1. **Tier I Awakening - Base - Awakening of Acid:** You learn the *Acid Splash* cantrip (your highest ability score is your spellcasting ability for this spell) and gain resistance to acid damage; additionally, whenever you make a weapon or spell attack, you may infuse it with supernaturally formed acid, dealing acid damage to the target(s), in addition to the attack’s damage. The extra damage is 1d10 acid.
2. **Tier I Awakening - Base - Awakening of Agility:** Your Dexterity score increases by 2, to a maximum of 20. Additionally, each turn in combat, your first 15 feet of movement does not provoke attacks of opportunity and ignores movement penalties imposed by difficult terrain. You also may make one additional free object interaction each turn.
3. **Tier I Awakening - Base - Awakening of Beasts:** You can cast *Animal Friendship* and *Speak with Animals* at will (your highest ability score is your spellcasting ability for these spells); additionally, once per turn, whenever you target a beast with an attack, spell, or ability, you may apply one of the following effects: (1) the targeted beast has disadvantage on the first saving throw made against the effects; (2) if the effects cause the beast to take any amount of damage, the beast takes 2d10 additional damage of one damage type being inflicted; (3) if the effects cause the beast to regain any amount of hit points, you use the highest number possible for each die AND the beast receives temporary hit points equal to half the total value of the healing; (4) the beast is considered an additional target for the effect, allowing you to target one other valid target in range without expending any additional resources.
4. **Tier I Awakening - Base - Awakening of Bonds:** You learn the *Friends* cantrip and the *Sending* spell; you may cast *Sending* through this trait once per long rest. You may also cast *Sending* using any spell slot you have of the appropriate level. Your highest ability score is your spellcasting ability for these spells when you cast them with this trait. Additionally, as an action, you may forge a bonding pact with a willing, friendly creature you can touch. You must have known the chosen creature for at least 24 hours to successfully forge a pact. While within 30 feet of at least one creature you have forged a pact with, you roll 1d4 whenever you make an ability check, attack roll, or saving throw and add it to the total. Additionally, as an action, you may touch a creature you’ve forged a pact with and end one effect causing it to be frightened or charmed. You may have a number of active pacts up to your proficiency bonus and you may end a pact at any time (no action required). A creature may also choose to end the pact at any time. Finally, a pact ends if either bonded creature dies.
5. **Tier I Awakening - Base - Awakening of Creation:** You can cast *Detect Magic* and *Identify* at will (your highest ability score is your spellcasting ability for these spells); additionally, you may perform a 1-minute ritual to create a nonmagical object. The created object is a typical example of your chosen type and must fall within the following restrictions: (1) the created object must be Small or smaller; (2) the created object must weigh no more than 10 pounds; (3) the object cannot have a gold value greater than 10 times your proficiency bonus. The created object appears in one of your free hands or in an unoccupied space that you can see within 10 feet of you. You may have a number of created objects equal to your proficiency bonus in existence at any one time. You may dispel an object created through this ability by touching it and using a bonus action; additionally, whenever you create an object while at your maximum, the oldest object created through this ability disappears.
6. **Tier I Awakening - Base - Awakening of Darkness:** You learn the *Darkvision* and the *Darkness* spells and may cast them each through this trait once per short or long rest. You may also cast them using any spell slot you have of the appropriate level. Your highest ability score is your spellcasting ability for these spells when you cast them with this trait. Additionally, while in an area of total darkness, you roll 1d4 whenever you make an ability check, attack roll, or saving throw and add it to the total.
7. **Tier I Awakening - Base - Awakening of Death:** You learn the *Toll the Dead* cantrip (your highest ability score is your spellcasting ability for this spell) and make death saving throws at advantage; additionally, when you are reduced to 0 hit points but not killed outright, you may cause all other creatures within 10 ft of you to take 1d6 necrotic damage and regain hit points equal to the total damage taken by creatures instead (no reaction required). Once you use this trait, you can’t do so again until you finish a long rest.
8. **Tier I Awakening - Base - Awakening of Decay:** You learn the *Chill Touch* cantrip (your highest ability score is your spellcasting ability for this spell) and gain resistance to necrotic damage; additionally, whenever you make a weapon or spell attack, you may infuse it with the essence of decay, dealing necrotic damage to the target(s), in addition to the attack’s damage. The extra damage is 1d10 necrotic.
