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# Advanced Acrobatics

You gain proficiency and expertise in Acrobatics; additionally, you have advantage on any Dexterity saving throws made to avoid danger while falling as well as on Acrobatics checks made to land on your feet. You also receive no jump distance penalty for making a standing long or high jump. Finally, whenever you make a long or high jump you may choose one of the following bonuses to apply to the jump: (1) You may double the total height of the jump; (2) You may double the total length of the jump; (3) You may gain the benefits of the Dodge action until the start of your next turn; (4) You may negate any fall damage you would take resulting from the jump; (5) You may gain a bonus to the damage of the next melee attack you make before the end of your turn, this bonus is equal to 1d6 for every 10 total feet traveled during the jump.

# Animal Features

This Minor Arte may be gained up to twice, choosing a different animal feature each time. Choose a distinct feature from a beast-type creature (such as the wings of a bat, the poison glands of a poison dart frog, or the three hearts of an octopus). You gain this feature as part of your form – modified to fit your size, depending on the creature it’s from. Work with your DM to determine what exact benefits and traits these features offer you and how they will mechanically function in the campaign.

# Arcane Capacitance

You gain proficiency and expertise in Arcana and you may attune to 2 additional magic items; additionally, for each magic item you are attuned to, you gain a +1 bonus to all your attack and damage rolls.

# Ballistic Deflection

You reduce all piercing damage by 10. Additionally, when you would be hit by a ranged attack that deals piercing damage, you may expend and roll a hit die to deflect it (no reaction required). Make an attack roll with either a melee weapon you’re wielding or with an unarmed strike – adding the hit die roll as a bonus. If your total attack roll is greater than the assailant’s attack roll, you completely deflect the round, reducing the damage you would take to 0. Then, you may redirect the attack either to the original assailant or to another creature you can see within 30 feet of you, using the attack roll you just made earlier. On a hit, it deals the damage it would have dealt plus a bonus equal to the earlier hit die roll.

# Ballistic Expertise

You gain proficiency in sidearms, longarms, and gunblades; additionally, whenever you take the Attack action on your turn, you may make one additional attack – this attack must be made with a sidearm, longarm, or gunblade and you may draw the weapon as part of the attack (if you have a free hand); finally, once per turn, when you make an attack with a sidearm, longarm, or gunblade, you may focus your shot, performing a special technique and applying on of the following bonuses: (1) The attack deals an additional 2d8 damage of the weapon’s type; (2) If the target if hit and takes any damage from the attack, its speed is reduced by 20 feet until the start of your next turn; (3) The attack is made at advantage and uses no ammunition. You may perform this special technique a number of times equal to your proficiency bonus and regain all expended uses upon completing a short or long rest.

# **Beast Speech**

You learn Sylvan; additionally, Beasts can understand your speech, and you gain the ability to decipher their noises and motions. You also have advantage on any Charisma or Wisdom ability check made to interact with a Beast, discern a Beast’s needs or intentions, interpret a Beast’s actions.

# **Blindsight**

You gain proficiency and expertise in Perception; additionally, you gain 100 feet of Blindsight. Finally, whenever you make an attack against a creature within the radius of your Blindsight, you may roll 1d6 and add the roll as a bonus to both the attack and damage roll.

# **Burrowing**

You gain 30 feet of burrow speed. Additionally, whenever you take the Dash action, if all your movement is spent burrowing, you may also take the Dodge, Hide, or Search action as part of the same action.

# **Concentrator**

You may concentrate on one additional spell or similar effect that requires concentration. You have a +5 bonus to Constitution saving throws that you make to maintain your concentration on a spell; additionally, while you are concentrating on at least one spell, you receive a bonus to all your ability checks and attack rolls. This bonus is equal to the combined level of the spell(s) you are concentrating on.

# **Danger Premonitions**

While you are conscious, you cannot be surprised and, if you are unconscious, you may instantly awaken if danger is immediately present. Additionally, creatures do not benefit from advantage due to being unseen by you. Finally, you gain 10 feet of Blindsight and you have advantage on any saving throw against an effect that originates within the area of your Blindsight.

# **Death Sense**

You can sense corpses, undead creatures, and dying creatures within 500 ft of yourself.

# **Elastic Limbs**

Your limbs can extend out to up to 20 feet away from your torso. This has a variety of uses including granting all your melee attacks an additional reach of 20 ft. The elasticity of your limbs also allows you to contort them into complex shapes and use them as objects such as ropes – however, you are still limited by your own strength. Additionally, you have advantage on checks made to grapple a creature and you may use an action to wrap a grappled creature in your arms. While you have a creature wrapped in your arms, the creature is restrained but you cannot provide somatic components for spells nor can you make weapon attacks; however, you can use subsequent actions to tighten your grip and squeeze the creature, causing the creature to take 4d8 + your Strength modifier bludgeoning damage.

# **Elemental Evocation**

This Minor Arte may be gained multiple times, choosing a different element from the following list each time. Based on the chosen element, you attain an elemental ability you can wield

## **Fire**

You can release bursts of flame out from your body. You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 30 feet. You are proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is fire, and its damage dice is 2d6. The damage of the burst of flame increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6). Additionally, you learn Ignan and the *Control Flames* cantrip – using your highest ability score as your spellcasting ability modifier. Finally, as a bonus action, you can call upon the power of fire to boost your destructive power. For the next minute, whenever you deal damage to a creature, you may deal an additional 2d6 fire damage. After you use this ability, you cannot do so again until you complete a short or long rest.

