**X - Cha****os:**

*“Manipulate the uncontrollable tides of chaos to unpredictable results”*

***Bonus Hit Points: 33 (77 – Sorcerer)***

***Starting Fame: +0***

***Starting Infamy: +0***

***Class: F***

***Strain: Manipulation***

***Element: Reality***

***Type: Mixed***

* **1st Level – Sudden Occurrence:**
  + As an action, you can focus and call forth the powers of chaos to manipulate reality around you in an unpredictable manner. Roll 1d100 and consult either the Wild Magic Surge table or the following list (your choice) and resolve the effect corresponding to the value of your roll. If you use this ability twice in succession – within 6 seconds of each other – after the 2nd effect resolves, you are weakened for the following minute. (Note: If you are willing, a character with the **Luck Manipulation** Major Arte can increase or decrease the value of your roll with their percentile manipulation – minimum value of 1 and maximum value of 100)
    - 01-02 – Your heart temporarily stops, and your soul enters a state of stasis. For the next hour, you are dead and cannot be revived or turned undead through any means. Your body does not decay and is immune to all damage during this time. After the hour passes, you awaken with 1 hit point and 4 levels of exhaustion.
    - 03-04 – You regain all your hit points
    - 05-06 – For the next hour, your hit point maximum is set to 50
    - 07-08 – For the next hour, you are under the effects of the *Haste*, *Jump*, and *Longstrider* spells (no concentration required)
    - 09-10 – For the next hour, you are under the effects of the *Slow*, *Bane*, and *Confusion* spells
    - 11-12 – The air around you begins to crackle wildly with destructive energy. For the next minute, whenever a creature within 20 ft of you (including yourself) takes damage from a spell, double it
    - 13-14 – A violent storm begins to brew in the area around you. After 2d4 minutes, the weather in the region out in a mile radius centered on you becomes a powerful storm that lasts exactly 1 hour before returning to the regular weather
    - 15-16 – For the next minute, you are immune to all damage
    - 17-18 – For the next minute, you gain vulnerability to all damage
    - 19-20 – For the next hour, your proficiency bonus is doubled
    - 21-22 – For the next hour, your proficiency bonus is set to 0
    - 23-24 – For the next hour, you are surrounded by epic music audible out to a 100 ft radius centered on you
    - 25-26 – For the next minute, you gain the 1st-level benefits of a random Major Arte you do not already have. While you have access to the **Chaos**Major Arte, you cannot lose these benefits through any means and you do not count as having that Major Arte for any effects that rely on that.
    - 27-28 – For the next hour, all creatures (including yourself) within 100 ft of you are weakened
    - 29-30 – For the next hour, your eyes glow with a radiant light and you gain spectral, angelic wings. During this time, you gain 30 ft of fly speed, any damaging spells you cast have their damage type changed to radiant, and double the effects of any magical healing you receive
    - 31-32 – For the next hour, you begin to violently shake and shudder uncontrollably. During this time, your speed is halved, you have disadvantage on Dexterity checks and saving throws, you have disadvantage on attack rolls, and – at the end of each of your turns – you must succeed on a DC 15 Dexterity check or drop everything you’re holding
    - 33-34 – A glowing orb of light springs forth, hovering 10 ft directly above you. At the start of your next turn, multiple swords of energy spring forth from the orb and rain down upon everything within 20 ft of you (not including yourself) before vanishing in a flash. All creatures in the area must succeed on a Dexterity saving throw (DC = 10 + your proficiency bonus + your highest ability score modifier) or take 10d10 slashing damage
    - 35-36 – Inky shadows fill the air around you. For the next hour, you have a 20 ft radius sphere of magical darkness centered on you (you do not receive any ability to see through it from this effect)
    - 37-38 – All nonmagical plants within 100 ft of you wither and die
    - 39-40 – An illusory humanoid dressed as a butler or maid appears in an unoccupied space within 10 ft of you. For the next 10 hours, they serve your every whim, performing menial tasks such as cleaning, cooking, etc. The humanoid is immune to all conditions and damage and cannot be targeted by spells or abilities. They can carry up to 200 lbs. at a time, they have a fly speed of 10 ft, and they can hover. They know all languages you know, and you can telepathically communicate with each other from any distance. They cannot harm creatures and can only perform the Help, Dash, Use an Object, Disengage, Dodge, Hide, Ready, and Search actions in combat
    - 41-42 – A befuddling mist suddenly flows through the air and quickly dissipates. All creatures (including yourself) within 100 ft of you lose the ability to understand Common for the next hour
    - 43-44 – The spectral image of a random deity flashes in the sky above you for a moment then vanishes
