

Action Surge(X)

Commonly associated with: Soldier

Prerequisites: Level 1 for X=1. For X=2, Action Surge(1) and level 4 are required.

Cost:

X=1: 4,000 XP

X=2: 22,500 XP

Description: On your turn you may elect to take an additional action on your turn. You may use this ability only once on each of your turns, and you may use this ability X number of times per short rest.

Arcane Recovery

Commonly associated with: Wizard

Prerequisites: Level 1, Spell Points[Int](5)

Cost: 6,000 XP

Description: Once per day when finishing a short rest you may regain a number of spell points equal to one-quarter of your total (minimum 2 points).

Note: Your *Max Cast Pts.[Int]* restriction on casting spells that require an excessive number of spell points to cast are not affected by this ability at all. See the spellcasting section for more details

Arch Druid

Commonly associated with: Druid

Prerequisites: Level 4, Wild Shape(4)

Cost: 7,500 XP

Description: You may use your Wild Shape abilities an unlimited number of times and you have no limit on the amount of time you may spend in beast form.

Aura

Commonly associated with: Templar

Prerequisites: Level 2, Track(1) of any track commonly associated with Templar

Cost: 1,125 XP

Description: You have an invisible magical aura that extends from you in a 10 ft. radius sphere that grants abilities to you and any allies within the aura as long as you are conscious. In the case of overlapping auras created by this ability, you and any allies in the overlapped area choose which aura to be effected by.

Free Ability: Upon purchasing this ability, you get the *Aura of Protection* ability for free!

Aura of Courage

Commonly associated with: Templar

Prerequisites: Level 3, Aura/Aura of Protection

Cost: 6,300 XP

Description: Your aura grants immunity to the frightened condition while active.

Aura of Protection

Commonly associated with: Templar

Prerequisites: Level 2, Aura

Cost: Free with the attainment of valid prerequisite(s).

Description: Your aura grants a bonus to all saving throws equal to your Charisma modifier (minimum of +1).

Free: Upon purchasing the *Aura* ability, you automatically get this ability for free.

Aura Range Extension

Commonly associated with: Templar

Prerequisites: Level 4, Aura of Courage

Cost: 22,500 XP

Description: Your aura has a radius of 30 ft. instead of merely 10.

Bardic Inspiration(X)

Commonly associated with: Bard

Prerequisites: Level 1 and Any instrument proficiency for X =1. For every increase of X thereafter, the previous denomination of X is required (X=4 requires X =3, etc.)

Cost:

X=1: 3,000 XP

X=2: 1,000 XP

X=3: 2,800 XP

X=4: 5,000 XP

Description: You may use your bonus action to target any creature other than you that can hear you within 60 ft. The creature gains an extra die that they can roll and add the number rolled onto any d20 roll that they make within the next 10 minutes. The die is expended upon use or is expended if unused in the 10 minute (100 round) period since it was bestowed. You may bestow this extra die on a creature a number of times equal to your Charisma modifier (minimum of once) per long rest. The effected creature(s) may choose to expend their die even after they have rolled their d20 but before the result of the roll is disclosed.

The denomination of the die varies based on X:

X=1: 1d6

X=2: 1d8

X=3: 1d10

X=4: 1d12

Beast Spells

Commonly associated with: Druid

Prerequisites: Level 4, Wild Shape(4).

Cost: 7,500 XP

Description: You may cast your spells in Wild Shape and do not need to provide the verbal or somatic components in this way. Material components are still required, but if you absorbed your focus when you transformed you can provide any material components of non-specified value as normal. Finally, you may cast the alter self spell at will as a free action, with an indefinite/until dispelled duration, and the spell does not require your concentration. This version of alter-self is not magical and therefore is unaffected by anti-magic fields, counter-spell, detect magic, or dispel magic.

Blind Sense

Commonly associated with: Vagabond

Prerequisites: Level 4.

Cost: 10,000 XP

Description: While you are able to hear, you are aware of the location of any hidden or invisible creature(s) within 10 ft. of you as long as they are making any amount of audible noise (breathing, heart pounding, moving, etc.).

Brutal Crit(X)

Commonly associated with: Berserker

Prerequisites: Level 1 for X=1. Level 2 and X=1 for X=2. Level 3 and X=2 for X=3.

Cost:

X=1: 6,000 XP

X=2: 10,000 XP

X=3: 15,000 XP

Description: When you score a critical hit on a creature you deal extra damage equal to X·your proficiency bonus (in addition to adding your proficiency bonus if applicable). Furthermore you roll one extra damage die of the highest denomination for each X.

Channel Divinity(X)

Commonly associated with: Dominie, Templar

Prerequisites: Level 1 and Track(1) of any track commonly associated with Dominie or Templar for X=1. Level 2 and X=1 for X=2. Level 5 and X=2 for X=3.

Cost:

X=1: 3,500 XP

X=2: 2,500 XP

X=3: 2,500 XP

Description: You have X number of channel divinity charges that may be expended to create certain effects spelled out in whichever Track feature(s) you have that served as a prerequisite to purchase this ability. You regain all spent charges of this ability after a short rest.

Note: This ability does not actually give you any abilities to use these charges with. It merely provides charges for any *Channel Divinity Options* laid forth in any Dominie or Templar Tracks that you have.

