**X – Muse:**

*“Employ a supernatural mastery over the arts to enchant, control, and create”*

***Bonus Hit Points: 30 (50 – Artificer, Bard, Monk)***

***Starting Fame: +0***

***Starting Infamy: +0***

***Class: F***

***Strain: Sync***

***Element: Soul***

***Type: Utility***

* **1st Level – Artistic Peak:**
  + Proficiency in all musical instruments
  + Proficiency in all artisan’s tools
  + Proficiency in all gaming sets
  + Proficiency and Expertise in Performance
  + Natural +10 to Performance
  + Natural +5 to checks made with musical instruments, artisan’s tools, and gaming sets
  + Whenever you make a Performance check, on a d20 roll of 9 or lower, you may treat the roll as a 10
  + Min Charisma of 20
  + As an action, you can psychically control an instrument you can see within 100 ft, causing it to play itself. Additionally, you can cause the instrument to continue playing without using subsequent actions to control it by maintaining concentration on it, as if you were concentrating on a spell. You can concentrate on up to 10 different instruments. While concentrating on it, you can control the volume, pitch, and note of what’s being played.
  + Whenever you take the Dash action, you can also use your bonus action to dance about whilst you Dash. If you do so, until the end of your turn, you do not provoke opportunity attacks, your speed increases by 60 ft (before gaining the bonus speed from Dash), and you have advantage on Acrobatics checks
  + You can weaponize the power of song itself. 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, the target must be able to hear you, and you add your Charisma modifier to the attack and damage rolls. Its damage is your choice or thunder or psychic, and the damage dice are 3d8.
    - When making this attack, you must either be holding an instrument or be able to sing
  + Over the course of an 8-hour ritual, you can supernaturally craft an art piece (be it a painting, writing, play, etc.) and infuse into it a grand power – as long as you have access to the proper tools and materials for what you’re trying to create
    - Once the piece is complete, it is of a length and complexity beyond what others could complete in an 8-hour period
    - While you have the piece on you, as an action, you can either showcase or perform part of the piece
      * While doing so, whenever a creature that can see or hear you starts its turn within 50 ft of you, it must make a Charisma saving throw (DC = 10 + your Charisma saving throw + your proficiency bonus). If you can see the creature, you may have it automatically pass the save. A creature with immunity to the charmed condition has advantage on this save.
      * On a failed save, the creature spends its turn looking at the work in awe – taking no actions and not moving
      * You can use subsequent actions to continue showcasing/performing
  + As an action, you can improvise poetry and craft your words into a supernatural enchantment with the effect changing depending on the subject/purpose of the poetry (If an effect has a creature make a saving throw, the DC = 10 + your Charisma modifier + your proficiency bonus). The supernatural energies allow creatures that don’t share a language with you to be affected; however, if a creature has an Intelligence score of 4 or less, it is unaffected.
    - **Heroic Epic**: Your words inspire hope into the hearts of the listeners. Choose any number of creatures that you can see within 100 ft of yourself. If they can hear you, they gain the following benefits: any effects causing the creature to be frightened immediately ends, the creature gains 20 temporary hit points, and the creature gains a +3 bonus to their next saving throw. Finally, if the creature is an evil alignment, it must succeed on a Charisma saving throw or become good for the next minute.
    - **Humorous Limerick**: Your words bring mirth to the listeners and lighten their hearts. Choose any number of creatures that you can see within 100 ft of yourself. If they can hear you, they gain the following benefits: any short- or long-term madness afflicting the creature immediately ends and the creature gains immunity to the frightened condition for the next minute. Finally, you may force the creature to make an Intelligence saving throw. On a failed save, the creature bursts into a fit of mad laughter – falling prone and becoming incapacitated for the next minute. Each time the creature takes damage, it may repeat the saving throw, ending the effect on itself on a success.
    - **Romantic Sonnet**: Your words are charged with love and enchants the mind of the listener. Choose any number of creatures that you can see within 100 ft of yourself. If they can hear you, they must succeed on a Charisma saving throw or be charmed by you for the next hour. While charmed in this way, the creature sees you as its sole object of affection and bids itself to follow and serve your whims. Whenever the creature takes damage, it may repeat the saving throw, ending the effect on itself on a success.