## **Water**

You can release bullets of water out from your body. You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 30 feet. You are proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is bludgeoning, and its damage dice is 2d6. The damage of the bullet of water increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6). Additionally, you learn Aquan and the *Shape Water* cantrip – using your highest ability score as your spellcasting ability modifier. Finally, as a bonus action, you can call upon the power of water to boost your healing capabilities. For the next minute, whenever a friendly creature within 30 feet of you (including yourself) regains hit points, they regain an additional 2d6 hit points and may also remove 1 effect causing them to be poisoned, paralyzed, charmed, or frightened (no reaction required). After you use this ability, you cannot do so again until you complete a short or long rest.

## **Earth**

You can release shards of rock out from your body. You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 30 feet. You are proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is bludgeoning, and its damage dice is 2d6. The damage of the shard of rock increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6). Additionally, you learn Terran and the *Mold Earth* cantrip – using your highest ability score as your spellcasting ability modifier. Finally, as a bonus action, you can call upon the power of earth to boost your defensive capabilities. For the next minute, you gain a +1 bonus to your AC and whenever you make a saving throw, you may roll 2d6 and add the total rolled as a bonus to the save. After you use this ability, you cannot do so again until you complete a short or long rest.

## **Wind**

You can release blades of wind out from your body. You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 30 feet. You are proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is slashing, and its damage dice is 2d6. The damage of the blades of wind increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6). Additionally, you learn Auran and the *Gust* cantrip – using your highest ability score as your spellcasting ability modifier. Finally, as a bonus action, you can call upon the power of wind to boost your speed and agility. For the next minute, your speed increases by 20 feet and you make all Dexterity-based ability checks, attack rolls, and saving throws at advantage. After you use this ability, you cannot do so again until you complete a short or long rest.

## **Ice**

You can release shards of ice out from your body. You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 30 feet. You are proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is cold, and its damage dice is 2d6. The damage of the shard of ice increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6). Additionally, as an action, you can touch a body of water or ice and either freeze or melt a Small-sized portion of it – water you freeze in this manner stays frozen for at least 1 minute regardless of environmental conditions. Finally, as a bonus action, you can call upon the power of ice to boost your magical potency. For the next minute, you receive a +2 bonus to your spell attack modifier and your spell save DC (for all sources). After you use this ability, you cannot do so again until you complete a short or long rest.

## **Lightning**

You can release jolts of electricity out of your body. You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 30 feet. You are proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is lightning, and its damage dice is 2d6. The damage of the jolts of electricity increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6). Additionally, as an action, you can touch an object powered by electricity and either maintain or prevent electrical flow within it. If you maintain flow, for the next minute, it functions normally even if it lacks a power source. If you prevent flow, for the next minute, it fails to function instead. Finally, as a bonus action, you can call upon the power of lightning to boost your reflexes and control. For the next minute, you can take the Dash, Disengage, or Hide action as a bonus action on your turn and, once per turn, after you take one of those actions to may cause a creature you can see within 10 feet of you to take 2d6 lightning damage. After you use this ability, you cannot do so again until you complete a short or long rest

# **Energy Bolts**

You can release bolts of pure energy sourced from your soul. You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 100 feet. You are proficient with it, and you add your highest ability score modifier to its attack and damage rolls. Its damage is force, and its damage dice is a 3d4. The damage of an energy bolt increases by 1d4 when you reach 5th level (4d4), 11th level (5d4), and 17th level (6d4). Whenever you make this attack, you may modify it in one of the following three ways: (1) You may expend and roll a hit die and add the roll as a bonus to the attack and damage rolls for the energy bolt; (2) If you know any cantrips, you may replace the damage type of the energy bolt with a damage type appearing amongst cantrips you know; (3) If you are below half your hit point maximum, you may increase the damage of your energy bolt by 2d4.

# **Flexible Casting**

When casting a spell from any source, you may use any of your ability score modifiers of your choice as your spellcasting ability modifier; additionally, if you have any non-cantrip spells that you can cast at will, you may expend hit dice to cast them at higher levels. For every 2 hit dice spent when casting the spell, increase the level the spell is cast at by 1. If the spell cast deals damage or restores hit points, you may also roll all the spent hit dice and add the total rolled to the damage or healing as a bonus.

# **Font of Inspiration**

As a reaction to a friendly creature that you can see within 60 feet of you making an ability check, attack roll, or saving throw, you can expend and roll a hit die, adding your roll as a bonus to their roll. If they succeed on the roll, you regain hit points equal to double your roll and you’re your next ability check, attack roll, or saving throw before the end of your next turn at advantage.

# **Healing Hands**

As a bonus action, you may touch a friendly creature. That creature regains hit points equal to 4d4 + your total character level. After the 5th time of using this ability in a single day, you gain one level of exhaustion each time you use it – resetting the “timer” upon completing a long rest.

# **Heat Sensing**

As a bonus action, you may activate or deactivate your thermal vision. While active, you see the heat signatures of objects and creatures. This special vision has a radius of 100 ft. You do not need light to be able to read the heat signature of a creature in darkness; however, magical darkness does block your vision. While your thermal vision is active, you have advantage on saving throws against any effect that would deal fire or cold damage; additionally, due to your heightened understanding of heat in this state, you increase any fire or cold damage you deal by 3d12. You can keep your heat thermal active for up to 10 minutes at a time and you may end it early at any time (no action required). It also ends early if you fall unconscious or die. You may activate your thermal vision a number of times equal to your proficiency bonus and regain all expended uses upon completing a long rest.

