ft per turn as a reaction. You stop floating if you fall unconscious or end it as a bonus action.

Magic Resistance (2 slots)

You have advantage on Intelligence, Wisdom, and Charisma saves against spells and magical effects as well as resistance to any damage they deal

Magnetism

As an action, you may touch a creature or object (including yourself) and magnetize it for the next hour – or until you use a bonus action to dispel it. While a creature or object is magnetized, you can acutely control the strength and polarity of the magnetism. You may have up to 5 individual creatures and/or objects magnetized at a time.

Martial Arts Mastery

You gain proficiency in unarmed strikes and improvised weapons. You may use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and improvised weapons; additionally, you may roll 1d8 in place of the normal damage for your unarmed strikes and improvised weapons. Whenever you take the Attack action on your turn, you may make one additional attack – this attack must be either an unarmed strike or an attack with an improvised weapon

Master of All

You gain proficiency in all skills. Upon gaining this Arte, gain expertise in any skills you already had proficiency in

Material Sensing

As an action, you may define a general, nonmagical substance or material (e.g. wood, iron, acid, sea water, etc.). For the next hour, you have a general sense of the direction of any nonmagical substance or material that matches your definition located within 5 miles of yourself. Additionally, as long as you are able to see, while it is within 100 ft of you and not behind full cover, you perceive a faint aura outlining it. You cannot sense specific objects or creatures with this arte, and anything that would normally meet the definition that is within an area that cannot be detected by Divination magic or in an area of arte suppression or a similar effect cannot be sensed. After the hour passes, you must make a short or long rest before you can use this ability again.

Mind Reading

As an action, you may begin to read the base thoughts of a creature of your choice you can see within 100 ft. You may stop reading their thoughts by using a subsequent bonus action. While reading a creature's base thoughts you glean their current emotional state, what's most on their mind, and its current location (meaning it cannot benefit from being hidden or invisible against you). You stop reading the creature's thoughts if either you or the creature is incapacitated or dies, if the creature gets further than 100 ft away, or after 1-hour passes. Once you stop reading a creature's thoughts, you cannot read its thoughts again for the next hour.

Minor Material Manipulation

This Minor Arte may be gained multiple times, choosing a different inorganic material or a different form of plant matter each time. You gain the ability to manipulate the chosen material out 100 ft, employing rules as described by the *Manipulation Module*; however, you cannot manipulate a magical or supernatural instance of the chosen material. If your manipulation results in a creature having to make a saving throw, the DC = 10 + your proficiency bonus + your highest ability score modifier

Minor Telekinesis

As an action, you may move or manipulate one object that isn't being worn or carried you can see within 300 ft so long as the object weighs no more than your Intelligence score in pounds. As part of the action you may either move the object up to 150 ft or manipulate it in anyway you normally would be able to with your hands – such as turning a key, sweeping a broom, bending a straw, or swinging a sword. If you need to make any specific rolls or have a DC as a result of your manipulation, use your Intelligence score as your ability score modifier.

Minor Warp

As an action, you can teleport to any unoccupied space that you can see within 30 ft

Multi-Armed

You have additional arms that go beyond the standard humanoid's 2 arms. You may have up to 4 total extra arms (meaning you'll have at most 6 total arms) – the number chosen as soon as you gain this arte. For each arm you have, you gain the following benefits: +2 to any checks made to grapple a creature, +2 to Athletics, double your carrying capacity, and increase the damage of any unarmed strikes you make by 3. You also have the following base benefits no matter the total extra arms you have: you have advantage on checks made to climb or remain clinging to a surface, you have advantage on checks made to escape a grapple, and it only costs you 5 feet of movement to get up from prone. If you have 2 extra arms, you gain the following detriments: Other creatures have advantage on sight-based Perception checks made to notice you and your total AC is reduced by 1 (Minimum of 1). If you have 3 extra arms, you also gain the following detriments: Your walking speed is halved, you have disadvantage on Dexterity (Stealth) and Dexterity (Sleight of Hand) checks, your total AC is reduced by 3 rather than 1 (Minimum of 1), and you require specially designed clothes and armor. If you have 4 extra arms, you also gain the following detriments: You have disadvantage on Dexterity saving throws and your AC is reduced by 5 rather than 3 (Minimum of 1)

