

Destinies



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Adventurer

You're an adventurer, the quintessential hero. Delving dungeons, defeating monsters, saving cities and exploring endless vistas – whatever your style, you do it all.

Level 4 – *Hero*

A Paragon of adventurers needs to be ready for anything. Specialization in a single skill is not enough for the trials you face. As such, your range of skills goes above and beyond what others can hope to achieve. You gain a second Expert Skill.

Level 7 – *Paragon*

You've been on a great deal of quests and adventures, and you've become more skilled than the average person. When you make a skill check for an Expert Skill, you roll twice and take the higher result.

Level 10 – *Epic Adventurer*

You've reached the pinnacle of adventuring expertise. Your experience is so broad and your abilities so grand that no challenge is too great for your skill. You gain the following ability.

Epicness – 2/Day Interrupt

Trigger – You roll a skill check and dislike the result

Effect – Treat the check as though you rolled a 20. If the check is in one of your Expert Skills, treat it as a Spectacular Success.

Archmage

Level 4 – *Spellbook*

Good wizards know more tricks than they have memorized. You keep an extra assortment of spells and talents in a book for quick reference. Choose four abilities that each cost three ability-points or less. You gain the following ability.

Spellbook – 2/Day

Preparation Time: 30 seconds

You gain one of the chosen abilities for the next 5 minutes (if you meet the ability's prerequisites).

Level 7 – *Arcane Secrets*

You've gained enough mastery over the magical arts that you can cast spells with incredible efficiency. Once per day, you may use any Magic Ability you possess without spending a magic point.

Level 10 – *Master of Magic*

Your mastery of magic has moved beyond the commonplace and ascended to something worthy of legend. Lesser spellcasters can barely comprehend the ease and versatility with which you cast the mightiest of spells. You may now use *Arcane Secrets* two additional times per day. In addition, choose four more abilities that each cost three ability-points or less for *Spellbook*, and you may use *Spellbook* two additional times per day.

Inventor

Level 4 – *It's Bigger On The Inside*

You invent a small container about six inches in diameter. The opening to the container can stretch to be 5 feet in diameter. You can store up to two thousand cubic feet of objects in this container. You can withdraw an object from this container as easily as if it was in your pocket. In addition, you gain the *Create Crazy Contraption* ability.

Level 7 – *Gadgeteer*

Your whiz-bang genius intellect allows you to create one of the following items. They can be used by anyone who has your permission, and you can teleport your invention back to you at any time. If damaged, you may repair or recreate your invention during an extended rest. You may only have one copy of your chosen invention.

Fantastic Flying Contraptamatron – Item

The user can fly with good maneuverability (the user takes no penalty to skill checks made to fly).

Ludicrous Language Translatatron – Item

While using this item the user can speak, read, write and understand any language he or she either reads or hears. The user can also communicate with animals and other creatures that don't speak languages as easily as they verbally communicate with other creatures. In addition, once per day when the user makes a persuasion check and rolls a natural 1, they can reroll it.

Superb Spatial Translocatifikier – Item

Once per day, you may spend ten minutes to use this item to transport up to six willing creatures (of large size or smaller) that are touching this item to any location that the activating creature has been to before. However, magical barriers in either the destination or place of departure can prevent the transportation.

Terrific Transforming Thingamajigator – Item

You may spend a Magic Point to transform this item into anything you could make with the *Create Crazy Contraption* ability. After 1 hour, it turns back into a small orb.

Level 10 – *Industrial Revolution*

Your mastery of engineering and brilliant mind allows you to use *Create Crazy Contraption* three times a day without spending a Magic Point. In addition, you invent something that could, given time, permanently advance society. For example, creating the Telegraph – allowing for widespread transfer of written messages – or improved medical equipment (granting a +5 to Heal checks for those using your equipment). As the creator, you've made sure that you've built in some "back doors": you may take control of your equipment or force it to stop or start working as long as you can see it (either you can

take control of it mentally/with magic, or you also invent a small remote that can control your invention. It's up to you based on your character's flavor).¹

Miracle Worker

Level 4 – *Healing Hands*

You have gained the skill of a healer and the treatment of ailments has become routine to your skilled hands. Three times per day you may treat your next skill check to treat an affliction as though you rolled a natural 20.