# **Heightened Reflexes**

Whenever you make a Dexterity saving throw, you may employ your super enhanced reflexes to expend and roll a hit die, adding that roll as a bonus to your save and gaining advantage on the save. If you succeed on the save, you also gain all the following benefits: (1) You have resistance to any damage that would be dealt by the effect you are saving against; (2) You may immediately move up to 10 feet without provoking opportunity attacks; (3) If you are within range to make a melee attack against a creature that forced you to make the save (you may move before or after checking), you may make one melee attack against that creature.

# **Heightened Smelling**

You gain proficiency and expertise in Perception; additionally, you have advantage on Perception checks that rely on scent. Finally, while you can smell, you gain 10 feet of Blindsight. Whenever you make an ability check to track, locate, or discern the intentions of a creature within the radius of your Blindsight, you may roll 1d10 and add the roll to your check’s total as a bonus.

# **Heroic Spirit**

You gain immunity to the frightened condition. Additionally, while a friendly creature you can see is at 0 hit points or is dead, you may add 1d10 as a bonus to all attack rolls and saving throws you make.

# **High-Caliber Combat Skills**

Whenever you take the Attack action on your turn, you may make one additional attack; additionally, you gain a natural +1 bonus to all attack and damage rolls with weapons and unarmed strikes; finally, whenever you hit a creature with a weapon attack or unarmed strike, you may cause it to deal an extra 2d6 of the attack’s damage type.

# **High Magic Resistance**

You have advantage on all saving throws against spells and magical effects; additionally, as a reaction to being targeted by a spell that you can see and that targets only you, you can attempt absorb the spell’s magic into yourself. You make a Constitution saving throw (DC = 10 + the level of the spell). On a failed save, you are unable to absorb the spell’s magic but still gain resistance to any damage dealt by the spell. On a successful save, the fully absorb the spell. The spell has no effect on you and you gain one of the following benefits of your choice: (1) You regain hit points equal to 10 times the level of the spell (minimum of 10); (2) If you have spell slots, you regain a spell slot of a lower level than the level of the spell cast on you (gaining nothing for absorbing a cantrip). You may use this reaction a number of times equal to your proficiency bonus and regain all expended uses upon completing a long rest.

# **High Pitch Screeching**

As an action, you can release a screech at a dangerously high pitch. All creatures within 30 ft of you that can hear you must make a Constitution saving throw (DC = 8 + your proficiency bonus + your highest ability score modifier). Creatures with a feature or ability that confers advantage on checks reliant on hearing, such as the *Sensitive Hearing* Minor Arte make the save at disadvantage. On a failed save, a creature takes 6d8 thunder damage or half as much on a successful one. If a creature fails the save by 5 or more, they are also deafened for the next minute. You may use this screech a number of times equal to 1 + your proficiency bonus and regain all expended uses upon completing a short or long rest. The damage of the screech increases by 2d8 when you reach 5th level (8d8), 11th level (10d8), and 17th (12d8).

# **Hungerless**

You do not need to eat and thus suffer no penalties from going without food; additionally, you are immune to any negative effects resulting from directly ingesting a solid substance such as spoiled food or poison.

# **Immediate Preparation**

You gain a +5 bonus to initiative rolls; additionally, during the first round of combat, you may take one additional turn. You take this additional turn at your initiative minus 10

# **Kinetic Infusion**

Small or smaller objects that weigh less than your Strength score count as +3 weapons with which you are proficient. They have both the Finesse and Thrown (Range 60/120 ft) properties and deal 1d12 of an appropriate damage type when thrown. The damage of a thrown object increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

# **Levitation**

As a bonus action or a reaction to falling, you can start floating above solid ground. You may float a maximum of 10 feet above solid ground or up to 5 feet above the surface of a liquid. If you are ever floating in an area where you would be above your maximum height (such as floating off a cliff or activating your levitation in midair), you slowly float downwards 10 feet per turn (still retaining the ability to move horizontally). If you are submerged in liquid, you can float upwards up to 100 feet per turn until you reach the surface. While floating in air through this ability’s levitation, you have greater range of motion for your body and heightened control over your own maneuverability. Whenever you make a melee attack roll, Athletics check, Acrobatics check, or Dexterity saving throw, you may roll 1d8 and add it as a bonus. You stop floating if you fall unconscious, die, or willingly stop floating (no action required). If you fall 10 feet or less as a result of willingly stopping your floating, you take no fall damage.

# **Magnetism**

As an action, you may touch a creature or object and magnetize it by applying either a “north” polarity or a “south” polarity. If the targeted creature is unwilling or the targeted object is held by an unwilling creature, you must first make a melee attack roll with proficiency and using either your Strength or Dexterity. On a hit, you successfully apply magnetic polarity. A magnetized creature or object retains its magnetic polarity for 10 minutes and you can remove the magnetic polarity from any number of creatures or objects you can see as a bonus action. All creatures and objects magnetized through this ability also lose their polarity if you fall unconscious or die. Magnetized creatures and objects are forcefully attracted or repelled from one another based on their polarity. Same polarities (N-N and S-S) repel each other while opposite polarities (N-S or S-N) attract each other. While two magnetized creatures or objects are within 100 feet of each other, the magnetism functions to affect their movement as outlined below (for any saving throws, the DC = 8 + your proficiency bonus + your highest ability score modifier). 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.