    - **Haunting Elegy**: Your words fill the listeners with an awakened sense of dread and despair. Choose any numbers of creatures that you can see within 100 ft of yourself. If they can hear you, they must succeed on a Wisdom saving throw or be frightened of you for the next hour. Additionally, while frightened in this way, the creature suffers a -3 penalty to all saving throws and ability check it makes. At the end of each of the creature’s turns, it may repeat the saving throw, ending the effect on itself on a success.
    - **Nostalgic Pastoral**: Your words bring memories and dreams to the surface to the listeners’ minds. Choose any number of creatures that you can see within 100 ft of yourself. If they can hear you, they must succeed on a Wisdom saving throw or be filled with distracting feelings of the past. If the creature was hostile towards you, it ceases to be hostile and loses all interest in you; however, it will still become hostile again if it is damaged by you or targeted by a harmful effect from you.
  + You can cast Dancing Lights, Friends, Minor Illusion, Comprehend Languages, Illusory Script, Calm Emotions, Magic Mouth, Silence, Shatter, Major Image, Tongues, Otto’s Irresistible Dance, Pyrotechnics, and Tasha’s Hideous Laughter at will
    - Use Charisma as your spellcasting ability
* **2nd Level – Artisanal Expertise:**
  + Expertise in all musical instruments
  + Expertise in all artisan’s tools
  + Expertise in all gaming sets
  + Whenever you make a check with a musical instrument, artisan tool, or a gaming set, on a d20 roll of 9 or lower, you may treat the roll as a 10
  + Dancing whilst taking the Dash action no longer costs your bonus action
  + Whenever you make an attack roll with a weapon with which you are proficient, you may add your total Performance bonus to the roll
  + As an action, you can instantly produce a set of any artisan’s tools of your choice. The artisan’s tools last until you use this ability again.
  + You gain a set of special abilities you can employ with each kind of artisan’s tools (If an effect has a creature make a saving throw, the DC = 10 + your Charisma modifier + your proficiency bonus):
    - **Alchemist’s Supplies:** As an action, while you have alchemist’s supplies in hand, you spray forth a jet of enhanced acid, alchemist’s fire, or oil, (your choice). The jet fires out in a line up to 300 ft long. All creatures in the line must succeed on a Dexterity saving throw or be subject to an effect depending on the composition of the jet.
      * **Acid:** The target takes 10d10 acid damage and any nonmagical equipment the creature is wearing gains a cumulative -1 penalty (If an object ever reaches -3, it is destroyed)
      * **Alchemist’s Fire:** The creature is coated in a sticky fluid that adheres to its skin. The fluid ignites immediately and continues to burn on its own. At the start of each of the creature’s turns, it takes 5d8 fire damage. A creature can end this damage by using its action to make a Dexterity check against this ability’s DC to extinguish the flames
      * **Oil:** The target is covered in oil. If the target takes any fire damage before the oil dries (after 1 hour), the target takes an additional 30 fire damage from the burning oil.
    - **Brewer’s Supplies:** As an action, while you have brewer’s supplies in hand, you can fill a container you can see within 100 ft of yourself with up to 16 gallons of fresh water or 8 gallons of beer. When producing the beer, it is either of average quality or you may make an Intelligence check using your proficiency in brewer’s supplies to determine the quality.
    - **Calligrapher’s Supplies:** As an action, while you have calligrapher’s supplies in hand, you can produce illusory words in an unoccupied space you can see within 100 ft of yourself. These words can be written in any style of handwriting you’ve seen before and can be in any language you know. You may produce up to 30 words as part of the illusion. While the words are active, you may cause them to appear or disappear as a bonus action. The words last until you dispel them, you die, or you produce illusory words with this ability again.
    - **Carpenter’s Tools:** As an action, while you have carpenter’s supplies in hand, you can create a wooden structure of any shape and size – as long as it fits in a 20 ft3 cube – in an unoccupied space you can see within 100 ft of yourself. No matter the size of the structure, it weighs 5 lbs. and has 100 hit points. You may use this ability to create intricate designs such as art pieces, keys, complex mechanisms, etc. If you do so, make a Dexterity check using your proficiency in carpenter’s tools to determine the quality. After creating a structure, you cannot do so again until you complete a short or long rest.
    - **Cartographer’s Tools:** As an action, while you have cartographer’s supplies in hand, you can summon forth an intricate, illusory map. This illusory map takes the form of a three-dimensional projection of an area. The map outlines an area out to a 1-mile radius around you and includes details such as: vegetation, roads, safe passageways, doorways, elevation, hidden passages, traps, magic, etc. This map persists in an unoccupied space within 10 ft of you and lasts until you dispel it, you die, or you produce a map with this ability again.
