**X - Inversion:**

*“Dictate power through reversal of abilities”*

***Bonus Hit Points: 50 (70 – Cleric, Monk, Warlock)***

***Starting Fame: +0***

***Starting Infamy: +10***

***Class: F***

***Strain: Sync***

***Element: Soul***

***Type: Combat***

* **1st Level – Power Inversion:**
  + As a bonus action, you can read the Aether of a creature you can see within 500 ft of yourself. After doing do, you learn whether the creature has any Artes or not. If the creature does have Artes, you can inquire further, asking the DM one of the following questions about the creature (You may use subsequent bonus actions, while you can still see the creature and it is still in range, to ask more questions)
    - What is the creature’s weakness?
    - What is the creature’s amp?
    - What is one of the creature’s Major Artes?
    - What is the creature’s highest leveled Major Arte?
    - What is one of the creature’s Minor Artes?
    - How many Major Artes does the creature have?
    - How many Minor Artes does the creature have?
    - Does the creature have any Major Artes of a higher level than my **Inversion** Arte?
  + As a bonus action, you can attempt to swap the amp and weakness of a creature you can see within 250 ft.
    - If the targeted creature lacks both an amp and a weakness, the inversion attempt fails.
    - The targeted creature makes a saving throw using an ability score of your choice (DC = 10 + your proficiency bonus + your highest ability score modifier).
      * A willing creature can choose to intentionally fail the save
    - On a successful save, the creature suffers no adverse effects and gains a cumulative +2 bonus to all future attempts at the save within the next 24 hours.
    - On a failed save, the creature’s amp and weakness swap
      * Each adjusts appropriately to match the rules of amps and weaknesses, as per the DM’s discretion
      * The swapping lasts 1 hour and ends early if you choose to dispel it, fall unconscious, or die
      * If the creature lacks either an amp or weakness but still has the other, the singular one still swaps
  + As an action, you can attempt to invert one of the Minor or Major Artes of a creature you can see within 250 ft.
    - If the targeted creature doesn’t have any Minor or Major Artes, the inversion attempt fails.
    - If you specifically know any of the targeted creature’s Minor or Major Artes, you may target one you know as the target of your power inversion; otherwise, the DM randomly determines what Minor or Major Arte will be targeted.
    - The targeted creature makes a saving throw using an ability score of your choice (DC = 10 + your proficiency bonus + your highest ability score modifier). If the targeted Arte is a Major Arte and it is at a level greater than your level of **Inversion**, the creature gains a +5 bonus to the save for each level greater its Major Arte is.
      * A willing creature can choose to intentionally fail the save.
    - On a successful save, the creature suffers no adverse effects and gains a cumulative +2 bonus to all future attempts at the save within the next 24 hours.
    - On a failed save, the targeted Arte has its abilities inverted.
      * An inverted Arte functions opposite to how it would normally function, with more directly converse abilities (such as damage and healing) swapping function (i.e. a healing ability now damages for the same amount or a damaging ability now heals for the same amount); however, more open-ended abilities with no clear opposite require more creative consultation at the discretion of the DM; additionally, certain abilities sourced from Artes function in specific manners, as follows.
        + Inverting a Major Arte has no effect upon the bonus hit points the user normally gains.
        + An Arte ability that sets an ability score to a specific minimum value will set the ability score to its opposite signed equivalent modifier value – to a minimum ability score of 2 and a maximum ability score of 30. For example, a character with an inverted **Super Strength** Major Arte would have their Strength score be set to 2.
        + An Arte ability that causes Arte suppression will instead cause Arte amplification and, on a similar strain, an ability that offers immunity to Arte suppression will instead give immunity to Arte amplification.
        + In general, Arte abilities that would increase a value (such as speed, skill bonuses, saving throw bonuses, AC, etc.) will decrease those values instead (to a context-sensitive minimum) – and vice-versa.