* Beyond 100 feet: The magnetism has no effect
* Within 100 feet
  + Repulsion: A creature being repelled by another creature or object struggles to get closer and move. When a creature attempts to move closer to a repelling creature or object, each foot of movement costs 1 extra foot (halving movement). Conversely, when a creature attempts to move further from a repelling creature or object, each foot of movement costs only half of a foot (doubling movement) At this distance, there is little effect on stationary objects but mobile objects or objects on slick surfaces slowly move further away from whatever is repelling them until they are at least 100 feet away (5 feet per round)
  + Attraction: A creature being attracted to another creature or object find its difficult to move away but easier to move closer. When a creature attempts to move further from an attracting creature or object, each foot of movement costs 1 extra foot (halving movement). Conversely, when a creature attempts to move towards an attracting creature or object, each foot of movement costs only half of a foot (doubling movement). At this distance, there is little effect on stationary objects but mobile objects or objects on slick surfaces slowly move closer to whatever is attracting them until they are within 50 feet (5 feet per round)
* Within 50 feet
  + Repulsion: At this distance, the magnetism actively works to push two repellent forces away. Light objects that aren’t held or anchored are simply pushed away from the repelling creature or object (at a rate of 10 feet per round) and cannot get closer unless brought closer. Creatures may attempt to fight against the repellent force. Whenever a creature starts its turn within 50 feet of another repellent creature or object and that creature/object doesn’t get pushed away, the creature must make a Strength saving throw. On a failed save, the creature is pushed back 10 feet and cannot move closer to whatever pushed it away this turn. On a successful save, the creature is not pushed back.
  + Attraction: At this distance, the magnetism actively works to pull two attractive forces together. Light objects that aren’t held or anchored are simply pulled towards from the attracting creature or object (at a rate of 10 feet per round) and cannot get further unless brought further. Creatures may attempt to fight against the attracting force. Whenever a creature starts its turn within 50 feet of another attracting creature or object and that creature/object doesn’t get pulled towards it, the creature must make a Strength saving throw. On a failed save, the creature is pulled 10 feet and cannot move further away from whatever pulled it in this turn. On a successful save, the creature is not pulled in.
* Within 10 feet:
  + Repulsion: At this distance, the repellent force is extremely potent. Any object that isn’t held or anchored is forcefully pushed away from the repelling creature or object (at a rate of 30 feet per round). Creatures may attempt to fight against the repellent force. Whenever a creature starts its turn within 10 feet of another repellent creature or object and that creature/object doesn’t get pushed away, the creature must make a Strength saving throw. On a failed save, the creature is pushed back 30 feet, knocked prone, and their speed is reduced to 0 until the start of their next turn. On a successful save, the creature is not pushed back.
  + Attraction: At this distance, the attractive force is extremely potent. Any object that isn’t held or anchored is forcefully pulled towards the attracting creature or object (at a rate of 30 feet per round). Creatures may attempt to fight against the repellent force. Whenever a creature starts its turn within 10 feet of another repellent creature or object and that creature/object doesn’t get pulled towards it, the creature must make a Strength saving throw. On a failed save, the creature is pulled in up to 30 feet and is restrained by magnetic force until the start of their next turn. On a successful save, the creature is not pulled in.
* Applied to self:
  + When you apply your magnetic force to yourself you still act under all the same rules; however, you may always choose to either pass or fail the save; additionally, if you choose to fail the save, you are not knocked prone nor are you restrained.

# **Martial Arts Mastery**

You gain proficiency in unarmed strikes and improvised weapons. You also gain proficiency and expertise in Athletics. You may use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and improvised weapons; additionally, you may roll 1d8 in place of the normal damage for your unarmed strikes and improvised weapons. Once per turn, when you make an unarmed strike or an attack using an improvised weapon, you may expend and roll a hit die to apply one of the following benefits: (1) you may apply the hit die roll as a bonus to the attack and damage roll; (2) you may gain a number of temporary hit points equal to the damage total plus the hit die roll; (3) you may increase your AC by the hit die roll until the start of your next turn.

# **Master of All**

You gain proficiency in your choice of 5 skills; additionally, your proficiency bonus increases by 1.

# **Material Sensing**

As an action, you may define a general, nonmagical substance or material (e.g. wood, iron, acid, sea water, etc.). For the next hour, you have a general sense of the direction of any nonmagical substance or material that matches your definition located within 5 miles of yourself. Additionally, while it is within 100 ft of you, you perceive a faint aura outlining it – even if it is behind total cover. Any effect that blocks Divination magic blocks this ability. After the hour passes, you must complete a short or long rest before you can use this ability again.