Object Alteration

This Minor Arte may be gained multiple times, choosing a different property from the following list each time. As an action, you can acutely manipulate one property of a nonmagical object you touch (based on the type of Object Alteration you possess and are using), employing the rules as described below. Any alteration sourced from this Arte lasts 1 hour. You can end an

alteration on an object as a bonus action by touching it. Additionally, this alteration also ends early if you fall unconscious or die. An object may only be under the effects of one alteration at a time

Appearance

The outward appearance of the object changes in any combination of the following manners: the object's colors are changed, the materials the object appears to be comprised of are changed, the object either appears to gain or lose any wear and tear, the object is either cleaned or dirtied, the object's smell is either lost or changes in any non-harmful way, and the feel of the object changes in any non-harmful way. Any changes made in this manner appear real and pass any inspection (not even counting as illusory); however, they do not actually alter any of the object's core properties

Physical Interactivity

You may choose one of the following changes to make to the object: the object becomes flammable; the object is no longer flammable; the object becomes buoyant in water; the object becomes buoyant in air; the object sinks in water; the object melts at room temperature; the object conducts electricity

Size

The dimensions of the object increase or decrease by one size category (your choice), if possible. This alteration modifies the overall length, width, and height of the object to match the minimum/maximum size requirement of the size category it goes to (no matter the object's original size); however, it does not modify the object's weight

Weight

The object's weight is either doubled, quadrupled, halved, or quartered (your choice). This alteration does not alter the size of the object, only the weight. A weapon that has its weight increased in this manner loses the light and/or finesse properties if it had them previously. Additionally, if the weapon has the thrown property, the throwing distance is halved if the weight was doubled and quartered if the weight was quadrupled. Finally, any damage dealt by the weapon gains a +10 bonus if the weight was doubled or a +20 bonus if the weight was quadrupled. Conversely, a weight that has its weight decreased in this manner loses the heavy and/or two-handed properties if it had them previously. Additionally, if the weapon has the thrown property, the throwing distance is doubled if the weight was halved and quadrupled if the weight was quartered. Finally, any damage dealt by the weapon gains a -5 penalty if the weight was halved or a -10 penalty if the weight was quartered (to a minimum of 1)

Oil

As an action, you may excrete a slick, flammable oily substance from your body. You may either create a pool of the substance in a 20-ft radius around you, produce enough of a concentrated

oil to fill up to a 5-pint container, or you may fire a glob of the oil out up to 100 ft away, creating a 10-ft radius pool centered on the impact site. The pools last 1 minute, after which the oil dries. A creature other than yourself moving across the pool must succeed on a DC 15 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the saving throw. A creature that falls prone in the oil becomes coated in the substance and, for the next minute, whenever they take fire damage, they take an additional 10 fire damage from the burning oil. Whenever one of the pools takes fire damage, the entire radius ignites, burning for the next minute. While a pool burns, a creature that enters the area for the first time on a turn or ends its turn there takes 3d6 fire damage. After the minute passes, the oil burns out. After you excrete oil, you must wait 12 seconds before you may excrete any more oil.

One-Trick

You gain proficiency, expertise, and a natural +15 to one skill of your choice. Upon completing a long rest, you may change the skill that gets these benefits. You cannot choose a skill that had the benefits within that last 7 days.

Placidity

As an action, you can attempt to calm all creatures within 100 ft. They must make Charisma saving throws (DC = 10 + your proficiency bonus + your highest ability score modifier). A creature that fails the saving throw loses all feelings of hostility and enters a calm, peaceful state for the next minute, ending early if it is harmed in any way or it witnesses any of its allies being harmed. After the minute passes, the creature returns to its original emotional state. A creature that succeeds on the saving throw is instead immune to the effects of this ability for the next minute. Creatures immune to the charmed condition have advantage on the saving throw. You can use this ability a number of times equal to 1 + your proficiency bonus and you regain all expended uses upon completing a long rest

Projection

As an action, you can create illusory holographic images in an unoccupied space you can see within 5 ft. Anything you display is shown monochromatically in a shade of your choice and scaled to fill the space; additionally, the illusion is purely visual. While the illusion is active, you can freely manipulate it and update it in real-time; additionally, it automatically moves with you. You can dispel the illusion at any time as a free action.