9. **Tier I Awakening - Base - Awakening of Destruction:** You learn the *Thaumaturgy* cantrip and the *Dispel Magic* spell; you may cast *Dispel Magic* through this trait once per long rest. You may also cast *Dispel Magic* using any spell slot you have of the appropriate level. Your highest ability score is your spellcasting ability for these spells when you cast them with this trait. Additionally, as an action, you may destroy a nonmagical object you touch. This ability immediately destroys a Small or smaller nonmagical object; otherwise, if the target is Medium or larger, this ability destroys a 2-foot-cube portion of it. If you target an object worn or carried by another creature, you must first make an unarmed strike at disadvantage, targeting the creature, successfully destroying the object (or portion of it) on a hit. You only expend a use of this ability if you successfully hit. You may use this ability a number of times equal to your proficiency bonus and regain all expended uses upon completing a long rest.
10. **Tier I Awakening - Base - Awakening of Earth:** You learn the *Mold Earth* cantrip and the *Erupting Earth* spell; you may cast *Erupting Earth* through this trait once per long rest. You may also cast *Erupting Earth* using any spell slot you have of the appropriate level. Your highest ability score is your spellcasting ability for these spells when you cast them with this trait. Additionally, you gain a burrow speed equal to double your walking speed. When you use your burrow speed to travel through nonmagical, unworked dirt and/or stone, you do not disturb the material you move through.
11. **Tier I Awakening - Base - Awakening of Fate:** You can cast *Bane* and *Bless* at will (your highest ability score is your spellcasting ability for these spell); additionally, whenever you or a creature that you can see within 30 feet of you would roll an attack roll, ability check, or saving throw, you may use a reaction to roll 1d6 and either add the value to or subtract it from the target’s total before learning its result. You may use this reaction a number of times equal to your proficiency bonus and regain all expended uses upon completing a long rest.
12. **Tier I Awakening - Base - Awakening of Flame:** You learn the *Control Flames* cantrip (your highest ability score is your spellcasting ability for this spell) and gain resistance to fire damage; additionally, whenever you make a weapon or spell attack, you may infuse it with supernatural fire, dealing fire damage to the target(s), in addition to the attack’s damage. The extra damage is 1d10 fire.
13. **Tier I Awakening - Base - Awakening of Flight:** You learn the *Fly* spell and you may cast it through this trait once per short or long rest. You may also cast *Fly* using any spell slot you have of the appropriate level. Additionally, you gain a flying speed equal to your walking speed. If you already have a flying speed, you instead increase it by half your walking speed while it is active.
14. **Tier I Awakening - Base - Awakening of Force:** You learn the *Eldritch Blast* cantrip (your highest ability score is your spellcasting ability for this spell) and gain resistance to force damage; additionally, whenever you make a weapon or spell attack, you may infuse it with an esoteric force, dealing force damage to the target(s), in addition to the attack’s damage. The extra damage is 1d10 force.
15. **Tier I Awakening - Base - Awakening of Ice:** You learn the *Ray of Frost* cantrip (your highest ability score is your spellcasting ability for this spell) and gain resistance to cold damage; additionally, whenever you make a weapon or spell attack, you may infuse it with supernatural frost, dealing cold damage to the target(s), in addition to the attack’s damage. The extra damage is 1d10 cold.
16. **Tier I Awakening - Base - Awakening of Life:** You learn the *Spare the Dying* cantrip and the *Mass Healing Word* spell; you may cast *Mass Healing Word* through this trait once per long rest. You may also cast *Mass Healing Word* using any spell slot you have of the appropriate level. Your highest ability score is your spellcasting ability for these spells when you cast them with this trait. Additionally, as a reaction to a creature you can see within 60 feet regaining hit points either through magical/supernatural healing or by expending any amount of hit dice, you may roll 2d10 and add your roll to the creature’s healing.
17. **Tier I Awakening - Base - Awakening of Light:** You learn the *Light* cantrip (your highest ability score is your spellcasting ability for this spell) and gain resistance to radiant damage; additionally, whenever you make a weapon or spell attack, you may infuse it with supernaturally charged radiance, dealing radiant damage to the target(s), in addition to the attack’s damage. The extra damage is 1d10 radiant.