Mind Reading

As an action, you can open up your mind to directly interface with the thoughts of other creatures. For the next 10 minutes, you can detect the presence of thinking creatures within 100 feet of yourself – even if they are behind total cover; however, you cannot detect a creature protected from Divination magic through this ability. You may end this ability early as a bonus action; this ability also ends early if you fall unconscious or die. While this ability is active, as a bonus action, you can focus on one mind you can sense and link with it – attempting to glean information. The targeted creature makes an Intelligence saving throw (DC = 8 + your proficiency bonus + your highest ability score modifier). On a successful save, you are unable to link with the creature’s mind and the creature is immune to any further attempts for the next 24 hours. On a failed save, you link with the creature’s mind. You immediately learn the creature’s surface thoughts (what’s most on its mind in that moment) and emotions. You may then ask up to three questions as you probe through the creature’s mind. You receive sincere answers based on the creature’s knowledge and memories. This ability doesn’t provide the creature with knowledge it doesn’t already have so it cannot answer questions it doesn’t have an answer to; however, this ability can access memories the creature may have repressed or forgotten (though not memories that have been magically/supernaturally altered or deleted in some way). After asking your three questions, you lose the link to the creature and the creature becomes immune to any further attempts to link with its mind for 24 hours. After this ability ends, you must complete a short or long rest before you can open your mind up again.

# **Minor Material Manipulation**

This Minor Arte may be gained multiple times, choosing a different inorganic material or a different form of plant matter each time. You gain the ability to take the **Manipulate** action, targeting the chosen material or plant matter.

# **Minor Telekinesis**

As an action, you may move or manipulate one object that isn’t being worn or carried you can see within 300 ft so long as the object weighs no more than your Intelligence score in pounds. As part of the action you may either move the object up to 150 ft or manipulate it is anyway you normally would be able to with your hands – such as turning a key, sweeping a broom, bending a straw, or swinging a sword. If you need to make any specific rolls or have a DC as a result of your manipulation, use your Intelligence score as your ability score modifier.

# **Minor Warp**

As an action, you can teleport to any unoccupied space that you can see within 30 ft.

# **Multi-Armed**

You have additional arms that go beyond the standard humanoid’s 2 arms. You may have up to 4 total extra arms (meaning you’ll have at most 6 total arms) – the number chosen as soon as you gain this Arte. For each arm you have, you gain the following benefits: +2 to any checks made to grapple a creature, +2 to Athletics, double your carrying capacity, and increase the damage of any unarmed strikes you make by 3. You also have the following base benefits no matter the total extra arms you have: you have advantage on checks made to climb or remain clinging to a surface, you have advantage on checks made to escape a grapple, and it only costs you 5 feet of movement to get up from prone. If you have 2 extra arms, you gain the following detriments: Other creatures have advantage on sight-based Perception checks made to notice you and your total AC is reduced by 1 (Minimum of 1). If you have 3 extra arms, you also gain the following detriments: Your walking speed is halved, you have disadvantage on Dexterity (Stealth) and Dexterity (Sleight of Hand) checks, your total AC is reduced by 3 rather than 1 (Minimum of 1), and you require specially designed clothes and armor. If you have 4 extra arms, you also gain the following detriments: You have disadvantage on Dexterity saving throws and your AC is reduced by 5 rather than 3 (Minimum of 1)

# **Object Alteration**

This Minor Arte may be gained multiple times, choosing a different property from the following list each time. As an action, you can acutely manipulate one property of a nonmagical object you touch (based on the type of Object Alteration you possess and are using), employing the rules as described below. Any alteration sourced from this Arte lasts 1 hour. You can end an alteration on an object as a bonus action by touching it. Additionally, this alteration also ends early if you fall unconscious or die. An object may only be under the effects of one alteration at a time

## **Appearance**

The outward appearance of the object changes in any combination of the following manners: the object’s colors are changed, the materials the object appears to be comprised of are changed, the object either appears to gain or lose any wear and tear, the object is either cleaned or dirtied, the object’s smell is either lost or changes in any non-harmful way, and the feel of the object changes in any non-harmful way. Any changes made in this manner appear real and pass any inspection (not even counting as illusory); however, they do not actually alter any of the object’s core properties

## **Physical** **Interactivity**

You may choose one of the following changes to make to the object: the object becomes flammable; the object is no longer flammable; the object becomes buoyant in water; the object becomes buoyant in air; the object sinks in water; the object melts at room temperature; the object conducts electricity

## **Size**

The dimensions of the object increase or decrease by one size category (your choice), if possible. This alteration modifies the overall length, width, and height of the object to match the minimum/maximum size requirement of the size category it goes to (no matter the object’s original size); however, it does not modify the object’s weight

## **Weight**

The object’s weight is either doubled, quadrupled, halved, or quartered (your choice). This alteration does not alter the size of the object, only the weight. A weapon that has its weight increased in this manner loses the light and/or finesse properties if it had them previously. Additionally, if the weapon has the thrown property, the throwing distance is halved if the weight was doubled and quartered if the weight was quadrupled. Finally, any damage dealt by the weapon gains a +10 bonus if the weight was doubled or a +20 bonus if the weight was quadrupled. Conversely, a weight that has its weight decreased in this manner loses the heavy and/or two-handed properties if it had them previously. Additionally, if the weapon has the thrown property, the throwing distance is doubled if the weight was halved and quadrupled if the weight was quartered. Finally, any damage dealt by the weapon gains a -5 penalty if the weight was halved or a -10 penalty if the weight was quartered (to a minimum of 1)

# **Oil**

As an action, you may excrete a slick, flammable oily substance from your body. You may either create a pool of the substance in a 20-ft radius around you, produce enough of a concentrated oil to fill up to a 5-pint container, or you may fire a glob of the oil out up to 100 ft away, creating a 10-ft radius pool centered on the impact site. The pools last 1 minute, after which the oil dries. A creature other than yourself moving across the pool must succeed on a DC 15 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn’t need to make the saving throw. A creature that falls prone in the oil becomes coated in the substance and, for the next minute, whenever they take fire damage, they take an additional 10 fire damage from the burning oil. Whenever one of the pools takes fire damage, the entire radius ignites, burning for the next minute. While a pool burns, a creature that enters the area for the first time on a turn or ends its turn there takes 3d6 fire damage. After the minute passes, the oil burns out. After you excrete oil, you must wait 12 seconds before you may excrete any more oil.