Purification

As an action, you may touch food, drink, or other such object - removing any poisoning, diseases, or curses within the food, drink, or object. When using this ability, the food or drink becomes safe to consume and, if the object was attuned to a creature, you may end that attunement if that creature is willing. You may use this ability a number of times equal to 1 + your proficiency bonus and regain all expended uses upon completing a long rest

Quiet Passage

You gain proficiency, expertise, and a natural +20 to Stealth. While on foot, your movements make no noise, and you leave behind no tracks or other traces of your presence. Halve any falling damage you take (round down, min 1).

Reliable Ability

Whenever you make a skill check on a skill you are proficient in and the rolled total is less than the associated ability score used for the skill check, you may instead use your ability score as the total instead. You may use this up to 3 times per short/long rest.

Repository (Costs 2)

You have a special small-sized container you can summon at any time that leads to a special mini demiplane. Only objects can enter the container but the mini demiplane can hold an unlimited number of objects. The demiplane has limited air and the temperature is controlled by you. You can call any object from the demiplane by calling its name. If you die, all contents of the demiplane spill out next to your corpse. Only objects that fit within the mouth of the container may enter the demiplane; additionally, you may only keep objects that weigh less than your Strength score in the container

Restless (Costs 2)

You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity.

Sand Sprinter (Requires Sand Walker)

Your walking speed is tripled while on sand or another such vast quantity of dust or particles.

Sand Walker

You are unaffected by difficult terrain imposed by sand, dust, or other such vast quantity of particles and you have advantage on saves to stay standing on sand, dust or other such vast quantity of particles.

Seismic Sensing

You gain Tremorsense out 50 ft; however, if you already have Tremorsense, increase its range by 50 ft instead.

Sensitive Hearing

You have advantage on Perception checks that rely on hearing. While you can hear, you gain 10 ft of Blindsight

Shell

You have a hard carapace on your skin. While you are not wearing armor, your base AC is a minimum of 18. You may benefit from carrying a shield and still benefit from the minimum AC.

Shrouding Mist

As an action, you can emit a dense mist out in up to a 30 ft radius centered on you, making the area heavily obscured. The mist moves with you and lasts a number of minutes equal to 1 + your proficiency bonus. While the mist is active, as a bonus action, you may increase or decrease the radius by up to 10 ft to a minimum radius of 5 ft and maximum radius of 300 ft. While the mist is out in a 60 ft radius or greater area, it only lightly obscures its region. You may end the mist early as a bonus action; additionally, the mist also ends early if you die or fall unconscious. You ignore the obscuring effects of the mist. After the mist ends, you cannot use this ability again until you complete a short or long rest

Skin Barbs

You have barbs in your skin you can extend and retract with bonus actions. While the barbs are extended, any creature that is grappling you or that you are grappling takes 4d4 + your total level piercing damage at the end of its turn.

Snow Sprinter (Requires Snow Walker)

Your walking speed is tripled while on snow or ice.

Snow Walker

You are unaffected by difficult terrain imposed by snow or ice and you have advantage on saves to stay standing on snow or ice.

Soap

As an action, you may excrete a slick cleaning solution from your body. You may either create a pool of the substance in a 40-ft radius around you, produce enough of a concentrated liquid soap to fill up to a 1-gallon container, or you may fire a glob of the solution out up to 100 ft away, creating a 20-ft radius pool centered on the impact site. The pools last 1 minute, after which the soap dries. A creature other than yourself that moving across the pool must succeed on a DC 20 Dexterity saving throw or fall prone. A creature moving through the area at half speed makes the saving throw at disadvantage. A creature with eyes that falls prone in the solution must make a DC 10 Constitution saving throw or be blinded until the end of its next turn. Whenever you move across one of your pools, every foot of movement you use counts as 2 – allowing you to cover twice the distance you normally would in the same amount of time. After you excrete soap, you must wait 12 seconds before you may excrete any more soap.