Level 7 – *Miraculous Healing*

Your skill as a healer has become almost legendary. Now you can occasionally defy normally irreversible damage and even death itself. You gain the following two abilities.

True Mending – Magic

Preparation Time: 10 Minutes

You touch a creature and cure it of all permanent physical damage, including normally irreversible ailments such as crippled or even missing body parts.

Resurrection – Magic

Preparation Time: 1 Hour

You may resurrect a creature that died of unnatural causes. You must be able to touch the creature and the creature's body must be reasonably intact.

Level 10 – *Immortalis*

You have gained mastery over the vitality of life to such an extent that the ailments of the world cannot touch you. Your skill and purity has made you immune to all poisons, curses and diseases. Even the press of time has no power over you. Your body does not even age unless you wish it to. In addition, you gain the following ability.

True Resurrection – Magic

Preparation Time: 1 Hour

You may return any willing creature to life, so long as its soul is free and intact. If its body isn't intact or available to you, you may materialize a new body for it. You may make the new body free of all physical ailments the creature may have had in life, but it must otherwise be the same as its original.

¹ Talk to your DM about what you create with this talent. We're giving you creative freedom, but you don't get to make something completely broken and claim "The system says I can have it!"

Master Detective

Level 4 – *The Detective this Campaign Deserves*

With a mind like yours, no question is impossible for you to answer. Choose one of the following abilities:

I Think I've Got It! – 2/Session

You may ask the DM a question related to the campaign. The DM must answer it truthfully to the best of his or her ability with either a “yes” or a “no”.

My Detective Senses are Tingling

Your deductive skills are serving you well. When making a Perception check to investigate an object you may roll twice and take either result.² Similarly, you know the best ways to dig up dirt on people. Whenever you make a History check to identify people or objects and their associated histories you may roll twice and take either result.

Level 7 – *Elementary, My Dear Watson*

Puzzles and mysteries that hopelessly perplex ordinary intellects melt away in the face of your genius. You gain the following ability, and may use *I Think I've Got It!* one additional time per session.

Eliminating the Impossible – 1/Session

You may ask a question related to the campaign and indicate three possible answers to it. The DM must indicate which of these three possible answers that you have indicated most accurately answers your question. For example, you may ask the question, “Who ate the cake? Was it the Butcher, the Baker or the Candlestick maker?” The DM then indicates the most accurate of these answers. If more than one answer is accurate (for example, if both the Butcher and the Baker ate the cake together), the DM informs you of all accurate answers. If none of the above is accurate (for example, if none of the listed individuals ate the cake) the DM informs you that the answer is, “None of the above.”

Level 10 – *Lie To Me*

Your insight into the tangled web of duplicity allows you to pull crucial information from even the most seemingly minor details. Your inspiration often makes you seem slightly mad to others, though they quickly learn to rely on your prescience when your conclusions prove correct over and over again. You

² This doesn't just let you roll twice on **every** Perception check, mind you. If your DM asks you to roll a Perception check to see if you notice something, you obviously aren't “investigating” it and wouldn't get to roll twice on it.

can always know when someone is deliberately lying to you and you may always use out-of-character knowledge as if it were in-character knowledge.

Very Best Friend

Level 4 – *Everyone's Favorite Person*

Choose one of the following abilities:

Instant Friends – 1/Day

Whether singing a random song out of nowhere or showering newcomers with confetti, you have a talent for becoming instant friends with anyone... though occasionally your antics can backfire. Choose a creature you can see and flip a coin. If heads, the target treats you as a trusted friend for 1d4 hours. It truthfully answers all questions you ask and aids you in any way it can as long as doing so does not risk its life or property or seem to interfere with its overall goals to a significant extent. Sadly, losing a friend's trust is the fastest way to lose a friend – thus this effect ends if you or any of your allies attacks the target or any of its allies. If the result of the coin flip is tails, the power fails and the creature knows you tried to use this power on them.