        + In general, Arte abilities that confer resistance or immunity to damage types will instead confer vulnerability; additionally, if an Arte would confer vulnerability it instead gives immunity.
        + In general, Arte abilities that offer advantage instead cause disadvantage – and vice-versa.
    - While inverting an Arte, you must maintain concentration on it – as if you were concentrating on a spell – in order to keep it inverted. You may apply any special abilities you have concerning concentration to this; however, you cannot gain the inability to lose this concentration; additionally, for every hour you keep concentrating, you must succeed on a Constitution saving throw (DC = 10 + 5 \* the number of hours) or gain a level of exhaustion,
    - You may concentrate on up to 3 inverted Artes at a time
    - If an effect such as another usage of the **Inversion** Major Arte causes an inverted Arte to invert again, the Arte returns to a normal state and all involved inverters lose concentration on that Arte.
* **2nd Level – Advanced Inversion:**
  + Once you lose concentration upon an inverted Arte, the Arte stays inverted for an additional 12 seconds
  + When inverting a Major Arte, the creature loses all associated bonus hit points.
  + When you invert a Major Arte, if you know the specific Major Arte you are inverting, you may selectively invert any or all specific lines of your choice.
  + When you invert a Major Arte, you may gain up to 2 of the following benefits (you choose) – each benefit lasting while that Major Arte is still inverted:
    - You may cast any spells offered from the inverted Arte, employing the same rules as described in the inverted Arte
    - You gain all associated bonus hit points, adding them to your hit point maximum
    - You gain all damage resistances and immunities originally offered by the Arte
    - You may employ any ability score minimums originally offered by the Arte
    - You gain all skill bonuses originally offered by the Arte
    - You gain all saving throw bonuses originally offered by the Arte
    - If the Major Arte offered a special, unique manifested ability (such as in the cases of the **Grand Artifact** or **Spectral Other** Artes), you may use it normally
* **3rd Level – Power to Weakness:**
  + Whenever a creature with a 3rd-level or Overload Major Arte targets you with an attack, spell, or Arte, you gain the following benefits against it
    - +5 bonus to any saving throws (+10 if the creature has an Overload Major Arte)
    - +10 AC (+20 if the creature has an Overload Major Arte)
    - 50 points of damage reduction (100 points if the creature has an Overload Major Arte)
    - +10 bonus to any contesting ability checks (+20 bonus if the creature has an Overload Major Arte)
  + Whenever you target a creature that has any 3rd-level or Overload Major Artes with an attack, spell, or Arte, you gain the following benefits against it
    - +20 to hit (+40 if the creature has an Overload Major Arte)
    - +10 damage (+20 if the creature has an Overload Major Arte)
    - +10 to any relevant DC’s (+20 if the creature has an Overload Major Arte)
  + Inversion DC: +2 (DNS)
  + Swap DC: +2 (DNS)
  + Inversion Range: 500 ft (DNS)
  + Swap Range: 500 ft (DNS)
  + You may concentrate on up to 6 inverted Artes at a time (DNS)
  + As an action, you can attempt to further weaken a weakened creature you can see within 500 ft of yourself
    - If the creature is not currently weakened or has no weakness, the attempt fails
    - The targeted creature makes a saving throw using an ability score of your choice (DC = 10 + your proficiency bonus + your highest ability score modifier).
    - On a successful save, the creature suffers no adverse effects and gains a cumulative +2 bonus to all future attempts at the save within the next 24 hours.
    - On a failed save, the creature’s level of weakness increases to a greater degree, incurring the following penalties until it is no longer weakened:
      * The creature loses all bonus hit points from any weakened Major Artes
      * The creature loses the use and benefits of all their Minor Artes
      * The creature is immune to the effects of its amp
* **Overload – Internal Inversion:**
  + Your weakness also functions as an amp for you
  + While amped, instead of increasing your Major Artes each by 1-level, they all instead instantly go to Overload
  + Whenever you suffer a numerical penalty to an attack roll, ability check, saving throw, or damage roll, you can turn that penalty to a bonus
  + You may concentrate on up to 9 inverted Artes at a time (DNS)
  + When selecting bonuses from inverting a Major Arte, you may select up to 4 (DNS)