    - **Cobbler’s Tools:** As an action, while you have cobbler’s tools in hand, you can create magical guards around the feet of any number of creatures you can see within 100 ft. These magical guards offer the following benefits to the creature: The creature may travel up to 12 hours a day without making saving throws to avoid exhaustion, the creature ignores difficult terrain imposed by objects on the ground, the creature ignores effects reliant on crossing terrain (such as oil on the ground, the *Spike Growth* spell, caltrops, etc.), and the creature’s walking speed is increased by 5 feet. These guards last until you dispel them, you die, or you create more guards with this ability again.
    - **Cook’s Utensils:** As an action, while you have cook’s utensils in hand, you can summon forth a full meal that fulfills a creature of any size’s requirements for food for a full day. In general, the meal is of average quality and comprised of basic nutritious foods; however, you may attempt to produce a meal of higher quality. When doing so, make an Intelligence check using your proficiency in cook’s utensils to determine the quality. You may create up to 10 meals and regain all expended uses of this ability after completing a short or long rest.
    - **Electrician’s Tools:** As an action, while you have electrician’s tools in hand, you can charge an object you can see within 100 ft of yourself if it runs on electricity. Each use of this ability charges the object up to 10% to a maximum of 100% battery capacity.
    - **Gardener’s Supplies:** As an action, while you have gardener’s supplies in hand, you can grow small plants or fungi in an unoccupied space you can see within 100 ft. While the space doesn’t need to initially be able to sustain the plant, if the plant wouldn’t be able to naturally subsist in the conditions, it dies after 1 hour. These small plants or fungi can be any kind of small or smaller plant/fungus you’ve seen before, such as flowers, mushrooms, lichen, moss, herbs, grasses, etc. The plants/fungi grown are of average quality (as are any byproducts produced from the plants/fungi); however, you may attempt to produce a plant/fungus of higher quality. When doing so, make an Intelligence check using your proficiency in gardener’s supplies to determine the quality. You may grow up to 10 plants or fungi and regain all expended uses of this ability after completing a short or long rest.
    - **Glassblower’s Tools:** As an action, while you have glassblower’s supplies in hand, you can create a glass structure of any shape and size – as long as it fits in a 20 ft3 cube – in an unoccupied space you can see within 100 ft of yourself. No matter the size of the structure, it weighs 1 lb. and has 30 hit points. You may use this ability to create intricate designs such as stained glass, layered tubing, complex mechanisms, etc. If you do so, make a Dexterity check using your proficiency in glassblower’s tools to determine the quality. After creating a structure, you cannot do so again until you complete a short or long rest.
    - **Jeweler’s Tools:** As an action, while you have jeweler’s tools in hand, you can create a small gemstone. Make an Intelligence check using your proficiency in jeweler’s tools in order to determine the value range of gemstone you can create. After creating a gemstone with this ability, you cannot do so again until you complete a short or long rest.
      * ≤ 10: $50 value gemstone
      * 11-20: $500 value gemstone
      * 21-30: $1000 value gemstone
      * 31-40: $5000 value gemstone
      * > 40: $10000 value gemstone
    - **Leatherworker’s Tools:** As an action, while you have leatherworker’s tools in hand, you can create an object out of leather. The object is of average quality and rudimentary and medium-sized; however, you can attempt to create a more intricate, high-quality object. If you do so, make a Dexterity check using your proficiency in leatherworker’s tools in order to determine the quality of the object created. After creating an object with this ability, you cannot do so again until you complete a short or long rest.
    - **Mason’s Tools:** As an action, while you have mason’s tools in hand, you can create a stone or brick structure of any shape and size – as long as it fits in a 20 ft3 cube – in an unoccupied space you can see within 100 ft of yourself. No matter the size of the structure, it weighs 10 lbs. and has 200 hit points. You may use this ability to create intricate designs such as chiseled brick, carved designs, complex mechanisms, etc. If you do so, make a Strength check using your proficiency in mason’s tools to determine the quality. After creating a structure, you cannot do so again until you complete a short or long rest.
    - **Mechanic’s Tools:** As an action, while you have mechanic’s tools in hand, you can improve the efficiency and function of a complex mechanism (such as a vehicle, computer, etc.) that you can see within 100 ft of yourself. For the next 24 hours, the mechanism loses fuel at half the rate (if it uses any), functions at double speed (if desired), and suffers no natural wear or strain. A mechanism can only benefit from this ability once a day. After increasing mechanism efficiency, you cannot do so again until you complete a short or long rest.