    - 45-46 – Space warps around you, bending and twisting for the next 6 seconds. At the end of your next turn, you and all other creatures within 100 ft of yourself are teleported to a random, safe location within 5 miles of your current space. All creatures maintain their relative positions, being automatically corrected if they would be in an occupied space or within a solid object or wall
    - 47-48 – For the next minute, golden coins rain down from the sky everywhere in a 1000 ft radius centered on you. During this minute, creatures that start their turn in an area exposed to the sky take 1d4 bludgeoning damage from the coins. After the minute passes, 10d100 x 100 gold coins in total have rained down, dispersed all throughout the area
    - 49-50 – For the next minute, small fireballs rain down from the sky everywhere in a 1000 ft radius centered on you. During this minute, creatures that start their turn in an area exposed to the sky take 4d8 fire damage from the fireballs. This fire ignites any flammable, nonmagical objects not being worn or carried.
    - 51-52 – In a puff of smoke, your body shifts form. For the next minute, you are a Cat using the *Wild Shape* rules.
    - 53-54 – In a puff of smoke, your body shifts form. For the next minute, you are a Frog using the *Wild Shape* rules.
    - 55-56 – In a puff of smoke, your body shifts form. For the next minute, you are a Tarrasque using the *Wild Shape* rules.
    - 57-58 – Your muscles tighten and expand, greatly increasing your physical strength. For the next minute, your Strength score is set to 30
    - 59-60 – For the next hour, you benefit from the *Detect Thoughts* spell, using your highest ability score as your spellcasting ability (no concentration required)
    - 61-62 – For the next minute, soporific bubbles float around you. During this time, any creature (including you) that starts its turn within 5 ft of you must succeed on a Dexterity saving throw (DC = 10 + your proficiency bonus + your highest ability score modifier) or pop one of the bubbles, causing that creature to fall asleep (unless the creature does not sleep or is immune to effects that would put them to sleep). The creature sleeps for the next hour or until it takes any damage. If it sleeps the full hour, it gains the benefits of a short rest
    - 63-64 – A light mist surrounds you. For the next hour, you are considered lightly obscured
    - 65-66 – For the next minute, you are surrounded by an angelic hymnal audible out 10 ft. If you die while this hymnal sounds, you are immediately revived at 1 hit point and the hymnal concludes
    - 67-68 – You and a random creature within 20 ft of you are engulfed in a red light. At the start of your next turn, if that creatures has Major Artes, you swap Major Artes with that creature until the end of your next turn
    - 69-70 – An aromatic mist blows through the air around you. All creatures within 20 ft of you must succeed on a Charisma saving throw (DC = 10 + your proficiency bonus + your highest ability score modifier) or be charmed by you for the next hour
    - 71-72 – Your teeth begin to rot and your tongue decays as your breath becomes a festering pit of bacteria. For the next minute, your breath is incredibly foul, giving you disadvantage on all Charisma checks and you cannot clearly speak or provide verbal components for spells; additionally, any breathing creature that starts its turn within 10 ft of you must succeed on a Constitution saving throw (DC= 10 + your proficiency bonus + your highest ability score modifier) or become poisoned until the end of their next turn. While poisoned in this way, the creature spends their action on their turn violently vomiting. After the minute passes, your mouth returns to normal
    - 73-74 – For the next hour, the creature with the most valuable items/money on their person located within 500 ft of you glows with a soft yellow light. Only you can see this glow and it permeates walls
    - 75-76 – You immediately regrow any missing body parts
    - 77-78 – 10d100 *Goodberries* appear scattered about in a 100 ft radius area centered on you
    - 79-80 – In a flash of green smoke, a *Froghemoth* in a random unoccupied space within 20 ft of you
    - 81-82 – A flash of blinding light radiates out from you. All creatures (including yourself) within 30 ft of you that can see must succeed on a Constitution saving throw (DC= 10 + your proficiency bonus + your highest ability score modifier) or be blinded for the next minute
    - 83-84 – Brilliant fireworks rise and erupt in the sky above you. For the next hour, the sky out to a 1-mile radius centered on you is filled with illusory sights and sounds of fireworks. These illusory fireworks are visible out up to 10 miles away and are not directly harmful in any way. Any creature that can see (including yourself) that starts its turn in an area where the fireworks are directly visible must succeed on a Wisdom saving throw (DC= 10 + your proficiency bonus + your highest ability score modifier) or spend its turn mesmerized by the fireworks – taking no actions and looking directly at the fireworks. A creature immune to being charmed automatically succeeds on this saving throw.