Cleansing Touch

Commonly associated with: Templar

Prerequisites: Level 3, Lay on Hands(70), Divine Health

Cost: 10,000 XP

Description: You may use your action to touch yourself or another willing creature to end one spell effect that is effecting it. You may not cleanse magical or nonmagical diseases in this way, but could clear curses that do not state a required end condition (you cannot dispel a Geas spell, for instance, but could end the effects of Hold Person)

Counter Charm

Commonly associated with: Bard

Prerequisites: Level 1, Any instrument proficiency

Cost: 1,250 XP

Description: You may use your action to start a musical performance that ends at the end of your next turn unless you use your action to continue it. You and all creatures within 30 ft. of you during your performance that can hear you gain advantage on saving throws against being charmed or frightened. The performance ends early if you: end it early (free action), are knocked unconscious, or are silenced.

Cunning Action

Commonly associated with: Vagabond

Prerequisites: Level 1

Cost: 4,000 XP

Description: You may use your bonus action on your turn to take the Dash, Disengage, or Hide actions up to once per turn.

Danger Sense

Commonly associated with: Berserker

Prerequisites: Level 1

Cost: 150 XP

Description: As long as you are not blinded, deafened, incapacitated, you gain advantage on Dexterity Saving throws against non-magical effects that you can see, such as mechanical or simple traps, or a volley of non-magical arrows.

Deflect Missiles

Commonly associated with: Sōhei

Prerequisites: Level 1

Cost: 500 XP

Description: When you are hit with a ranged attack you can deflect the incoming projectile as a reaction. When you do so you reduce the damage taken by 1d10 + your Dexterity modifier + your total number of hit dice (of any denomination). If you reduce the damage you take to below 0 you can catch the projectile if you have at least one free hand and could physically hold the projectile.

If you have Ki points you may spend 1 Ki to throw a projectile that you’ve caught as part of the reaction. You must make an attack roll against the original attacker using your proficiency bonus and your dexterity modifier; if it hits then the target takes the same amount of damage that you would have taken from the attack.

Diamond Soul

Commonly associated with: Sōhei

Prerequisites: Level 4, Ki(14)

Cost: 5,000 XP

Description: You gain proficiency in all saving throws, and may spend 1 Ki to reroll a failed saving throw, possibly changing the result.

Divine Health

Commonly associated with: Templar

Prerequisites: Level 1, Divine Sense, Lay on Hands(20)

Cost: 1,000 XP

Description: You are immune to non-magical, non-plague sicknesses such as the flu, the common cold, and various other sicknesses.

Divine Intervention

Commonly associated with: Dominie

Prerequisites: Level 3, Channel Divinity(2), Spell Points[Wis](95)

Cost: 3,500 XP

Description: You can call upon the divine magic of your faith for aid. You use your action to roll 1d100 and ask the assistance of your higher power: if the d100 roll is less than five-times your player level and your request for aid is reasonable, the higher power that you serve may intervene on your behalf. The type of intervention is determined by your GM and should be roughly akin in effect to any Wisdom spell or Dominie ability.

If your prayers are answered you cannot call again for seven days; if they are not answered you must wait until you finish a long rest before retrying.

Divine Intervention+

Commonly associated with: Dominie

Prerequisites: Level 5, Channel Divinity(3), Spell Points[Wis](180), Divine Intervention

Cost: 8,000 XP

Description: Your Divine Intervention automatically succeeds with no rolling requirement and it recharges after just four days (96 hours).

Divine Sense

Commonly associated with: Templar

Prerequisites: Level 1

Cost: 2,000 XP

Description: As an action, you can expand your sensed; until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 ft. of you that is not hidden. You know the broad type of creature, but not its identity. You can also sense any place or object that has been consecrated or desecrated, as with the *hallow* spell, within the same radius.

You may use this feature a number of times equal to your Wisdom modifier (minimum of once) per long rest.

Druidic

Commonly associated with: Druid

Prerequisites: Level 1, Wild Shape(1)

Cost: 3,000 XP

Description: You know the secret language of the druids, protectors of the wild.

Elusive

Commonly associated with: Vagabond

Prerequisites: Level 5

Cost: 20,000 XP

Description: As long as you are conscious no hostile can ever gain advantage on an attack roll against you.

Empty Body

Commonly associated with: Sōhei

Prerequisites: Level 5, Ki(18)

Cost: 10,000 XP

Description: As a bonus action you may spend 4 Ki to become invisible and gain resistance to all damage except for force and psychic damage for 1 minute. Alternatively you may cast the *Astral Projection* spell for 8 Ki and no need for verbal, somatic, or material components, and without spending any Spell points or having the spell prepared or known. If you cast *Astral Projection* in this way you may only go alone; you cannot take others with you.

Evasion

Commonly associated with: Sōhei, Vagabond

Prerequisites: Level 2

Cost: 7,500 XP

Description: When you succeed on a Dexterity saving throw to take half damage from an area-of-effect effect, you take no damage, and take half damage on a failure.

Expertise(X)

Commonly associated with: Bard, Vagabond

Prerequisites: Level 1 for X=1. Level 2 and X=1 for X=2.

Cost:

X=1: 2,500 XP

X=2: 5,000 XP

Description: You choose 2 skill, game, tool, or instrument proficiencies per X. (X=1: 2, X=2: 4, etc.) You add double your proficiency bonus with these checks.