Soft Falls

While you are conscious, whenever you would take falling damage, you may use your reaction to reduce the damage you would take to 1.

Soul-Linked Weapon

You are magically bonded with 1 weapon which becomes a spectral, magical, +3 version with which you count as proficient no matter the weapon. When not in use it is stored within your soul itself. You can swap the weapon with any other that you spend 1 hour focusing on. If away from you for 1 minute or more it returns to your soul. You can instantly recall it to your hand no matter the distance.

Sparks

As a bonus action, you can generate sparks from your body out to up to a 30 ft radius centered around you. You may stop spark production with a subsequent bonus action. While you are producing sparks, creatures that end their turn in the radius take 2d6 fire damage and you produce bright light in that 30 ft radius and dim light out an additional 30 ft. The damage dealt by the sparks increases by 2d6 when you reach 5th level (4d6), 11th level (6d6), and 17th (8d6).

Speed Boost

Your speed increases by 60 ft

Spell Storing

After completing the casting process of a spell (after going through the full casting time, providing any necessary components, and possibly expending any spell slots or other such features), if the spell is cast at 5th-level or lower, you may choose to store away the casting of the spell rather than activate it right away. You may have up to 2 different spells stored away at a time. As a bonus action, you may expend one of your stored spells to immediately generate its effects as if you cast it just then. A stored spell may be used a number of times equal to your proficiency bonus before it fizzles away (uses in this manner still count toward stale spells); additionally, the oldest stored spell immediately fizzles away after using this ability while you have 2 spells stored.

State Transformation

This Minor Arte may be gained multiple times, choosing a different state type from the following list each time. As an action, you can transmute your body to match the properties of one of your chosen states – with the exact effects dependent upon on the chosen state as described in the *Shape-Shifting Module*. You can stay transformed for up to 1 hour, reverting at the end of the hour. Additionally, you can revert the transformation with a bonus action and the transformation ends early if you're incapacitated or die. After you revert from a state, you cannot transform into that state again until you complete a long rest

Adamantine (Costs 2)

Ceramic

Clay

Diamond (Costs 2)

Fabric

Glass

Ice

Metal (Costs 2)

Plant Matter

Plastic

Rubber

Sand

Stone

Wood

Sticky Hands

You can adhere your hands to surfaces giving you a climbing speed equal to your walking speed and allowing you to walk along and stay on vertical surfaces and ceilings so long as you have at least one hand in contact. Creatures have disadvantage on checks made to escape your grapple.

Subtle Casting

This Arte may be taken up to twice, affecting the unchosen component the second time. Upon gaining this Arte, choose either somatic or verbal components. You may ignore the chosen component when casting spells

Supreme Axiomatic Mind

You cannot be magically or supernaturally compelled to act in a way counter to your own nature; additionally, you have advantage on any saving throws made to avoid being charmed; finally, you gain immunity to the *Confusion* and *Feeblemind* spells

Supreme Immutable Form

You cannot be unwillingly magically or supernaturally transformed; additionally, you have advantage on any checks and saving throws made to avoid being grappled, restrained, or petrified; finally, you gain immunity to the *Ray of Enfeeblement* and *Contagion* spells

Supreme Labyrinthine Recall

You can perfectly recall any path you've taken; additionally, after completing a 1-hour meditative ritual (which you can do as part of a short rest), you gain a mental map of the area around you out to 1-mile, including the locations of any traps and secret passages present at the time of completing the ritual; finally, you gain immunity to the *Maze* and *Modify Memory* spells

Survivor

You have advantage on Survival checks and Constitution saving throws. Natural +10 to Constitution saving throws

Swift Strikes (Costs 2)

Whenever you take the Attack action on your turn, if a melee weapon attack or unarmed strike is part of the initial Attack action, you may make up to 2 additional melee weapon attacks or unarmed strikes as part of the action. These additional attacks are made at disadvantage unless you also expend your bonus action for the turn.

