**X – Memorance:**

*“Attain control over the limitless potential contained within memory to your discretion”*

***Bonus Hit Points: 25 (45 – Bard, Mystic, Rogue, Sorcerer, Warlock, Wizard)***

***Starting Fame: +0***

***Starting Infamy: +5***

***Class: E***

***Strain: Sync***

***Element: Life***

***Type: Mixed***

* **1st Level – Memory Manipulation:**
  + Your memory cannot be magically or supernaturally read or altered in any fashion, unless you are willing
  + Proficiency in History and Perception
  + You have a fully photographic memory and can even “scrub” through your memories as if they were video
  + As an action, you can project an illusory image of a scene within your memory. This scene is obviously an illusion and can be scaled up or down
  + You can sense whether a creature you can see has had their memories magically or supernaturally altered in any way
  + Min Wisdom of 20
  + You can fire energy charged with memories as a weaponry. You gain a new attack option you can use with the Attack action. This special attack is a ranged spell attack with a range of 60 ft. You are proficient with it, and you add your Wisdom modifier to its attack and damage rolls. Its damage is psychic, and the damage dice are 6d4.
    - If a creature hit with this energy takes 20 or more damage from a single attack, it must succeed on a Wisdom saving throw (DC = 10 + your Wisdom modifier + your proficiency bonus) or suffer one of the following effects (your choice):
      * The creature’s most traumatic memories come to the surface and they see you as their source. Until the end of its next turn, the creature is frightened of you.
      * The creature’s best memories come to the surface and they see you as their source. Until the end of its next turn, the creature is charmed by you.
      * The creature momentarily forgets how to use its abilities. Until the end of its next turn, the creature cannot use any of its class features or abilities from its Artes that require direct use.
      * The creature forcibly divulges the answer to one question to pose to it. The creature answers truthfully and to the best of its ability.
  + As an action, you can attempt to manipulate the memory of a creature you can see within 100 ft of yourself
    - The creature must make a Wisdom saving throw (DC = 10 + your Wisdom modifier + your proficiency bonus). On a success, your manipulation fails, and the creature is immune to this ability for the next hour. On a failure, you can manipulate the creature’s memory in one of the following ways
      * You may add an event into the last hour of the creature’s memory – the creature believes this event to have happened and justifies any inconsistencies
      * You may remove a single event from the last hour of the creature’s memory – the creature has no recollection of the event’s occurrence and justifies any inconsistencies
      * You may alter an event that occurred within the last hour of the creature’s memory – the creature believes this event to have occurred as they remember it and justifies any inconsistencies
      * You may force the creature to accurately relay their recollection of a single event that occurred within the last hour – the creature is supernaturally compelled to be as clear and truthful as possible until they have fully described the event
  + You can cast Modify Memory, Identify, Detect Thoughts, Cause Fear, Legend Lore, Dream, Mind Blank, Enemies Abound, Mind Spike, and Clairvoyance at will
    - Use Wisdom as your spellcasting ability
* **2nd Level – Memory Archiving:**
  + Your memory manipulation can affect up to the last day of the creature’s memory
  + You can project the memory of a willing creature you are in contact with
  + As an action, you can attempt to deeply read through and catalogue the memories of an unconscious creature you can see within 100 ft of yourself
    - When doing so, you immediately gain the last hour of their memory copied into your own memory
      * Just as with your own memory, you can “scrub” through this memory as if it were video
    - With every subsequent action used on the same unconscious creature, you gain an additional hour – up to the last 48 hours
  + As a bonus action, you can attune yourself to the memory of a creature you can see within 100 ft of yourself. This attunement is minor and allows you to read into the immediately last stored surface memories of the creature – granting you increased ability to predict their actions and react appropriately. While attuned to the creature, you gain a +3 bonus to ability checks made to track or locate the creature, saving throws against the creature’s abilities, and your AC against the creature’s attacks. You can only be attuned to the memory of one creature at a time.
* **3rd Level – Deep Memory Control:**
  + While attuned to the memory of a creature, you also gain the following benefits against it:
    - Your bonuses increase to +6
    - You know whether or not the creature believes a lie you tell
    - You know the creature’s surface emotional state
    - You know whether or not the creature is threatened by you
    - You know the most immediate desire on the creature’s mind
    - The creature has disadvantage on the saving throw against your memory manipulation
    - The creature takes an extra 6d4 psychic damage from your memory energy attack
  + Your memory manipulation can affect up to the last week of the creature’s memory
  + A creature that succeeds on the saving throw against your memory manipulation is only immune to it for the next minute
  + When reading through and cataloguing the memories of an unconscious creature, you can gain up to the last 336 hours of memories
  + Memory energy damage dice: 12d4
  + Min Wisdom of 25
  + Min Charisma of 20
  + As an action, you can fully manifest imagery from the deepest inner vestiges of a creature’s memory to various effects
    - The creature must succeed on a Wisdom saving throw (DC = 10 + your Wisdom modifier + your proficiency bonus) or suffer one from one of the following (your choice):
      * The creature is forced to relive one of the most traumatic moments in its life as though it were there again. For the next minute, the creature is frightened of everything around it and, while frightened this way, the creature is paralyzed. Additionally, after the minute passes, the creature gains 2 levels of exhaustion and takes 6d6 psychic damage from the mental strain.
      * The creature experiences the happiest moment of its life as though it were there again. For the next minute, the creature is charmed by everything around it and, while charmed this way, the creature spends its action gazing in marvel. Additionally, after the minute passes, the creature is cured of any short-term or long-term madness afflicting it as they find their mind and body soothed.
      * The creature experiences a dream as though it were reality, witnessing inane scenes from the deepest recesses of their subconscious. For the next minute, the creature suffers the effects of the *Confusion* spell and speaks only in incoherent babbles. Additionally, after the minute passes, the creature gains a random short-term madness from the confusion.
      * The creature’s mind goes blank and they perceive themselves as floating in an empty void, deprived of all senses. For the next minute, the creature is incapacitated, it cannot willingly move, it cannot use any of its senses, and it automatically fails Dexterity saving throws. Additionally, after the minute passes, the creature removes 2 levels of exhaustion and gains 6d6 temporary hit points as it achieves a soothing, relaxing level of Zen.
    - While a creature is under the effects of this ability, whenever they take any damage, they may repeat the saving throw, ending the effect early on itself on a success. If an effect ends early, the ending effect that occurs after the minute passes does not happen.
* **Overload – Memory Mastery:**
  + Min Wisdom of 30
  + Memory energy damage dice: 24d4
  + You can attune yourself the memories of up to 5 creatures at a time
  + Your memory manipulation can affect up to the last year of the creature’s memory
  + Your memory energy attacks deal triple damage to creatures that are frightened or charmed