Watch Out For Your Friends – 5/Day

Trigger – An ally you can see would fail a skill check

Effect – The triggering ally rerolls the check and takes either result.

Level 7 – *Best Friends Forever*

Choose one of the following abilities:

Master Friendmaker

Prerequisite: *Instant Friends*

Your ability to make friends is truly astonishing, how can anyone *not* become instant best friends with you? You may choose to make the effects of your Instant Friends feature permanent. The Instant Friends effect only ends unless you or any of your allies attacks the target or any of its allies. You can only have one Best Friend Forever at a time.

In addition, you gain the ability *Instant Party*.

The Power of Friendship – 5/Day Interrupt

Trigger – An ally makes a skill check

Effect – Give that check a +3 bonus. You may use this power multiple times on the same check.

Level 10 – *Smile, Smile, Smile*

You like to see friends grin, you love to see them beam. The corners of their mouths turned up is your very finest dream. But if they're feeling worried and their faces turn to frowns – you'll do your part with all your heart to turn those sad frowns upside down. You gain the following ability.

Never Falter! – At Will

Trigger – An ally you can see rolls a natural 1 on a d20.

Effect - The triggering ally can reroll the die with a +5 bonus.

Archlich³

Level 4 – *Necromancer*

You've spent a long time studying ancient tomes concerning rituals and necromancy. You gain *Freaky Knowledge* in Necromancy and you may choose one of the following two features:

Caller of Spirits

You gain the following two abilities.

Speak With The Dead – 1/Day

Preparation Time: 10 Minutes

Touch a creature's corpse or skeleton and call its soul back into its body. You must have at least its skull or face. You empower the creature to speak even if it's decayed enough it shouldn't be able to. You may compel the creature to answer one question truthfully and without distortion regarding experiences the creature had while alive. The spirit, whether willing or not, remains in the corpse for twenty minutes or until you dismiss it.

Call Forth the Spirit – 1/Day

Preparation Time: 10 Minutes

You may contact the ghost of any dead person you know of, so long as their soul is free. Their ghost materializes before you for 10 minutes, during which time it cannot interact with the world except to speak.

Artisan of Flesh

You gain the following ability:

Zombie Minions – At Will

³ Archliches are not necessarily evil. Some heroes pursue this state of eternal un-life to watch over the realms as an undying guardian or pursue a centuries-long quest. This lends itself to this selfless denial of death.

Preparation time: 1 minute

You craft a minion of flesh and bone with body shape and size similar to yours. It has 7 brawn, 3 precision, 0 knowledge and 1 sense. It cannot speak, but you can communicate with it telepathically. It will obey your every command with no regards to its own existence. A zombie minion turns to dust after 10 minutes or when you enter combat (whichever comes first).

Level 7 – *Ancient Knowledge*

Your studies of Necromancy and other such magics have borne fruit. You are one step closer to your ultimate goal of eternal life and have learned powerful spells worthy of any Lich. You can now detect any corpses or undead entities within 100 feet of you. In addition, you gain **one** of the following abilities.

True Reanimation – 1/Day

Preparation time: 30 Minutes

Perform this ritual on a corpse. If possible, the creature's soul returns to the corpse, and they become a self-aware undead entity. The reanimated corpse retains all abilities that it had in life. You may ask it three questions that it has to answer honestly; after which the soul will be bound to the corpse for the next week or until you banish it back. The reanimated creature is not required to serve you, but it may not take any action that would result in your personal harm.