18. **Tier I Awakening - Base - Awakening of Lightning:** You learn the *Shocking Grasp* cantrip (your highest ability score is your spellcasting ability for this spell) and gain resistance to lightning damage; additionally, whenever you make a weapon or spell attack, you may infuse it with supernatural electricity, dealing lightning damage to the target(s), in addition to the attack’s damage. The extra damage is 1d10 lightning.
19. **Tier I Awakening - Base - Awakening of Plants:** You learn the *Druidcraft* cantrip and the *Plant Growth* spell; you may cast *Plant Growth* through this trait once per long rest. You may also cast *Plant Growth* using any spell slot you have of the appropriate level. Your highest ability score is your spellcasting ability for these spells when you cast them with this trait. Additionally, while standing on an area mostly covered by living plants or fungus, you roll 1d4 whenever you make an ability check, attack roll, or saving throw and add it to the total.
20. **Tier I Awakening - Base - Awakening of Poison:** You learn the *Poison Spray* cantrip (your highest ability score is your spellcasting ability for this spell) and gain resistance to poison damage; additionally, whenever you make a weapon or spell attack, you may infuse it with supernatural toxicity, dealing poison damage to the target(s), in addition to the attack’s damage. The extra damage is 1d10 poison.
21. **Tier I Awakening - Base - Awakening of Resilience:** Your Constitution score increases by 2, to a maximum of 20. Additionally, your hit point maximum immediately increases by 12 + your Constitution modifier, and, once per long rest, when you would expend and roll a hit die you may instead use a 12 in place of the hit die’s value without expending the die.
22. **Tier I Awakening - Base - Awakening of Sound:** You learn the *Thunderclap* (your highest ability score is your spellcasting ability for this spell) cantrip and gain resistance to thunder damage; additionally, whenever you make a weapon or spell attack, you may infuse it with supernaturally condensed sound, dealing thunder damage to the target(s), in addition to the attack’s damage. The extra damage is 1d10 thunder.
23. **Tier I Awakening - Base - Awakening of Space:** You learn the *Misty Step* and *Spider Climb* spells and may cast them each through this trait once per short or long rest. You may also cast them using any spell slot you have of the appropriate level. Your highest ability score is your spellcasting ability for these spells when you cast them with this trait. Additionally, as a bonus action, you can momentarily collapse the distance between yourself and another creature or object you can see within 90 feet. Until the end of your turn, you are treated as though you were within 5 feet of the target for all attacks, spells, and abilities that rely on range or reach; however, the chosen target does not share this benefit. You can use this ability a number of times equal to your proficiency bonus and regain all expended uses upon completing a short or long rest.
24. **Tier I Awakening - Base - Awakening of Speed:** Your walking speed increases by 15 feet; additionally, when taking the Dash action, you may unleash an impossible burst of speed – blurring your form and cutting through the air. If you move at least 30 feet as part of taking the Dash action, you may unleash this speed and gain the benefits of both the Dodge and Disengage actions as if you took those actions as well. In addition, each other creature within 5 feet of your starting space takes 2d6 fire, lightning, slashing, or thunder damage (your choice) from the energy unleashed. You may unleash this burst of speed a number of times equal to your proficiency bonus and regain all expended uses upon completing a long rest.
25. **Tier I Awakening - Base - Awakening of Spirits:** You learn the *Guidance* cantrip and the *Spirit Shroud* spell; you may cast *Spirit Shroud* through this trait once per long rest. You may also cast *Spirit Shroud* using any spell slot you have of the appropriate level. Your highest ability score is your spellcasting ability for these spells when you cast them with this trait. Additionally, you draw knowledge from the spirits. Whenever you make an Intelligence or Wisdom-based ability check or saving throw, you may roll 1d10 and add the roll to your total. You may use this ability a number of times equal to your proficiency bonus and regain all expended uses upon completing a short or long rest. Using this ability while in an area of mass death or spiritual congregation/repose, such as a graveyard or war-torn battlefield, does not consume any uses.