X++: It may be possible to purchase more upgrades on this ability to unlock more than 4 double-proficiency skills from this ability; talk to your GM to determine prices beyond X=2.

Favored Enemy(X)

Commonly associated with: Ranger

Prerequisites: Level 1 for X=1. Level 2 and X=1 for X=2. Level 3 and X=2 for X=3

Cost:

X=1: 2,000 XP

X=2: 3,500 XP

X=3: 14,000 XP

Description: You have X favored enemies. Your favored enemies can be any two types of humanoids, fey, fiends, elementals, dragons, giants, undead, celestials, giants, plants, beasts, monstrosities, or aberrations. Additionally, when you select a favored enemy you become fluent in a language used by any of your new or existing favored enemies. You also add your proficiency modifier to all damage rolls made by you against any attack that effects a single target that is one of your favored enemies. Finally, you have advantage on wisdom checks to track your favored enemy and on intelligence checks to recall information about them.

Feral Instinct

Commonly associated with: Berserker

Prerequisites: Level 2, Rages(2)

Cost: 3,750 XP

Description: You have advantage on initiative rolls and if you are surprised in combat you may act normally on your first turn, but only if you use your bonus action to first enter a rage.

Feral Senses

Commonly associated with: Ranger

Prerequisites: Level 4, Favored Enemy(3), Primeval Awareness

Cost: 40,000 XP

Description: You suffer no penalty from fighting adversaries that you cannot see. Furthermore, you gain blindsight out to 30 ft.

Fighting Style

Commonly associated with: Soldier, Templar, Ranger

Prerequisites: Level 1

Cost: 2,000 XP

Description: You gain additional benefits from the perfection of a specific type of fighting: (pick one, you cannot select the same one more than once even if you later have the option to gain another type of fighting style)

- **Accuracy:** you have a +2 bonus to ranged attack and damage rolls.
- **Armored Combat:** you have a +1 bonus to AC while wearing any type of armor.
- **Dueler:** you gain a +2 bonus to melee attack and damage rolls from a melee weapon when you are holding only weapon weapon in one of your hands.
- **Heavy Hits:** you treat any 1 or 2 rolled on a damage roll as a 3 when you hit with a heavy, two handed, or versatile weapon.
- **Protection:** when you are wielding a shield, all allies within 5 ft. of you gain a +2 bonus to their AC, though this does not stack if they also have a shield or if they are gaining this benefit already from another source.
- **Ambidextrous Attacks:** when you are wielding two weapons you can add your damage modifier to the damage rolls of your off-hand attacks.

Font of Inspiration

Commonly associated with: Bard

Prerequisites: Level 2, Bardic Inspiration(1)

Cost: 500 XP

Description: You now regain all expended uses of bardic inspiration over a short rest, not a long rest. This overrides the long rest requirement set forth in *Bardic Inspiration(X)*.

Graceful Age

Commonly associated with: Sōhei

Prerequisites: Level 5, Ki(16)

Cost: 6,250 XP

Description: You suffer none of the fragility of old age, cannot be magically aged, and no longer need food or water to survive.

Hide in Plain Sight

Commonly associated with: Ranger

Prerequisites: Level 3, Natural Explorer(2)

Cost: 12,600 XP

Description: When you take the hide action you can choose to remain perfectly still, making your speed 0 for the rest of the turn. When hidden in this way you have a +10 bonus to stealth when not moving. If you move, fall prone, or are detected by magical means you lose this benefit. You may use your action on subsequent turns to not move you retain this benefit. Blindsight cannot detect you when hidden in this way.

Note: “move” in this context means *ANY* form of movements from any body part(s); you must effectively use no actions, bonus actions, interactions, movement, reactions, or speak to retain this benefit.

Indomitable Might

Commonly associated with: Berserker

Prerequisites: Level 4

Cost: 20,000 XP

Description: Any roll of a strength check or strength-based skill that is less than your strength score is replaced by your strength score.

Indomitable(X)

Commonly associated with: Soldier

Prerequisites: Level 3 for X=1. Level 4 and X=1 for X=2. Level 5 and X=2 for X=3

Cost:

X=1: 8,400 XP

X=2: 14,000 XP

X=3: 21,000 XP

Description: You can reroll a failed saving throw, possibly changing the result X number of times per long rest. It is important to note that you reroll all dice under the same conditions (i.e.- if you had advantage or disadvantage and/or bardic inspiration or some other effect, you would reroll all dice and continue to abide by the rules of advantage or disadvantage as normal).

Jack of all Trades

Commonly associated with: Bard

Prerequisites: Level 1

Cost: 2,000 XP

Description: You add half of your proficiency bonus (rounded down) to any skill check using a skill with which you are not proficient.

Ki(X)

Commonly associated with: Sōhei

Prerequisites: Level 1 for X=2. Every X thereafter is unlocked in sets of two, requiring X=Y-2 for X=Y. Additionally, for every X that is not divisible by four you must be of a level equal to X/2.

Cost:

X=2: 2,500 XP

X=4: 400 XP

X=6: 2,000. XP

X=8: 4,000 XP

X=10: 5,600 XP

X=12: 7,200 XP

X=14: 8,000 XP

X=16: 12,000 XP

X=18: 16,000 XP

X=20: 20,000 XP

Description: You have X number of Ki points. You can spend your Ki on a number of features, three of which are automatically unlocked and detailed below. You regain your Ki after a short rest, provided that at least 1/8 of the rest is spent in meditation (minimum of 30 minutes). For effects that require a saving throw DC, your DC is 8 + your proficiency bonus + your wisdom modifier.