Telepathy

You can telepathically communicate with creatures you can see within 500 ft; you do not need to share a language to communicate but the creature must know at least one language.

Thirstless

You do not need to drink.

Tool Mastery

You gain proficiency and expertise with up to 5 different tools of your choice; additionally, whenever you make an ability check with a tool you have proficiency in, you may replace the roll and instead use a 10, as if you rolled. You may do so a number of times equal to your proficiency bonus and regain all expended uses upon completing a long rest.

Tough Skin

While you are not wearing armor, your base AC is increased by 2 and you may reduce any slashing or bludgeoning damage you take from nonmagical weapons by 10.

Two-Headed

You have 2 separate heads. Upon gaining this Arte, you may choose whether each head has its own separate personality or whether both heads are simply extensions of the same mind. You gain the following benefits: While sleeping, one of your heads may stay conscious and alert, but it must be the next unconscious head when you are next sleeping; you gain one additional reaction; you gain a +5 to sight-based Perception checks; in order to suffer from the detriments of the blinded and/or deafened conditions, both heads must be blinded and/or deafened; if you are frightened or charmed, you may attempt a DC 15 Wisdom check as a bonus action – ending the effect causing

you to be frightened or charmed on a success; you may concentrate on one additional spell or similar effect that requires concentration; and you cannot be surprised while both heads are conscious. However, you cannot wear standard clothes or armors and must have them specially made

Unarmored Defense (Costs 2)

This Minor Arte may be gained multiple times, choosing a different ability score each time. While you aren't wearing armor, you may add your chosen ability score's modifier to your total AC – even if it is already being added to it. You may still use a shield and gain this benefit

Unlock: Elemental Perfection (Costs 3)

You feel *primordial*...

Unlock: Grand Caliber (Costs 3)

You feel *valiant*...

Unlock: Magic of the Divines (Costs 3)

You feel *inscrutable*...

Unlock: Perfected Arts (Costs 3)

You feel *adroit*...

Unlock: Heroic Mastery (Costs 4)

You feel *lionhearted*...

Unlock: Quasi-Godhood (Costs 4)

You feel *preeminent*...

Unlock: Invincibility (Costs 5)

You feel *indomitable*...

Unlock: Infinity United (Costs 6)

???

Voice Mimicry

You can perfectly mimic any creature's voice that you have heard before as well as any sounds you've heard before. You can even make direct modifications to the pitch, timbre, tone, etc.

Water Breathing

You can breathe normally underwater, retaining your normal mode of respiration.

Water Walking

While you are conscious, you can walk across liquid surfaces if you choose to do so. Additionally, while you are conscious, you may use a bonus action to immediately rise up to 100 ft while submerged in liquid, stopping once your entire body passes the surface or if you reach a point to where you can no longer rise

Webbed Fingers/Toes

While you have access to your hands and feet, you gain a 30 ft swimming speed; however, if you already have a swimming speed, increase it by 15 ft instead.

Wings

This Minor Arte may be gained up to twice, choosing a different wing type from the following list each time. You gain flight speed based on the chosen wing type as well as an additional benefit based on the chosen wing type. You may either extend or retract any of your wings as a bonus action. You only benefit from the fly speed of any of your chosen wings while they are extended

Angelic

You gain 100 ft of fly speed; however, you cannot benefit from this fly speed while wearing heavy armor. Additionally, while your angelic wings are extended, you make all Charisma checks made against celestials and Good aligned creatures at advantage

Demonic

You gain 100 ft of fly speed; however, you cannot benefit from this fly speed while wearing heavy armor. Additionally, while your demonic wings are extended, you make all Charisma checks made against fiends and Evil aligned creatures at advantage

Insectoid

You gain 150 ft of fly speed; however, you cannot benefit from this fly speed while wearing medium or heavy armor. Additionally, while your insectoid wings are extended, your fly speed doesn't provoke opportunity attacks

Skeletal

You gain 30 ft of fly speed. Additionally, while your skeletal wings are extended you gain 5 points of damage reduction against all damage types

Draconic

You gain 50 ft of fly speed. Additionally, while your draconic wings are extended, you make all Charisma checks made against dragons as well as all Intimidation checks at advantage