    - **Modeling Tools:** As an action, while you have modeling tools in hand, you can receive a data read-out of a creature you can see within 100 ft of yourself. This read-out doesn’t reveal any hidden details about the creature, but it offers exact measurements of visual qualities and quantities such as height, weight, age, eye color, hair color, race, etc. All this data is catalogued and stored in a log file accessible from the storage device linked to your modeling tools. The file also includes any non-visual details you knew about the creature prior to getting the read-out, such as, name, Artes, class, etc.
    - **Painter’s Supplies:** As an action, while you have painter’s supplies in hand, you can produce an illusory image in an unoccupied space you can see within 100 ft of yourself. This image can appear in any style of painting you have seen before or it may just appear realistic. The image may be up to 5 feet in any dimension. While the image is active, you may cause it to appear or disappear as a bonus action. The image lasts until you dispel it, you die, or you produce an illusory image with this ability again.
    - **Photographer’s Supplies:** As an action, while you have photographer’s supplies in hand, you can capture a moment in all directions around you within an animated photograph. This photograph showcases all viewpoints in a 360° around you. This photograph immediately appears before you and uses no ink.
    - **Potter’s Tools:** As an action, while you have potter’s tools in hand, you can create a ceramic structure of any shape and size – as long as it fits in a 20 ft3 cube – in an unoccupied space you can see within 100 ft of yourself. No matter the size of the structure, it weighs 3 lbs. and has 45 hit points. You may use this ability to create intricate designs such as embossed designs, complex containers, glazed objects, etc. If you do so, make a Dexterity check using your proficiency in potter’s tools to determine the quality. After creating a structure, you cannot do so again until you complete a short or long rest.
    - **Rockhound’s Tools:** As an action, while you have jeweler’s tools in hand, you can create a small mineral. Make an Intelligence check using your proficiency in rockhound’s tools in order to determine the value range of mineral you can create. After creating a mineral with this ability, you cannot do so again until you complete a short or long rest.
      * ≤ 10: $100 value mineral
      * 11-20: $1000 value mineral
      * 21-30: $2000 value mineral
      * 31-40: $10000 value mineral
      * > 40: $20000 value mineral
    - **Smith’s Tools:** As an action, while you have smith’s supplies in hand, you can create a metal structure of any shape and size – as long as it fits in a 20 ft3 cube – in an unoccupied space you can see within 100 ft of yourself. No matter the size of the structure, it weighs 30 lbs. and has 300 hit points. You may use this ability to create intricate designs such as embossed designs, moving parts, complex mechanisms, etc. If you do so, make a Strength check using your proficiency in smith’s tools to determine the quality. After creating a structure, you cannot do so again until you complete a short or long rest.
    - **Tinker’s Tools:** As an action, while you have tinker’s tools in hand, you can create a small mechanism that serves a basic, singular, defined purpose (such as telling the time, providing light, etc.). The mechanism cannot create objects, it cannot create creatures, and it cannot suppress powers. In general, the complexity of the mechanism cannot be more than a cell phone. If the mechanism is a weapon, it deals 2d8 of a damage type of your choice, it counts as +3, you are proficient with it, and any ammunition it uses is magically created and disappears whether it hits or misses. To determine the quality of the mechanism, make an Intelligence check using your proficiency in tinker’s tools. After creating a mechanism, you cannot do so again until you complete a short or long rest.
    - **Weaver’s Tools:** As an action, while you have weaver’s tools in hand, you can summon forth thread bindings. These bindings originate from the tools and extend out up to 100 ft. The bindings have 40 hit points, immunity to psychic damage, and vulnerability to slashing damage. You may only have one set of bindings active at a time. As part of the same action, you may attempt to wrap the bindings around a creature or object. When targeting a creature, the creature makes a Dexterity saving throw – becoming restrained by the bindings on a failure. A targeted object is instantly vanished and – if it is anchored – you can use the bindings to hang or swing from it. The bindings last for up to 10 minutes – vanishing early if you dispel them or they are destroyed.