-**Flurry of Blows:** immediately after using your action to attack you may expend 1 Ki to make 2 unarmed strikes as a bonus action.

-**Patient Defense:** you can spend 1 Ki to take the dodge action as a bonus action on your turn.

-**Step of the Wind:** you can spend 1 Ki to take the dash and disengage action together as a bonus action on your turn and your jump distance is doubled.

Ki Empowered Strikes

Commonly associated with: Sōhei

Prerequisites: Level 2, Ki(6)

Cost: 1,250 XP

Description: Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

Lay on Hands(X)

Commonly associated with: Templar

Prerequisites: Level 1 for X=10. Every X thereafter is unlocked in sets of ten, requiring X=Y-10 for X=Y. Additionally, Level 2 is required for all X values greater than 40.

Cost:

X=10: 1,500 XP

X=20: 250 XP

X=30: 1,250 XP

X=40: 2,500 XP

X=50: 3,500 XP

X=60: 4,500 XP

X=70: 5,000 XP

X=80: 7,500 XP

X=90: 10,000 XP

X=100: 12,500 XP

Description: You have X points of HP healing potential that is replenished after you complete a long rest. You may use your action to touch a creature and heal it a number of HP up to your full healing pool, subtracting the amount of HP restored from your store. Your store cannot go below 0. You may also neutralize one poison or toxin or cure one non-magical sickness or disease by expending 5 points of your pool per poison, toxin, sickness, or disease cured.

Martial Arts(X)

Commonly associated with: Sōhei

Prerequisites: Level 1 for X=1. Every X thereafter is unlocked in sets of 1, requiring X=Y-1 for X=Y. Additionally, Level 2 is required for X values 3-4, and Level 3 is required for X=5.

Cost:

X=1: 2,500 XP

X=2: 500 XP

X=3: 3,200 XP

X=4: 6,000 XP

X=5: 12,000 XP

Description: Your unarmed strikes deal more damage than the average person based on X:

X=1: unarmed strikes deal 1d4 damage.

X=2: unarmed strikes deal 1d6 damage.

X=3: unarmed strikes deal 1d8 damage.

X=4: unarmed strikes deal 1d10 damage.

X=5: unarmed strikes deal 1d12 damage.

Meta Magic(X)

Commonly associated with: Sorcerer

Prerequisites: Level 1 and Spell Points[Con](5) for X=2. Every X thereafter is unlocked in sets of 1, requiring X=Y-1 for X=Y. Additionally, Level Y is required for X=Y+1 (i.e.-level 4 is required for X = 5).

Cost:

X=2: 6,000 XP

X=3: 7,000 XP

X=4: 10,000 XP

X=5: 10,000 XP

Description: You can expend extra Constitution spell points to tweak the rules of your Constitution spells. You have X number of meta magic options open to you from the options listed below. When you spend constitution spell points on meta magic options, the additional points expended do not count towards the spell power level of the spell. You may cast any number of meta magic options together, but you must declare which options you are employing before you cast the spell.

Note: You can continue to purchase higher denominations of X at 10,000 XP per X+1 increase.

Meta magic options: There are 9 options for meta magic outlined below. You may choose X number. You cannot switch options once you have taken them:

- **Twinned Spell:** you increase the total number of spell points spent on a single-target (non-self) spell (after any and all other meta magics used) to target two targets with the same spell instead of one.
- **Subtle Spell:** you expend 1 spell point to ignore the verbal and somatic components of the spell.
- **Expanded Spell:** you expend spell points to expand the diameter (circle or cylinder) or side length (cone or square) of an area of effect spell at a rate of 2 spell points per 5ft. Expansion.
- **Distant Spell:** spend 1 spell point to double the range of any spell with a range of 5ft or more. Spells with a range of touch gain a range of 50 ft.
- **Careful spell:** for 1 point per target, designate a number of creatures that are within the area of effect of a spell that requires a saving throw. These creatures do not take any damage from the spell and gain advantage on any saving throws required to resist any non-damage effects of the spell, if any.
- **Empowered Spell:** after you cast a spell (unlike the other meta magic options that require disclosure before casting the spell) and have rolled the damage rolls, you may spend 1 sorcery point to reroll up to 5 dice (2 for 10 dice, 3 for 15, etc). You must use the new total.
- **Extended Spell:** spend 1 point to double the duration of a spell with a duration of at least 1 minute, up to 24 hours. If the spell requires concentration, you still must remain concentrated for the entire duration for the effects to continue.
- **Quickened Spell:** spend 1 point to reduce the casting time of any spell by 50%. If the casting time is 1 action, it becomes 1 bonus action. Bonus action spells and reaction spells are not applicable for this meta magic option.
- **Heightened Spell:** expend 3 spell points per target of your choice) to impose disadvantage on that creature's saving throw against the spell.

Movement(X)

Commonly associated with: Sōhei, Berserker

Prerequisites: Level 1 X=5. Every X thereafter is unlocked in sets of 5, requiring X=Y-5 for X=Y. Additionally, X=15 requires Level 2 and X=25 requires Level 3.