26. **Tier I Awakening - Base - Awakening of Steel:** You learn the *Cloud of Daggers* and *Heat Metal* spells and may cast them each through this trait once per short or long rest. You may also cast them using any spell slot you have of the appropriate level. Your highest ability score is your spellcasting ability for these spells when you cast them with this trait. Additionally, you may reflexively harden parts of your body to enhance their durability, offering the following benefits: (1) whenever you hit with an unarmed strike, you deal an additional 1d10 bludgeoning damage; (2) whenever you are targeted by an attack, you may use your reaction to gain a +2 bonus to your AC until the end of the turn; (3) while you aren’t incapacitated, you reduce all nonmagical bludgeoning, piercing, and slashing damage you take by 5
27. **Tier I Awakening - Base - Awakening of Strength:** Your Strength score increases by 2, to a maximum of 20. Additionally, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
28. **Tier I Awakening - Base - Awakening of Technology:** You learn the *On/Off* cantrip and the *Haywire* spell; you may cast *Haywire* through this trait once per long rest. You may also cast *Haywire* using any spell slot you have of the appropriate level. Your highest ability score is your spellcasting ability for these spells when you cast them with this trait. Additionally, you gain proficiency and expertise in *Hacking Tools*. Finally, whenever you make an Intelligence or Dexterity based ability check to make use of your *Hacking Tools*, to inspect advanced technology, or to make use of advanced technology, you may roll 1d6 and add the roll to your total.
29. **Tier I Awakening - Base - Awakening of the Adroit:** You increase two different ability scores by 1 each, to a maximum of 20. Additionally, you immediately gain proficiency in any combination of 7 skills, languages, tools, weapons, or armor.
30. **Tier I Awakening - Base - Awakening of the Arcanist:** You learn three cantrips of your choice and two spells of 3rd-level or lower of your choice – all from any class list. You may cast the chosen leveled spells at 3rd-level through this trait each once per long rest. You may also cast the chosen spells using any spell slot you have of the appropriate level. Your highest ability score is your spellcasting ability for these spells when you cast them with this trait. Additionally, you receive a +1 bonus to your spell attack bonus and spell save DC (applied to all sources).
31. **Tier I Awakening - Base - Awakening of the Artist:** You gain proficiency and expertise in your choice of any combination of 3 artisan’s tools and instruments. Additionally, whenever you make a Charisma or Dexterity based ability check to use a tool or instrument you’re proficient in, to put on a performance, to act as another person, or to craft an object, you may roll 1d6 and add the roll to your total.
32. **Tier I Awakening - Base - Awakening of the Brawler:** You gain proficiency in improvised weapons and unarmed strikes. Whenever you make an unarmed strike or an attack with an improvised weapon, as part of that attack (either before or after performing the attack) you may move up to 10 feet – this movement does not provoke attacks of opportunity. Additionally, whenever you hit a creature or object with an unarmed strike or attack with an improvised weapon, you may use your reaction for the round to focus your power and deal an additional 2d10 of the attack’s damage type. You may focus your power a number of times equal to your proficiency bonus and regain all expended uses upon completing a short or long rest.
33. **Tier I Awakening - Base - Awakening of the Formless:** You cast *Comprehend Languages* and *Disguise Self* at will (your highest ability score is your spellcasting ability for these spells). Additionally, your body becomes malleable as you will it, allowing you to freely contort your form and fit into spaces as narrow as 1 inch without squeezing; however, this ability does not allow your equipment to follow suit unless it is also capable of bending, squishing, or the like so it may fit into the space (e.g., loose, fabric-based clothing).
34. **Tier I Awakening - Base - Awakening of the Genius:** Your Intelligence score increases by 2, to a maximum of 20. Additionally, you immediately gain 5 Common Lore Points and 3 Hidden Lore Points.
35. **Tier I Awakening - Base - Awakening of the Psychic:** You learn the *Mind Sliver* cantrip (your highest ability score is your spellcasting ability for this spell) and gain resistance to psychic damage; additionally, whenever you make a weapon or spell attack, you may infuse it with psionic energy, dealing psychic damage to the target(s), in addition to the attack’s damage. The extra damage is 1d10 psychic.
36. **Tier I Awakening - Base - Awakening of the Scoundrel:** You gain proficiency and expertise in *Sleight of Hand* and *Stealth*; on top of that, you gain proficiency in hand crossbows, rapiers, and shortswords. Whenever you make a ranged attack roll, a melee attack roll with a finesse weapon, or a Dexterity ability check targeting a creature that is unaware of your presence or that otherwise cannot see you, you may roll 1d6 and add the roll to your total. Additionally, whenever you score a critical hit with a ranged or finesse weapon on a creature, you deal an additional 3d6 damage of the weapon’s damage type.
