**Quasi-Godhood:**

*Achieve a degree of absolute divinity, wielding powers beyond the limits of mortality*

***Bonus Hit Points: 70***

* **1st Level – Divine Aether:**
  + Upon attaining this Arte, the very nature of your Aether is permanently transformed, infused with a degree of divine energy. You are now under the following effects:
    - This line of this Arte in totality (including all sub-bullets) is permanent and absolute, it cannot be lost. Even if you are weakened, suppressed, or you lose access to this Arte in another manner, you will always have every effect of this line.
    - This divine Aether is incompatible with those who only wield the Aether of mortality. As such, this Arte cannot be copied or stolen in any manner except by other divine beings such as celestials or gods.
    - You are completely immune to the effects of raw, natural Aether and can move through it as if it was just water.
    - You gain a +1 bonus that you may apply at will to all rolls you make, including: ability checks, saving throws, attack rolls, damage rolls, initiative checks, death saving throws, hit die rolls, spell rolls, hit point maximum gain, percentile rolls, and even random tables (such as Wild Magic Surges).
    - You continually emit a soft glow of a color of your choice. This glow is not bright enough to produce substantial light, but it does give other creatures a +3 bonus to all checks made to notice you, spot you in a crowd, or identify you.
  + You exude an aura that seems to bend reality to match your will, even without conscious thought. Up to 3 times per day, whenever another creature within 10 ft of you succeeds or fails on an ability check, attack roll, or saving throw, you may invert the result (turning success into failure and vice-versa), no reaction required. You do not need to be conscious or aware of the creature either.
  + You gain the capability to achieve the impossible in opportune moments, going beyond the bounds of mortality and achieving what others cannot. Whenever you attempt something requiring an ability check, if what you are attempting would be considered “impossible” by the DM, you gain advantage on the check; additionally, if you fail the check, you may roll 1d100 and if your roll is less than your total level, your failure becomes a success, making the impossible possible – possibly even slightly bending reality in your favor; however, this does not allow you to achieve things that would require more than just your skills (such as constructing an entire castle on your own, surviving the deleterious effects of the Negative Plane, or instantly killing someone).
  + Your ire is palpable and your desire to inflict harm upon another creature carries a divine degree of weight that goes beyond physical damage. Once per round, whenever you damage a creature with an attack, spell, or ability, you may force the creature to make a Charisma saving throw (DC = 12 + your proficiency bonus + your highest ability score modifier). On a failed save, on top of the damage and any other harmful effects from the attack, spell, or ability – the value of one of the creature’s ability scores of your choice is reduced by 1d4 until the end of its next turn. This reduction cannot bring an ability score below 1.
  + At times of great need or peril, your will itself can manifest in whatever manner best suits your needs. While you are at 20 or less hit points, or while an ally you can see is dead or dying, you can fully manifest your will in various forms, using it in the following ways – however, you may only manifest it in one form at a time:
    - Whenever take the Attack action or make an opportunity attack, you may manifest your will as a weapon of your choice for your attack. You gain proficiency in the weapon while it is manifested and the weapon itself counts as a +10 magical weapon, manifests any ammunition it would require, and has a damage type chosen by you. The weapon and any ammunition manifested by the weapon vanishes after you finish your attack.
    - Whenever you or a friendly creature that you can see is targeted by an attack, spell, or ability, as a reaction, you may manifest your will as a shield around that creature. Until the end of the current turn (at which point the shield dissipates), the chosen creature gains a +10 bonus to all saving throws as well as its AC; additionally, the chosen creature gains resistance to any damage it would take.
    - As an action, you may manifest your will as any Large or smaller nonmagical object you have seen before. The object manifests centered in an unoccupied space you can see, counts as magical, and cannot be destroyed. The object lasts until you fall unconscious, die, no longer can manifest your will, or you manifest your will in a different form.
    - As an action, you may manifest your will in the form as any large or smaller beast you have seen before. The beast manifests centered in an unoccupied space you can see and gains the statistics of the chosen form (though it has 100 additional hit points and moves at double speed); additionally, the creature is a celestial, fey, or fiend (your choice) instead of its normal type and its Intelligence increases to match your Intelligence if it is higher. The beast is friendly to you and your companions, understands all languages you speak, and follows you every command. You communicate with it telepathically and, in combat, it acts immediately after your turn. When the creature drops to 0 hits points, it disappears, leaving no physical form. You can also dismiss the creature on your turn, as a bonus action. The creature also disappears if you fall unconscious, die, no longer can manifest your will, or you manifest your will in a different form.