**X - Osmosis:**

*“Absorb energy and power and store it within yourself – drawing strength from it”*

***Bonus Hit Points: 00 (00 – ???)***

***Starting Fame: +0***

***Starting Infamy: +0***

***Class: --***

***Strain: --***

***Element: --***

***Type: --***

* **1st Level – Energy Drain:**
  + Whenever you are in the area of or targeted by an attack, spell, or ability that deals acid, cold, fire, thunder, lightning, psychic, necrotic, or radiant damage, as a reaction, you may absorb the energy from the assailment, reducing all damage of one of the chosen types taken from the assailment to 0. After doing so, you gain Energy Units equal to the amount of damage you would’ve taken (before applying modifiers such as resistance or immunity).
    - You may have a maximum of 300 Energy Units at a time
  + For each multiple of 30 Energy Units you have, you gain the following benefits (stacking each time):
    - Each of your ability score modifiers increase by 2
    - Whenever you deal damage with an attack or spell, you may deal an additional 2d6 damage of one of the following damage types: acid, cold, fire, thunder, lightning, psychic, necrotic, or radiant.
    - Your speed is increased by 10 ft.
    - Any damage you take is reduced by 5 points
  + You may employ Energy Units stored within you for any of the following effects:
    - As an action, you can fire out a blast of energy expending any amount of your Energy Units. Make a ranged spell attack out to a range of up to 200 ft using either your Dexterity or Constitution – you may add your proficiency bonus to the attack roll. On a hit, the target takes damage equal to half the Energy Units expended (rounded up) with the damage type being any of your choice from the following list: acid, cold, fire, thunder, lightning, psychic, necrotic, or radiant.
    - As an action, you can expend 20 Energy Units to grant any creature you touch immunity to one of the following damage types: acid, cold, fire, thunder, lightning, psychic, necrotic, or radiant. This damage immunity lasts 10 minutes. Additionally, you may extend the time the immunity to this damage type lasts by expending additional Energy Units upon touching the creature. For every 2 extra Energy Units spent, the immunity lasts an additional minute.
    - As an action, you may expend any amount of Energy Units in order to heal and recover stamina. For every 10 Energy Units spent, you regain 2d8 hit points; additionally, for every 20 total Energy Units spent, you may apply one of the following effects:
      * You end one effect on yourself that is causing you to be charmed or frightened
      * You end one spell effect afflicting you
      * You cure one disease afflicting you
      * You end any poisoning afflicting you
      * You remove one level of exhaustion
    - If you have spell slots, as an action, you may convert Energy Units into spell slots, up to your maximum. You may only convert Energy Units into spell slots of which you at least possess 1 level in. The conversion rate is 20 Energy Units per level of spell slot.
  + You can cast Protection from Energy, Investiture of Flame, Investiture of Ice, Investiture of Stone, Investiture of Wind, Elemental Bane, Primordial Ward, Fire Shield, Flame Blade, Control Flames, Mold Earth, Shape Water, Absorb Elements, Circle of Power, and Resistance at will
    - Use Constitution as your spellcasting ability
* **2nd Level – :**
* **3rd Level – :**
* **Overload – :**