# **One-Trick**

You gain proficiency, expertise, and an additional +10 to one skill of your choice. Upon completing a long rest, you may change the skill that gets these benefits (including the proficiency and expertise). You cannot choose a skill that had the benefits within that last 7 days.

# **Placidity**

As an action, you can attempt to calm all creatures within 100 ft. They must make Charisma saving throws (DC = 8 + your proficiency bonus + your Charisma modifier). A creature that fails the saving throw loses all feelings of hostility and enters a calm, peaceful state for the next minute, ending early if it is harmed in any way or it witnesses any of its allies being harmed. After the minute passes, the creature returns to its original emotional state. A creature that succeeds on the saving throw is instead immune to the effects of this ability for the next minute. Creatures immune to the charmed condition have advantage on the saving throw. You can use this ability a number of times equal to 1 + your proficiency bonus and you regain all expended uses upon completing a long rest

# **Projection**

As an action, you can create illusory holographic images in an unoccupied space you can you see within 5 ft. Anything you display is shown monochromatically in a shade of your choice and scaled to fill the space; additionally, the illusion is purely visual. While the illusion is active, you can freely manipulate it and update it in real-time; additionally, it automatically moves with you. You can dispel the illusion at any time as a free action.

# **Purification**

As an action, you may touch food, drink, or other such object – removing any poisoning, diseases, or curses within the food, drink, or object. When using this ability, the food or drink becomes safe to consume and, if the object was attuned to a creature, you may end that attunement if that creature is willing. You may use this ability a number of times equal to 1 + your proficiency bonus and regain all expended uses upon completing a long rest

# **Quiet Passage**

You gain proficiency, expertise, and a natural +15 to Stealth. While on foot, your movements make no noise, and you leave behind no tracks or other traces of your presence. Halve any falling damage you take (round down, min 1).

# **Reliable Ability**

Whenever you make a skill check on a skill you are proficient in and the rolled total is less than the associated ability score used for the skill check, you may instead use your ability score as the total instead. You may use this up to 3 times, regaining all expended uses upon completing a long rest.

# **Repository**

You have a special small-sized container you can summon at any time that leads to a special mini demiplane. Only objects can enter the container. In order to add an object to the demiplane, it must be able to fit within the container’s opening (roughly 4 square feet). The mini demiplane can only hold up to 50 \* your proficiency bonus pounds of objects. If adding an object would increase the total weight beyond the demiplane’s threshold, the object is forcibly shunted out – unable to be placed within. The demiplane has limited air and the temperature is controlled by you. As an action, you can call any object out from the demiplane by calling a designation you define upon placing it into the container. If you die, all contents of the demiplane spill out next to your corpse.

# **Sand Sprinter** (Requires Sand Walker)

Your walking speed is tripled while on sand or another such vast quantity of dust or particles.

# **Sand Walker**

You are unaffected by difficult terrain imposed by sand, dust, or other such vast quantity of particles and you have advantage on saves to stay standing on sand, dust, or other such vast quantity of particles.

# **Seismic Sensing**

You gain Tremorsense out 50 ft; however, if you already have Tremorsense, increase its range by 50 ft instead.

# **Sensitive Hearing**

You have advantage on Perception checks that rely on hearing. While you can hear, you gain 10 ft of Blindsight

# **Shell**

You have a hard carapace on your skin. While you are not wearing armor, your base AC is a minimum of 18. You may benefit from carrying a shield and still benefit from the minimum AC.

# **Shrouding Mist**

As an action, you can emit a dense mist out in up to a 30 ft radius centered on you, making the area heavily obscured. The mist moves with you and lasts a number of minutes equal to 1 + your proficiency bonus. While the mist is active, as a bonus action, you may increase or decrease the radius by up to 10 ft to a minimum radius of 5 ft and maximum radius of 300 ft. While the mist is out in a 60 ft radius or greater area, it only lightly obscures its region. You may end the mist early as a bonus action; additionally, the mist also ends early if you die or fall unconscious. You ignore the obscuring effects of the mist. After the mist ends, you cannot use this ability again until you complete a short or long rest

# **Skin Barbs**

You have barbs in your skin you can extend and retract with bonus actions. While the barbs are extended, any creature that is grappling you or that you are grappling takes 2d4 + your total level piercing damage at the end of your turn.

# **Snow Sprinter** (Requires Snow Walker)

Your walking speed is tripled while on snow or ice.

# **Snow Walker**

You are unaffected by difficult terrain imposed by snow or ice, and you have advantage on saves to stay standing on snow or ice.