    - 85-86 – A sudden feeling of rage and fervor erupts inside all creatures (including yourself) within 100 ft of you. Each creature immediately uses its reaction to make a weapon attack, targeting a random creature in range – if possible. If no valid target exists, the creature targets itself.
    - 87-88 – You gain learn a random secret of a random humanoid creature within 100 ft of you
    - 89-90 – For the next hour, you do not have an amp
    - 91-92 – For the next hour, you do not have a weakness
    - 93-94 – For the next hour, you count as having proficiency in all skills
    - 95-96 – For the next hour, you do not count as being proficient in any skills
    - 97-98 – For the next minute, whenever you make an ability check, attack roll, or saving throw, roll 2d20 and add the two together to get your “die roll”
    - 99-00 – For the next minute, you gain the beneficial effects of 2 different *Last Stands* of your choice (ignoring all other rules concerning *Last Stands*). This effect ends early if you fall unconscious or you die.
  + Whenever you cast spell, you may choose to influence it through the power of chaos. If you do so, roll 1d10 and consult the following list and apply any relevant effects – if possible – to the spell
    - 1 – Your casting goes awry becomes an arcane formula for magical combustion! The spell explodes in your face in a blast of arcane force, causing you to take 15d10 force damage and the spell’s other effects do not go off, still expending anything used to cast the spell
    - 2 – The spell’s effect fizzles away, still expending anything used to cast the spell
    - 3 – If the spell deals damage or recovers hit points, triple the total amount of damage or healing
    - 4 – If the spell has a range of 5 ft or more, triple the total range
    - 5 – If the spell deals damage or recovers hit points, the total amount of damage or healing is set to 1
    - 6 – If the spell has a range of 5 ft or more, it targets you – if possible
    - 7 – If the spell deals damage, it ignores resistance and immunity to the damage type
    - 8 – If the spell has a duration, triple the total duration
    - 9 – If the spell has a duration, set its duration to 1 round
    - 10 – Your goes awry…in your favor! In the course of casting, the spell begins an auto-cast sequence. For the next minute, at the start of each of your turns, you may cast the spell again at the same level you originally casted it at as a free action. This casting is free and ignores *Stale Spell* rules. If the spell is concentration, the effects are added unto the original concentration. Finally, you may not use this ability to influence the auto-castings
  + Whenever you make a weapon attack, you may choose to influence it through the power of chaos. If you do so, roll 1d10 and consult the following list and apply any relevant effects – if possible – to the weapon attack
    - 1 – The tides of chaos are not in your favor as the power of your weapon is turned against you. The attack is made as normal against the intended target and the target is automatically hit; however, they are completely unharmed, taking 0 damage and no negative effects resulting from the hit can be applied. Instead, you take 5 times the maximum amount of damage you can deal with a standard attack with the weapon and gain 2 levels of exhaustion from the strain of the strike
    - 2 – If the weapon attack hits, the total damage is set to 1
    - 3 – If the weapon attack hits, the total damage is tripled
    - 4 – The weapon attack automatically misses the target
    - 5 – The weapon attack automatically hits the target
    - 6 – Guided by a burst of speed and vigor, your weapon attack may target any or all valid targets you can see in range (this does not allow for further influencing by this ability)
    - 7 – If your weapon is non-magical, it breaks before hitting the target
    - 8 – If there are any other valid targets in range, the weapon forces you to randomly target one different from your original mark
    - 9 – If the weapon attack hits, it counts as a critical hit
    - 10 – The tides of chaos are most certainly in your favor as the power of your weapon roars forth. The attack is made as normal against the intended target and the target is automatically hit; however, as the target is hit, all creatures that are both friendly to the target and hostile towards you within 100 ft of the original target are also counted as “the target”. You deal 2 times the maximum amount of damage you can deal with a standard attack with the weapon to the target and the target gains 2 levels of exhaustion from the strain of the strike
  + Whenever you make an ability check or saving throw, you can choose to put it all on a 50/50. If you do so, roll 1d100. If you roll a 01-50, it counts as a resounding success to results beyond normal success (determined by the DM); however, on a roll of 51-00, it counts as a devastating failure to results beyond normal failure (determined by the DM). A character with the **Luck Manipulation** Major Arte *cannot* increase or decrease the value of your roll with their percentile manipulation