World Essence

This Minor Arte may be gained multiple times, choosing a different essence from the following list each time. Based on the chosen essence, you attain a special ability you can wield

Essence of Light

As an action, you can emit a controlled radiance from out of your form. This radiance lasts a maximum number of hours equal to $1 +$ your proficiency bonus. During this time, you give off 30 ft of bright light and dim light equal to double the bright light radius. Additionally, as a bonus action, you may increase or decrease the radius of bright light by up to 30 ft to a minimum radius of 5 ft and a maximum radius of 300 ft. Finally, you may use a bonus action to end the radiance early. The radiance also ends early if you fall unconscious or die. After the radiance ends, you must complete a short or long rest before you may use it again.

Essence of Darkness

As an action, you can release a controlled darkness from out of your form. This darkness lasts a maximum number of hours equal to $1 +$ your proficiency bonus. During this time, you emit a 15 ft radius area of magical darkness that darkvision cannot penetrate; however, you can see through this darkness. Additionally, as a bonus action, you may increase or decrease the radius of magical darkness by up to 5 ft to a minimum radius of 5 ft and a maximum radius of 60 ft. Finally, you may use a bonus action to end the darkness early. The darkness also ends early if you fall unconscious or die. After the darkness ends, you must complete a short or long rest before you may use it again

Essence of Time

As a reaction to another creature targeting you with an attack, spell, or otherwise harmful ability, you may perceive a minor glimpse of the future and attempt to counteract the assault, gaining one of the following of your choice: you gain a +5 bonus to your AC until the end of the creature's turn, you gain a +5 bonus to all saving throws until the end of the creature's turn, you make all ability checks at advantage until the end of the creature's turn, or you may move up to 10 ft without provoking attacks of opportunity. You may use this ability a number of times equal to $1 +$ your proficiency bonus, regaining all expended uses upon completing a short or long rest

Essence of Space

Whenever you cast a spell or use an ability, you may treat an unoccupied space that you can see within 30 ft of yourself as if it were your space for the casting of the spell or the use of the ability. You may use this ability a number of times equal to $1 +$ your proficiency bonus, regaining all expended uses upon completing a short or long rest

Essence of Fortune

Whenever you or another creature that you can see within 100 ft of yourself makes an ability check, attack roll, or saving throw, you may roll 1d4 and apply it to the targeted creature's roll as either a bonus or penalty (no action or reaction required). You may use this ability a number of times equal to 1 + your proficiency bonus, regaining all expended uses upon completing a short or long rest

Essence of Life

You possess a pool of vitality equal to 20 * your proficiency bonus. You may draw from this pool in the following ways: at the start of your turn, if you have at least 1 hit point, you may expend up to 20 points of vitality to regain that many hit points; whenever you use or are targeted by a spell or ability (other than this Minor Arte) that regains hit points, you may expend up to 20 points of vitality and increase the healing by that much; whenever you make a save to end an effect that is causing you to be poisoned or paralyzed, you may expend 10 points of vitality to automatically pass the save; finally, whenever you fail a death saving throw, you may expend 10 points of vitality to reroll the save. You regain all expended points of vitality upon completing a long rest

Essence of Death

You possess a pool of malady equal to 20 * your proficiency bonus. You may draw from this pool in the following ways: as a reaction to taking damage from a creature, you may expend up to 20 points of malady to cause the creature to take that much necrotic damage; whenever you deal damage to a creature, you may expend up to 20 points of malady to increase the damage by that much; whenever a creature makes a save against one of your spells or abilities that would cause the creature to become poisoned or paralyzed, you may expend 10 points of malady to cause the creature to make the save at disadvantage; finally, whenever a creature that you can see succeeds on a death saving throw, you may expend 10 points of malady to force the creature to reroll the save. You regain all expended points of malady upon completing a long rest

X-Ray Vision

As a bonus action, you may activate or deactivate your x-ray vision. While active, you can see into and through solid matter. This special vision has a radius of 60 ft. To you, solid objects within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 2 feet of stone, 2 inches of common metal, or up to 6 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.