Cost:

X=5: 1,000 XP

X=10: 500 XP

X=15: 2,500 XP

X=20: 7,000 XP

X=25: 10,000 XP

X=30: 20,000 XP

Description: You can move another X ft. of movement in all of your speeds.

Multiattack(X)

Commonly associated with: Berserker, Sōhei, Soldier

Prerequisites: Level 2 X=2. Every X thereafter is unlocked in sets of 1, requiring X=Y-1 for X=Y. Additionally, X=3 requires Level 3 and X=4 requires Level 4.

Cost:

X=2: 5,000 XP

X=3: 16,000 XP

X=4: 50,000 XP

Description: you can attack X times, instead of once, whenever you take the Attack action on your turn.

Musical Secrets(X)

Commonly associated with: Bard

Prerequisites:

X=1: Spells Prepared[Cha](10). X=2: Spells Prepared[Cha](12).

X=3: Spells Prepared[Cha](14). X=4: Spells Prepared[Cha](16).

X=5: Spells Prepared[Cha](18). X=6: Spells Prepared[Cha](20).

Every X thereafter is unlocked in sets of 1, requiring X=Y-1 for X=Y.

Cost: X=1-6: Free with prerequisites. X=7+: 10,000 XP each

Description: You can convert any intelligence or wisdom spell that you can study into a charisma spell. The minimum power level of the spell(s) you can convert are as follows:

X=1: Any spell with a minimum power level of 10 or lower.

X=2: Any spell with a minimum power level of 12 or lower.

X=3: Any spell with a minimum power level of 14 or lower.

X=4: Any spell with a minimum power level of 18 or lower.

X=5: Any spell with a minimum power level of 22 or lower.

X=6: Any spell regardless of power level.

Free: You automatically unlock X=1-6 as you purchase their prerequisites.

Natural Explorer(X)

Commonly associated with: Ranger

Prerequisites: Level 1 for **X**=1. Every **X** thereafter is unlocked in sets of one, requiring **X**=**Y**-1 for **X**=**Y**. Additionally, Level **Y** is required for **X**=**Y** (i.e.- level 3 is required for **X** = 3).

Cost:

X=1: 1,000 XP

X=2: 4,500 XP

X=3: 9,000 XP

Description: You are familiar with **X***2 number of different environments from the following possibilities: arctic, coasts and oceans, desert, forest, grassland, jungle, mountain, swamp, the underdark, or under water. You may not switch your terrain familiarities after selecting them. When in your familiar environments/terrains, the following bonuses apply:

- You have advantage on wisdom and intelligences checks when in your familiar environments for the purposes of recalling information about the environment that you're in.
- Difficult terrain does not hinder your group's movement through the environment(s).
- You cannot become lost except by magical means.
- When you are travelling alone or with your beast companion or familiar (if applicable) you and both entities mentioned above (if applicable) can move stealthily at a fast pace.
- You remain alert to danger even when doing other tasks such as foraging, tracking, or navigating.
- When you forage you are able to find twice as much food and water.
- While tracking you can accurately determine the size of the creatures and their numbers .

Additionally, depending on the type of environment(s) you choose, you gain the following benefits:

Arctic: You are immune to the extreme cold and do not get exhausted or damaged by the environment.

Coasts and Oceans: You are proficient with vehicles (water) and navigator's tools.

Desert: You are immune to the extreme heat and do not get exhausted or damaged by the environment.

Forest: Your walking speed is increased by 5 ft.

Grassland: Your walking speed is increased by 5 ft.

Jungle: You gain a base climbing speed equal to your base walking speed.

Mountain: You are unaffected by the effects of high altitudes.

Swamp: You have resistance to poison damage.

Underdark: You have darkvision out to a range of 30ft. If you already have darkvision, its range increases by 30 ft.

Underwater: You gain a base swimming speed equal to your base walking speed.

Note: for meta-game reasons and in the spirit of not punishing flavorful combinations, if you took a background or a race that has already given you one of the abilities above but it's for that reason that you are taking that environment (an underwater race with the Underwater environment, for example) your GM should work with you to compensate you with some other ability, even if it's not related to the environment.

Perfect Self

Commonly associated with: Sōhei

Prerequisites: Level 5, Ki(20)

Cost: 12,500 XP

Description: When you roll for initiative and have no Ki remaining, you regain one quarter of your total Ki.

Persistent Rage

Commonly associated with: Berserker

Prerequisites: Level 5, Relentless Rage

Cost: 12,500 XP

Description: Your rage only ends early if you fall unconscious or choose to end it. You are no longer required to take or deal damage to keep it active.

Primal Champion

Commonly associated with: Berserker

Prerequisites: Level 5, Rages(∞), Unarmored Defense(Con), Reckless Attack, Brutal Crit(3), Indomitable Might

Cost: 25,000 XP

Description: Your Strength and Constitution scores are each increased by four and your maximum for both scores is likewise increased by four.

Primeval Awareness

Commonly associated with: Ranger

Prerequisites: Level 1

Cost: 2,000 XP

Description: You may heighten your awareness of the region within 1 mile of you to probe for creatures of the following type(s): fey, fiends, elementals, dragons, giants, undead, celestials, giants, monstrosities, or aberrations. This ability does not reveal their location or numbers; it merely verifies that they are somewhere within 1 mile. This effect lasts for 15 minutes and may be used a number of times equal to your wisdom modifier (minimum of once) per short rest.

