**Heroic Mastery:**

*Through wielding the power of justice, rise above as a truly idealized hero*

***Bonus Hit Points: 100***

* **1st Level – Hero-Born Spirit:**
  + You gain immunity to the frightened and charmed conditions; additionally, as an action, you can cure any number of creatures that you can see of the frightened and charmed conditions
  + Your voice is supernaturally inspiring and gets people to follow you. Firstly, people naturally gravitate to your voice – with your voice projecting even if you aren’t yelling (while you’re willing). Secondly, you gain a +10 bonus to Charisma-related checks you make while speaking. Finally, after speaking to a neutral creature for at least 10 minutes, the creature naturally regards you as friendly.
  + You exude the spirit of justice and manage to inspire others to your ideals, offering you the following benefits:
    - You can naturally sense a creature’s base alignment (good, neutral, evil)
    - As an action, you can force a creature with an alignment opposed to yours (good & evil, lawful & chaotic, neutral & neutral) that you can see to make a Charisma saving throw (DC = 12 + your proficiency bonus + your highest ability score). On a failed save, the creature is forced into your alignment for the next 8 hours and then gains immunity to this ability for 24 hours. On a successful save, the creature gains immunity to this ability for 24 hours.
    - Whenever you deal damage to a creature with an alignment opposed to yours (good & evil, lawful & chaotic, neutral & neutral), you may increase the damage dealt by 4d8 and/or change the damage type of all damage dealt to radiant, psychic, or necrotic (your choice)
  + You naturally rise to challenges and your capabilities increase to match them:
    - Whenever you roll for initiative, you may increase one ability score of your choice to 25 until the end of combat
    - After you roll for initiative, you may increase or decrease your initiative by up to 10
    - While actively engaged in combat, you have a +3 bonus to all saving throws; additionally, as a reaction to seeing another creature making a saving throw, you may allow it to use your +3 bonus.
  + Your desire to protect others now manifests in such a way that truly alters your form and abilities, offering the following benefits while you can see a friendly or neutral creature that is dead or dying:
    - Your speed is doubled while you are directly moving towards a dead or dying creature
    - Your AC is increased by 10 while within 10 ft of a dead or dying creature
    - As a reaction, whenever a dead or dying creature would be targeted by an attack, spell, or otherwise harmful effect, you can force it to target you – even if you aren’t in range, supernaturally drawing the harm towards you
    - At the start of your turn, you regain 15 hit points if you are within 10 ft of a dead or dying creature