# **Soap**

As an action, you may excrete a slick cleaning solution from your body. You may either create a pool of the substance in a 40-ft radius around you, produce enough of a concentrated liquid soap to fill up to a 1-gallon container, or you may fire a glob of the solution out up to 100 ft away, creating a 20-ft radius pool centered on the impact site. The pools last 1 minute, after which the soap dries. A creature other than yourself that moving across the pool must succeed on a DC 20 Dexterity saving throw or fall prone. A creature moving through the area at half speed makes the saving throw at disadvantage. A creature with eyes that falls prone in the solution must make a DC 10 Constitution saving throw or be blinded until the end of its next turn. Whenever you move across one of your pools, every foot of movement you use counts as 2 – allowing you to cover twice the distance you normally would in the same amount of time. After you excrete soap, you must wait 12 seconds before you may excrete any more soap.

# **Soft Falls**

While you are conscious, whenever you would take falling damage, you may use your reaction to reduce the damage you would take to 1.

# **Soul-Linked Weapon**

You are magically bonded with 1 weapon which becomes a spectral, magical, +3 version with which you count as proficient no matter the weapon. When not in use, it is stored within your soul itself. You can swap the weapon with any other that you spend 1 hour focusing on. If away from you for 1 minute or more it returns to your soul. You can instantly recall it to your hand no matter the distance.

# **Sparks**

As a bonus action, you can generate sparks from your body out to up to a 30 ft radius centered around you. You may stop spark production with a subsequent bonus action. While you are producing sparks, creatures that end their turn in the radius take 2d6 fire damage and you produce bright light in that 30 ft radius and dim light out an additional 30 ft. The damage dealt by the sparks increases by 2d6 when you reach 5th level (4d6), 11th level (6d6), and 17th (8d6).

# **Speed Boost**

Your walking speed increases by 60 ft.

# **Spell Storing**

After completing the casting process of a spell (after going through the full casting time, providing any necessary components, and possibly expending any spell slots or other such features), if the spell is cast at 5th-level or lower, you may choose to store away the casting of the spell rather than activate it right away. You may have up to 2 different spells stored away at a time. As a bonus action, you may expend one of your stored spells to immediately generate its effects as if you cast it just then. A stored spell may be used a number of times equal to your proficiency bonus before it fizzles away (uses in this manner still count toward stale spells); additionally, the oldest stored spell immediately fizzles away after using this ability while you have 2 spells stored.

# **Sticky Hands**

You can adhere your hands to surfaces giving you a climbing speed equal to your walking speed and allowing you to walk along and stay on vertical surfaces and ceilings so long as you have at least one hand in contact. Creatures have disadvantage on checks made to escape your grapple.

# **Subtle Casting**

This Arte may be taken up to twice, affecting the unchosen component the second time. Upon gaining this Arte, choose either somatic or verbal components. You may ignore the chosen component when casting a spell with a spell slot.

# **Supreme Axiomatic Mind**

You cannot be magically or supernaturally compelled to act in a way counter to your own nature; additionally, you have advantage on any saving throws made to avoid being charmed or frightened; finally, you gain immunity to the *Confusion* and *Feeblemind* spells

# **Supreme Immutable Form**

You cannot be unwillingly magically or supernaturally transformed; additionally, you have advantage on any checks and saving throws made to avoid being grappled, restrained, or petrified; finally, you gain immunity to the *Ray of Enfeeblement* and *Contagion* spells

# **Supreme Labyrinthine Recall**

You can perfectly recall any path you’ve taken; additionally, after completing a 1-hour meditative ritual (which you can do as part of a short rest), you gain a mental map of the area around you out to 1-mile, including the locations of any traps and secret passages present at the time of completing the ritual; finally, you gain immunity to the *Maze* and *Modify Memory* spells

# **Survivor**

You have advantage on Survival checks and Constitution saving throws. You also gain a natural +5 bonus to Constitution saving throws.

# **Swift Strikes**

Whenever you take the Attack action on your turn, if a melee weapon attack is part of the initial Attack action, you may make up to 2 additional melee weapon attacks as part of the action. These additional attacks are made at disadvantage; additionally, unless you also expend your bonus action as part of making these additional attacks, you do not add your ability score modifier to the damage roll(s) of either attack.

# **Telepathy**

You can telepathically communicate with creatures you can see within 500 ft; you do not need to share a language to communicate but the creature must know at least one language

# **Thirstless**

You do not need to drink.

# **Tool Mastery**

You gain proficiency and expertise with up to 5 different tools of your choice; additionally, whenever you make an ability check with a tool you have proficiency in, you may replace forgo the roll and instead use a 10, as if you rolled. You may do so a number of times equal to your proficiency bonus and regain all expended uses upon completing a long rest

# **Tough Skin**

While you are not wearing armor, your base AC is increased by 2 and you may reduce any nonmagical bludgeoning, piercing, or slashing damage you take by 5

# **Water Breathing**

You can breathe normally underwater, retaining your normal mode of respiration.

# **Water Walking**

While you are conscious, you can walk across liquid surfaces if you choose to do so. Additionally, while you are conscious, you may use a bonus action to immediately rise up to 100 ft while submerged in liquid, stopping once your entire body passes the surface or if you reach a point to where you can no longer rise

# **Webbed Fingers/Toes**

While you have access to your hands and feet, you gain a 30 ft swimming speed; however, if you already have a swimming speed, increase it by 15 ft instead.