Purity of Body

Commonly associated with: Sōhei

Prerequisites: Level 3, Ki(10)

Cost: 12,500 XP

Description: You are immune to poison damage, immune to the poisoned condition, and immune to non-magical non-plague sickness and diseases.

Rages(X)

Commonly associated with: Berserker

Prerequisites: Level 1 for **X**=2. After that the requirements for Rages(X) is the highest listed **X** value that is listed below that is less than **X**. Additionally each value of **X** requires a player level of at least **X**-1, with **X**=∞ requiring a level 5 character.

Cost:

X=2: 3,000 XP

X=3: 480 XP

X=4: 800 XP

X=5: 14,400 XP

X=∞: 24,000 XP

Description: You gain the ability to enter a state of extreme rage as a bonus action on your turn. While you are in this rage, the following benefits apply so long as you are not wearing heavy armor:

- You have advantage on all strength checks and skill checks that rely on strength, as well as on strength saving throws.
- When you hit with a melee attack while raging you add your proficiency bonus to the damage roll.
- You have resistance to bludgeoning piercing and slashing damage, and subtract half of your proficiency bonus (round down) to the modified damage you take, to a minimum of 0 damage. (You cannot heal from being attacked in this manner)

Additionally, you cannot cast or concentrate on spells while raging. This rage lasts for 1 minute (10 rounds). Your rage ends automatically at the end of the 1 minute, when you are knocked unconscious, if you fail to attack an enemy for a full turn or if you fail to be affected by an attack or source of potential damage for a full turn*, or if you end your rage as a bonus action on your turn.

You may go into a rage **X** number of times per long rest.

***Note:** The wording here is meant to represent cases where you are attacked but your resistances and/or the reduction of incoming damage results in you taking no damage. If you are dealt damage from a source that could not have done any damage to you (as might happen if you have immunity to the damage type dealt) it does not count for the purposes of keeping your rage active. Furthermore, you must attack an enemy OR be hit with an attack or damage-dealing effect; fear not, your rage will not end if you only satisfy one or the other nor will it be bolstered by satisfying both conditions.

Reckless Attack

Commonly associated with: Berserker

Prerequisites: Level 1

Cost: 3,000 XP

Description: When you make your first attack of your turn you may choose to fight recklessly until the start of your next turn. If you do so, during that time you have advantage on all melee attacks, but all attacks against you also have advantage.

Relentless Rage

Commonly associated with: Berserker

Prerequisites: Level 4, Rages(4)

Cost: 8,000 XP

Description: If you drop to 0 HP while raging you may make a DC 10 Constitution saving throw. If you succeed you instead drop to 1 HP instead and the DC of the save increases by 5 every time you succeed. If you fail, you drop to 0 HP and your rage ends. The DC is reset back to 10 after a short rest.

Reliable Talent

Commonly associated with: Vagabond

Prerequisites: Level 3

Cost: 8,000 XP

Description: Whenever you make a skill or tool check in which you are proficient and you roll a 9 or lower on the d20, treat all such rolls as 10s.

Second Wind

Commonly associated with: Soldier

Prerequisites: Level 1

Cost: 1,000 XP

Description: You use your bonus action to expend a number of hitdice equal to half of your proficiency bonus (rounded up). Expending the dice in this way automatically yields the maximum die roll possible. You must finish a short rest before doing this again.

Signature Spell(X)

Commonly associated with: Wizard

Prerequisites: Level 5 and Spell Points[Int](170) for **X**=1. Level 5, **X**=1 and Spell Points[Int](175) for **X**=2

Cost:

X=1: 2,500 XP

X=2: 2,500 XP

Description: You may cast **X** number of different Intelligence spells that have a minimum power level of 6 or lower. You may cast each of these spells once per long rest at power level 6 without expending any spell points; any subsequent or higher-power-level castings expend just half of the number of spell points typically required (rounded up). Finally, these spells are always prepared and do not count against the number of spells that you have prepared.

Slippery Mind

Commonly associated with: Vagabond

Prerequisites: Level 4

Cost: 12,500 XP

Description: You gain proficiency in wisdom saving throws.

Note: The *diamond soul* ability is much better but requires an investment of 34,700 XP in order to buy all of the requisite Ki. However, it is literally six times better for less than triple the cost, and can open up a whole host of Ki related abilities; just an observation. If you get this ability and then get *diamond soul* or another similar but better ability later you will not be reimbursed for this ability or get a discount on the purchase of the other ability!

Slow Fall

Commonly associated with: Sōhei

Prerequisites: Level 1

Cost: 500 XP

Description: You can use your reaction reduce the fall damage that you take by five time your number of hitdice.

Smite

Commonly associated with: Templar

Prerequisites: Level 1

Cost: 3,000 XP

Description: You deal 1d8 extra radiant damage on a successful melee weapon attack against a fiend or an undead. Additionally, you may expend up to 5 wisdom spell points to add 1d8 radiant damage per spell point expended to the damage roll of any successful melee weapon attack against any type of target.

Smite+

Commonly associated with: Templar

Prerequisites: Level 3, Smite

Cost: 3,000 XP

Description: You automatically deal an additional 1d8 extra radiant damage on a successful melee weapon attack against any target.