    - **Woodcarver’s Tools:** As an action, while you have woodcarver’s tools in hand, you can carve a message into wood. This message must fit in a maximum of 5 ft x 5 ft area of the wood. It can be comprised of words, symbols, intricate designs, etc.; additionally, you can make this message hidden until a command word is spoken. The message stays permanently carved into the wood until you dispel it or die. Finally, you can attempt to imbue a spell you know into the message. When doing so, make an Intelligence check using your proficiency in woodcarver’s tools with DC equal to 10 + twice the level of the spell. On a successful check, the spell is imbued into the message and triggers under specifications you define when carving the message once a command word is spoken. Imbuing a spell does not cost a spell slot or material components, but you may only attempt it once per long rest and can only maintain up to 2 spell-imbued messages.
* **3rd Level – Divine Maestro:**
  + Whenever you make a damage roll with a weapon with which you are proficient, you may add your total Performance bonus to the roll
  + Weaponized song damage: 9d8 (DNS)
  + Min Charisma of 25
  + Natural +10 to Perception checks relying on hearing
  + Blindsight out 30 ft while you can hear
  + Immune to the charmed condition
  + Your proficiency bonus is increased by 5
  + Natural +20 to Performance (DNS)
  + Psychic instrument control range: 1000 ft (DNS).
  + As an action, while you are holding an instrument, you can start performing an enchanting song. You continue performing this song as long as you use your action on subsequent turns to continue it. The song is comprised of various enchantments you can apply that affect all creatures – including yourself – that can hear the song and are within 100 ft of you. The possible enchantments you are listed below. Upon taking the action to start the performance, choose 2 of the following options as the starting actions and whenever you take future actions to continue the performance, you may add 1 more enchantment up to a maximum number of enchantments equal to your proficiency bonus (min 2); alternatively, you may swap out 1 enchantment for a different enchantment. Each enchantment can only be applied once unless otherwise stated. Your performance ends early if you are incapacitated or die, immediately ending all effects
    - Friendly creatures regain 30 hit points at the start of their turns
    - Friendly creatures may make 1 additional weapon attack whenever they take the Attack action on their turn
    - Friendly creatures receive a +5 bonus to all saving throws
    - Friendly creatures receive a +10 bonus to the first attack and damage roll they make in a turn
    - Friendly creatures gain resistance to one damage type of your choice (you may apply this enchantment multiple times, choosing a different damage type each time)
    - Friendly creatures cannot be surprised
    - Friendly creatures gain immunity to the frightened condition
    - Friendly creatures gain immunity to the charmed condition
    - Friendly creatures move at double speed (while in the area of the enchanting song)
    - Friendly creatures may take 1 additional action on their turns. This action can only be used to take the Dash, Disengage, Hide or Use an Object action
    - Friendly creatures are immune to power suppression effects
    - Hostile creatures take 30 psychic damage at the start of their turns
    - Hostile creatures that have extra attacks or multiattack lose 1 of their attacks when taking the Attack action on their turn
    - Hostile creatures suffer a -10 penalty to the first attack and damage rolls they make in a turn
    - Hostile creatures lose resistance to one damage type of your choice (you may apply this enchantment multiple times, choosing a different damage type each time)
    - Hostile creatures move at half speed (while in the area of the enchanting song)
    - Hostile creatures can use either an action or a bonus action on their turns, not both
    - The area-of-effect of this song’s enchantments is doubled
    - Your next action does not need to be spent maintaining the performance and it continues automatically, still gaining a new enchantment affect (if possible) of your choice; however, until the start of your next turn, you will count as concentrating on the song as if you were concentrating on a spell and the performance ends if you use concentration. This enchantment fades at the start of your next turn, allowing you to select it again if you so wish; however, while this enchantment is active you cannot use your action to add another enchantment.
* **Overload – One Man Band:**
  + Min Dexterity of 20
  + Min Charisma of 30
  + Psychic instrument concentration limit: 30 (DNS)
  + Enchanting song area-of-effect: 200 ft (DNS)
  + Weaponized song damage: 14d8 (DNS)
  + Weaponized song range: 180 ft (DNS)
  + Whenever you psychically play an instrument, you may now also cause it to play an enchanting song. When doing so, you may only apply 1 enchantment and cannot add additional enchantments to its play. Once you lose concentration or stop using your action to cause the instrument to play, the enchantment immediately fades.
  + As an action, you can make a weaponized song attack with all instruments you are psychically playing – employing each instrument individually as the center of the attack