  + You can cast Chaos Bolt, Thaumaturgy, and Confusion at will
    - Use your highest ability score modifier as your spellcasting ability modifier
  + Whenever you cast *Chaos Bolt* through this Arte, it is cast at 9th-level
* **2nd Level – Ordered Chaos:**
  + Whenever you use an ability from this Arte to roll on a list, you may roll twice and pick which of the two rolls you wish to use
  + Whenever you cast a spell or use an ability that has you roll dice (other than the percentile dice/d100), you may reroll any amount of 1’s, but you must keep the new roll
  + Whenever you roll the maximum value on a damage die, you may choose to roll it again – adding the extra roll to the damage total; however, if you roll maximum on this extra roll – you actually subtract the extra roll from the damage total and cannot roll that die again
  + Whenever an effect would cause you to roll at advantage or disadvantage, you may instead choose to roll normally
* **3rd Level – Living Roulette:**
  + Whenever you make an ability check, attack roll, or saving throw, you can employ the powers of chaos to determine your capabilities. Rather than use your normal bonus/penalty, roll 1d4 and 1d20. These rolls will determine the bonus/penalty you will use for that roll. The d20 roll is the value of your modifier and the d4 roll determines if the modifier is a bonus or penalty. If the d4 roll is odd, the d20 modifier is a bonus and, conversely, if the d4 roll is even, the d20 modifier is a penalty.
  + Whenever you cast *Chaos Bolt* through this Arte, you may create up to 5 initial bolts, rolling separately for each
  + As an action, you can entreat the tides of chaos to offer you an arcane boon in the form of a random spell. Roll 1d10 and 1d8 and consult the following lists:
    - d10:
      * 1 – Cantrip
      * 2 – 1st-Level
      * 3 – 2nd-Level
      * 4 – 3rd-Level
      * 5 – 4th-Level
      * 6 – 5th-Level
      * 7 – 6th-Level
      * 8 – 7th-Level
      * 9 – 8th-Level
      * 10 – 9th-Level
    - d8:
      * 1 – Abjuration
      * 2 – Conjuration
      * 3 – Divination
      * 4 – Enchantment
      * 5 – Evocation
      * 6 – Illusion
      * 7 – Necromancy
      * 8 – Transmutation
    - The d10 determines the base level of the spell and the d8 roll determines the school of magic the spell will be. From there you may either select the spell you wish to cast (so long as it is of the school and of the level rolled) or you may allow the DM to select the spell. If you allow the DM to select the spell, it is cast at 2 levels higher – if possible. If, for some reason, no valid spell exists, you may roll again. Once the spell is selected, no requirements of the spell need to be met and no concentration is required for a lasting effect, the spell’s effect just takes place with you determining all other necessary parameters. If the spell requires a target you must choose a target in range; however, if there is no valid target other than yourself in range, you must either allow the spell to target you or have it fizzle. If the spell is normally cast in response to some outward stimuli (falling, a spell cast, etc.), you may hold the effect until the next valid stimuli within the next minute (after which the spell immediately goes off), or the spell fizzles. If a spell fizzles from this ability, you cannot use this ability until you finish a short or long rest.
* **Overload – Power Trick:**
  + Whenever you use an ability from this Arte to roll on a list, you may roll thrice and pick which of the three rolls you wish to use
  + As an action, you can entreat the tides of chaos to offer a supernaturally powered boon in the form of a random Major Arte. Roll 1d4 and consult the following list. This list determines the level at which you gain the Major Arte. After that, employ a method agreed upon by the DM to roll against all existing Major Arte (often a random number generator or an online die roller) in order to generate the Major Arte you will gain. After the Major Arte is determined, you gain all the effects of the Major Arte as if you had it at the level you rolled for the next minute. You gain all benefits of the Major Arte apart from any bonus hit points and any abilities that would allow you to gain additional Major Artes. If the Major Arte you generate is one with a special unique effect (such as **Grand Artifact** or **Spectral Other)**, that unique effect persists within your quintessence, manifesting again if you ever gain those Major Artes again.The Major Arte lasts the full minute, even if you leave the Overload state during that time and cannot be suppressed or lost by any means so long as you still have your **Chaos** Major Arte. During this minute, you cannot use this ability. Finally, when rolling to generate the Major Arte, if you roll **Chaos**, you hit a special jackpot – rolling to generate 4 more Major Arte-Level pairs – rerolling all rolls of **Chaos** – gaining a total of 5 Major Artes for the minute.
    - 1 – 1st-Level
    - 2 – 2nd-Level
    - 3 – 3rd-Level
    - 4 – Overload