Sneak Attack(X)

Commonly associated with: Vagabond

Prerequisites: Level 1 for **X**=2. Every **X** thereafter is unlocked in sets of one, requiring **X**=**Y**-1 for **X**=**Y**. Additionally, for **X**=3 level 2 is required, for **X**=5 level 3 is required, for **X**=7 level 4 is required, **X**=9 level 5 is required.

Cost:

X=1: 1,500 XP

X=2: 450 XP

X=3: 1,875 XP

X=4: 5,625 XP

X=5: 9,000 XP

X=6: 12,000 XP

X=7: 15,000 XP

X=8: 18,750 XP

X=9: 22,500 XP

X=10: 30,000 XP

Description: You have **X** number of sneak attack dice that you may roll once per turn on one damage roll for an attack for which your sneak attack applies. Some abilities may provide additional circumstances which can justify a sneak attack, but the basic circumstances are:

1.) on an attack against a single target for which you had advantage.

2.) if you have at least one allied creature within 5 ft. of the target at the time of your attack roll.

3.) you score a critical hit on the attack roll.

If an attack that hits and one of the circumstances for sneak attack applies and you have not yet used your sneak attack on the current turn, you may roll **X** number of d6s on the damage roll of the eligible attack.

Note: If you have a critical hit, you roll 2·**X** dice in accordance with the normal rules of critical hits.

Song of Rest(X)

Commonly associated with: Bard

Prerequisites: Level 1, Any instrument proficiency for **X**=2. Every **X** thereafter is unlocked in sets of one, requiring **X**=**Y**-1 for **X**=**Y**. Additionally, for each **X** level **X** is required.

Cost:

X=1: 2,500 XP

X=2: 2,500 XP

X=3: 5,000 XP

X=4: 5,000 XP

Description: You may play a soothing song at some point during a short rest; if you do so you restore hit points to any friendly creatures of your choice (including yourself). You restore **X**d4 + your proficiency bonus + your charisma modifier. You may do this only once per short rest, and you cannot increase a creature's HP in excess of their maximum.

Sorcerous Restoration

Commonly associated with: Sorcerer

Prerequisites: Level 5, Spell Points[Con](160)

Cost: 12,000 XP

Description: You recoup up to half of your total Constitution spell points over a short rest.

Spell Mastery(X)

Commonly associated with: Wizard

Prerequisites: Level 5 and Spell Points[Int](145) for **X**=1. Level 5 and Spell Points[Int](155) for **X**=2

Cost:

X=1: 2,500 XP

X=2: 2,500 XP

Description: You may chose one Intelligence spell of minimum power level of **X**·2 for each **X** that you have purchased (**X**=1 : 2 spell point spell. **X**=2 : 4 spell point spell). You may cast each of these spells at their power level without expending any spell points; any subsequent or higher-power-level castings expend just half of the number of spell points typically required (rounded up). Finally, these spells are always prepared and do not count against the number of spells that you have prepared; you may swap one or both spells for other applicable spells with four hours of study per spell that you intend to swap.

Note: you do *NOT* need **X**=1 to unlock **X**=2.

Stillness of Mind

Commonly associated with: Sōhei

Prerequisites: Level 3

Cost: 3,750 XP

Description: You can use your action on your turn to end one effect on yourself that is causing you to be charmed or frightened.

Stroke of Luck

Commonly associated with: Vagabond

Prerequisites: Level 5

Cost: 25,000 XP

Description: You may change a missed attack into a hit or change a failed ability check to a d20 roll, possibly changing the result of the check; you may use this ability once per short rest.

Stunning Strike

Commonly associated with: Sōhei

Prerequisites: Level 2, Ki(4)

Cost: 625 XP

Description: Whenever you hit a creature with a melee weapon or unarmed strike attack, you may spend 1 Ki point to force them to succeed a Constitution saving throw against your Ki DC. On a fail they are stunned until the end of your next turn.

Superior Inspiration

Commonly associated with: Bard

Prerequisites: Level 3, Font of Inspiration

Cost: 5,000 XP

Description: Whenever you roll for initiative and do not have any uses of your bardic inspiration remaining, you regain one use.

Timeless Body

Commonly associated with: Druid

Prerequisites: Level 5, Track(5) of any track commonly associated with Druid

Cost: 8,000 XP

Description: Your natural aging life expectancy is increased to be 10 times higher than it would be normally, and you only feel the effects of old age in your final 10% of your life.

Tongue of the Sun and Moon

Commonly associated with: Sōhei

Prerequisites: Level 4, Ki(12)

Cost: 5,000 XP

Description: You understand all spoken language, and any creature that can speak a language understands your words.

Note: this does not benefit you with written words and you are *NOT* fluent in all languages, nor does this allow your words to be understood via telepathy- only via spoken conversation.

Turn Undead(X)

Commonly associated with: Dominic

Prerequisites: Level 1, Channel Divinity(1) for $X=1/2$. Level 2, $X=1/2$ for $X=1$. Every X thereafter is unlocked in sets of one, requiring $X=Y-1$ for $X=Y$. Additionally, for each X beyond $X=1/2$, level $X+1$ is required.