# **Wings**

This Minor Arte may be gained up to twice, choosing a different wing type from the following list each time. You gain flight speed based on the chosen wing type as well as an additional benefit based on the chosen wing type. You may either extend or retract any of your wings as a bonus action. You only benefit from the fly speed of any of your chosen wings while they are extended

## **Angelic**

You gain 100 ft of fly speed; however, you cannot benefit from this fly speed while wearing heavy armor. Additionally, while your angelic wings are extended, you make all Charisma checks made against celestials and Good aligned creatures at advantage

## **Demonic**

You gain 100 ft of fly speed; however, you cannot benefit from this fly speed while wearing heavy armor. Additionally, while your demonic wings are extended, you make all Charisma checks made against fiends and Evil aligned creatures at advantage

## **Insectoid**

You gain 150 ft of fly speed; however, you cannot benefit from this fly speed while wearing medium or heavy armor. Additionally, while your insectoid wings are extended, your fly speed doesn’t provoke opportunity attacks

## **Skeletal**

You gain 30 ft of fly speed. Additionally, while your skeletal wings are extended you gain 5 points of damage reduction against all damage types

## **Draconic**

You gain 50 ft of fly speed. Additionally, while your draconic wings are extended, you make all Charisma checks made against dragons as well as all Intimidation checks at advantage

# **World Essence**

This Minor Arte may be gained multiple times, choosing a different essence from the following list each time. Based on the chosen essence, you attain a special ability you can wield

## **Essence** **of** **Light**

As an action, you can emit a controlled radiance from out of your form. This radiance lasts a maximum number of hours equal to 1 + your proficiency bonus. During this time, you give off 30 ft of bright light and dim light equal to double the bright light radius. Additionally, as a bonus action, you may increase or decrease the radius of bright light by up to 30 ft to a minimum radius of 5 ft and a maximum radius of 300 ft. Finally, you may use a bonus action to end the radiance early. The radiance also ends early if you fall unconscious or die. After the radiance ends, you must complete a short or long rest before you may use it again.

## **Essence of Darkness**

As an action, you can release a controlled darkness from out of your form. This darkness lasts a maximum number of hours equal to 1 + your proficiency bonus. During this time, you emit a 15 ft radius area of magical darkness that darkvision cannot penetrate; however, you can see through this darkness. Additionally, as a bonus action, you may increase or decrease the radius of magical darkness by up to 5 ft to a minimum radius of 5 ft and a maximum radius of 60 ft. Finally, you may use a bonus action to end the darkness early. The darkness also ends early if you fall unconscious or die. After the darkness ends, you must complete a short or long rest before you may use it again

## **Essence of Time**

As a reaction to another creature targeting you with an attack, spell, or otherwise harmful ability, you may perceive a minor glimpse of the future and attempt to counteract the assault, gaining one of the following of your choice: you gain a +5 bonus to your AC until the end of the creature’s turn, you gain a +5 bonus to all saving throws until the end of the creature’s turn, you make all ability checks at advantage until the end of the creature’s turn, or you may move up to 10 ft without provoking attacks of opportunity. You may use this ability a number of times equal to 1 + your proficiency bonus, regaining all expended uses upon completing a short or long rest

## **Essence of Space**

Whenever you cast a spell or use an ability, you may treat an unoccupied space that you can see within 30 ft of yourself as if it were your space for the casting of the spell or the use of the ability. You may use this ability a number of times equal to 1 + your proficiency bonus, regaining all expended uses upon completing a short or long rest

## **Essence of Fortune**

Whenever you or another creature that you can see within 100 ft of yourself makes an ability check, attack roll, or saving throw, you may roll 1d4 and apply it to the targeted creature’s roll as either a bonus or penalty (no action or reaction required). You may use this ability a number of times equal to 1 + your proficiency bonus, regaining all expended uses upon completing a short or long rest

## **Essence of Life**

You possess a pool of vitality equal to 20 \* your proficiency bonus. You may draw from this pool in the following ways: at the start of your turn, if you have at least 1 hit point, you may expend up to 20 points of vitality to regain that many hit points; whenever you use or are targeted by a spell or ability (other than this Minor Arte) that regains hit points, you may expend up to 20 points of vitality and increase the healing by that much; whenever you make a save to end an effect that is causing you to be poisoned or paralyzed, you may expend 10 points of vitality to automatically pass the save; finally, whenever you fail a death saving throw, you may expend 10 points of vitality to reroll the save. You regain all expended points of vitality upon completing a long rest

## **Essence of Death**

You possess a pool of malady equal to 20 \* your proficiency bonus. You may draw from this pool in the following ways: as a reaction to taking damage from a creature, you may expend up to 20 points of malady to cause the creature to take that much necrotic damage; whenever you deal damage to a creature, you may expend up to 20 points of malady to increase the damage by that much; whenever a creature makes a save against one of your spells or abilities that would cause the creature to become poisoned or paralyzed, you may expend 10 points of malady to cause the creature to make the save at disadvantage; finally, whenever a creature that you can see succeeds on a death saving throw, you may expend 10 points of malady to force the creature to reroll the save. You regain all expended points of malady upon completing a long rest

# **X-Ray Vision**

As a bonus action, you may activate or deactivate your x-ray vision. While active, you can see into and through solid matter. This special vision has a radius of 60 ft. To you, solid objects within that radius appear transparent and don’t prevent light from passing through them. The vision can penetrate 2 feet of stone, 2 inches of common metal, or up to 6 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead. For every total hour in a single day you spend with your x-ray vision active, you gain 1 level of exhaustion – resetting the “timer” upon completing a long rest.