37. **Tier I Awakening - Base - Awakening of the Sensate:** Your Wisdom score increases by 2, to a maximum of 20. Additionally, you can take a bonus action in combat to take the Search action, to take the Hide action, to inspect a creature or object you can see, or to inspect your surroundings.
38. **Tier I Awakening - Base - Awakening of the Sniper:** You gain proficiency in all ranged simple and ranged martial weapons (including firearms and gunblades). Whenever you make a ranged weapon or spell attack, you may increase the normal and maximum range of the weapon/spell each by 60 feet. Additionally, whenever you hit a creature within 60 feet of you with a ranged weapon or spell attack, you may deal an additional 1d10 of the weapon or spell’s damage type.
39. **Tier I Awakening - Base - Awakening of the Socialite:** Your Charisma score increases by 2, to a maximum of 20. Additionally, you immediately gain 12 Rumor Lore Points.
40. **Tier I Awakening - Base - Awakening of the Soul:** You cast *Detect Evil and Good* and *Protection from Evil and Good* at will (your highest ability score is your spellcasting ability for these spells); additionally, whenever a creature that you can see within 100 feet of yourself dies, as a reaction, you may draw some partial power from the creature’s soul (or some similar, animating energy if the creature lacks a soul), resolving one of the following effects: (1) you immediately gain 1d10 + your proficiency bonus temporary hit points; (2) the next weapon or spell attack you make within the next minute deals 2d4 additional force, necrotic, or radiant damage (your choice); (3) you immediately make a DC 12 Intelligence check, gaining 1 Rumor Lore Point on a success.
41. **Tier I Awakening - Base - Awakening of the Summoner:** You learn the *Phantasmal Force* and *Summon Beast* spells and may cast them each through this trait once per short or long rest. You do not need to provide material components when casting spells through this trait. You may also cast them using any spell slot you have of the appropriate level. Your highest ability score is your spellcasting ability for these spells when you cast them with this trait. Additionally, whenever you cast an Illusion or Conjuration spell that deals damage or summons creatures, any damage dealt by the spell itself or by creatures conjured by the spell increases by 1d8 and any creature conjured by the spell appears with temporary hit points equal to three times your total character level.
42. **Tier I Awakening - Base - Awakening of the Warrior:** You gain proficiency in all simple and martial weapons (including firearms and gunblades). Whenever you make a weapon attack, you may roll 1d4 and add it to your attack and damage roll as a bonus. Additionally, once per turn, you may make one melee weapon attack as part of taking the Dash action, the Disengage action, or the Dodge action.
43. **Tier I Awakening - Base - Awakening of Time:** You learn the *Mending* cantrip and the *Slow* spell; you may cast *Slow* through this trait once per long rest. You may also cast *Slow* using any spell slot you have of the appropriate level. Your highest ability score is your spellcasting ability for these spells when you cast them with this trait. Additionally, once during your turn you may temporarily speed up time around you, allowing you to act quicker. You immediately take an additional action on top of your regular action. This additional action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. You can use this ability a number of times equal to your proficiency bonus and regain all expended uses upon completing a long rest.
44. **Tier I Awakening - Base - Awakening of Water:** You learn the *Shape Water* cantrip and the *Wall of Water* spell; you may cast *Wall of Water* through this trait once per long rest. You may also cast *Wall of Water* using any spell slot you have of the appropriate level. Your highest ability score is your spellcasting ability for these spells when you cast them with this trait. Additionally, you gain a swimming speed of 40 feet, and you can breathe underwater.
45. **Tier I Awakening - Base - Awakening of Wind:** You learn the *Gust* cantrip and the *Wind Wall* spell; may cast *Wind Wall* through this trait once per long rest. You may also cast *Wind Wall* using any spell slot you have of the appropriate level. Your highest ability score is your spellcasting ability for these spells when you cast them with this trait. Additionally, both your movement and your ranged weapon attacks are unimpeded by strong winds (i.e., immunity to movement penalties, difficult terrain, or disadvantage imposed by strong winds), nor can you be unwillingly forcibly moved by strong winds. Finally, you can hold your breath for up to 1 hour.