Cost:

$X=1/2$: 450 XP

$X=1$: 1,800 XP

$X=2$: 2,880 XP

$X=3$: 3,600 XP

$X=4$: 5,400 XP

Description: You may use one charge of your channel divinity to attempt to turn undead twice. All undead who can see or hear you of your choice who are within 30 ft. of you must succeed a Wisdom saving throw or become “turned.” an undead creature that is turned in this manner must use its movement to get as far away from you as possible and cannot move within 30 ft. of you. It may only use its action to take the dash or dodge actions or to attempt to escape from anything restraining it; it may not take reactions. It stops being turned after 1 minute or upon taking any damage. An undead that is immune to effects that turn it cannot be effected by this ability.

When you use this feature, you may choose to instantly destroy any undead of CR X or lower who fails its saving throw.

Unarmored Defense(X)

Commonly associated with: Berserker, Sōhei

Prerequisites: Level 1

Cost:

X = Con : 5,000

X = Wis : 3,000

Description: When not wearing any armor, you may add your X modifier to your AC. You cannot apply more than 1 option for X (i.e.- if you purchased both Con and Wis variants, you could choose to apply either, but cannot apply both).

Uncanny Dodge

Commonly associated with: Vagabond

Prerequisites: Level 1

Cost: 700 XP

Description: Once per turn when a hostile that you can see or hear hits you with an attack you may use your reaction to halve the attack’s damage against you, to a minimum of 1.

Vanish

Commonly associated with: Ranger

Prerequisites: Level 4, Hide in Plain Sight

Cost: 18,000 XP

Description: You may use a bonus action on your turn to hide. Additionally, you cannot be tracked by non-magical means* unless you choose to deliberately leave a trail.

Note: *this benefit extends to your mount, companion, and/or familiar if applicable, but not to your entire party.

Vertical/Liquid Run

Commonly associated with: Sōhei

Prerequisites: Level 3, Movement(15) *OR* a total walking speed of at least 55.

Cost: 500 XP

Description: You may run up vertical surfaces and run across liquid surfaces as part of your movement. However, if you end your turn on a vertical or liquid surface and do not have some way of staying in your position, you fall.

Wild Shape(X)

Commonly associated with: Druid

Prerequisites: Level 1 for X=1. Level 2, X=1 for X=2. Level 3, X=2 for X=3. Level 4, X=3 for X=4.

Cost:

X= 1 : 3,000 XP

X= 2 : 500 XP

X= 3 : 2,500 XP

X= 4 : 5,000 XP

Description:

You can use your bonus action to take the form of a beast that you have seen before up to twice per short rest. You revert to your normal form if you fall to 0 HP or if you choose to revert as a bonus action on your turn. You may remain in such a form for a number of hours equal to your number of hitdice plus your constitution bonus (use your own statistics, not those of the beast for this calculation).

The following rules apply while you are shifted:

- You retain your own alignment, personality, and intelligence, wisdom, and charisma scores.
- Your base speed is replaced by those of the beast, but if you have any movement abilities that do not effect your base speeds you can apply those. If you have any speeds that the beast does not have, such as a fly or swim speed, you may not utilize those while in beast form.
- You retain your own proficiencies and abilities in addition to those of the beast.
- If the beast has any legendary or lair actions, you cannot use them.
- You may choose to use your proficiency bonus or the beasts.
- You cannot cast spells, but you may retain concentration and continue to use your turns to cause effects outlined by the spell in order to control the spell.
- You retain your own HP maximum. If you are transformed into a tiny creature, any damage you take is doubled. If you are in a huge or larger creature, any damage you take is halved. Immediately after taking damage you may choose to revert to your true form without using a bonus action or reaction.
- You cannot accomplish tasks that would be physically impossible for your new form (i.e.- a snake cannot carry your backpack or do anything that involves hands)
- You may choose whether your worn equipment falls to the ground or is morphed with you into your new form. Morphed equipment cannot be used with the exception of a spell-casting focus which may continue to function while you are shifted; though remember that you cannot cast spells in the form. Alternatively you may choose to have your equipment be worn by your new form, though your new form must be physically capable of wearing it; worn equipment continues to function normally.
- You must abide by the restrictions set forth below based on the highest value of X that you have purchased:
- If you have any special senses, you retain them as well as gain any new ones from the new form.

X=1 : You may take the forms of only beasts of CR ½ or lower that do not have a fly or swim speed.

X=2 : While in your new form you may use a bonus action to spend spell points (of any subtype, including constitution, intelligence, wisdom, and charisma points) in order to regain 1d4 HP per spell point expended, up to 10d4 in a single bonus action. You may take the forms of only beasts of CR 1 or lower that do not have a fly speed.

X=3 : While in your new form your attacks count as magical for the purposes of overcoming resistance or immunity to non-magical damage.

X=4 : You may now take the form(s) of beasts with a CR that is up to half of your number of hitdice, rounded down. Additionally, when you have 10 or more hitdice, you may choose to become an air, earth, fire, or water elemental. Finally, when you shapeshift into a form that is your size or larger, you gain temporary HP equal to 1x your number of hitdice for a medium creature, 3x your number of hit dice for a large creature, or 5x your number of hit dice for a huge or larger creature. You lose any temporary HP when you revert to your normal form or switch forms.

Note: this ability is not magical and therefore is unaffected by anti-magic fields, counter-spell, detect magic, or dispel magic.