Aura of Misery – At Will

Preparation time: Instantaneous

You emit an Aura of pure Misery that stretches up to 70 feet in all directions from you. This Aura causes all creatures within it (excluding you) to suffer a -10 penalty all skills checks. You may activate or deactivate this aura at any time. Once per session you may enhance your aura; either increasing its range to 140 feet or making up to 5 allies temporarily immune to its effects. This enhancement lasts for five minutes.

Conjure Undead Monstrosity – 1/Day

Preparation time: 5 Minutes

You conjure a large lumbering creature of flesh and bone. It has 25 Brawn, 1 Precision, 0 Knowledge and 1 Sense. It also has the ability *Terrify*. It cannot speak, but you can communicate with it telepathically. It will obey your every command with no regards to its own existence. However, this lumbering mass will turn to dust after 10 minutes or when you enter combat (whichever comes first).

Conjure Undead Pterodactyl – 1/Day

Preparation time: 5 Minutes

You conjure a huge winged creature of flesh and bone. It has 7 Brawn, 10 Precision, 0

Knowledge and 4 Sense. It can fly with average maneuverability (its suffers a -5 penalty to skill checks made to fly) and can fly up to 60 miles per hour. It can carry up to 9 creatures on its back. It cannot speak or fight, but you can communicate with it telepathically. It will obey your every command with no regards to its own existence. However, this creature will turn to dust during your next extended rest.

Level 10 – *Lichdom*

You've done it. After a long and hard search you've discovered the secret to becoming a Lich without giving up your sanity. You may undertake the ritual to become a Lich. Choose a non-living object smaller than yourself and transfer your soul into it. That item becomes your phylactery, and it has 40 HP and Resist 20. If the phylactery is destroyed your soul transfers back to your physical form and you may spend 10 days to create a new one. Once the ritual is completed you become a non-living, undead creature. You need not eat, drink, sleep or breathe; old age and disease cannot harm you, though your body will steadily decay into a state of skin and bones. If you would die, your body and any possessions on your person instead disintegrate and reappear adjacent to your phylactery in 1 day's time (if your phylactery is intact). In addition to this, you gain access to another of the level 7 features of this destiny that you did not choose the first time.

Shape Shifter

Level 4 – *Beast Within*

You've gained a minor ability to shift your form into an inner beast, but you're a novice yet. You gain two of the following abilities:

Form of the Owl – 1/Day

Preparation Time: 5 seconds

You enter the *Form of the Owl*. In the *Form of the Owl*, your size becomes small and you gain the *Flight* ability.⁴ While you are in this form you gain the *Nightwatch* ability and gain a +10 bonus to perception checks. While in the *Form of the Owl*, you cannot use any of your other abilities or combat talents. You may end this effect at any time.

Form of the Rat – 1/Day

Preparation Time: 5 seconds

You enter the *Form of the Rat*. In the *Form of the Rat*, your size becomes small and you gain the *Stealth Mode* ability as well as a +5 bonus to stealth. While in the *Form of the Rat*, you cannot use any of your other abilities or combat talents. You may end this effect at any time.

⁴ Yes, even if you don't have its prerequisite It's Almost Like Flying.

Form of the Dolphin – 1/Day

Preparation Time: 5 seconds

You enter the *Form of the Dolphin*. In the *Form of the Dolphin*, your size becomes large and you gain the ability to breathe in water and a +20 bonus on all Athletics and Acrobatics checks you make while swimming. While in the *Form of the Dolphin*, you cannot use any of your other abilities or combat talents. You may end this effect at any time.

Form of the Ooze – 1/Day

Preparation Time: 5 seconds

You enter the *Form of the Ooze*. In the *Form of the Ooze*, your size becomes small, you are considered a viscous liquid ½ a gallon in volume (though your body cannot freely separate into pieces), and you gain the *Acidborn* and *Spider Climb* abilities. You can, however, only move at about walking speed with your awkward body. Furthermore, while in *Form of the Ooze* your body becomes able to stretch and distort, allowing you to squeeze through spaces as narrow as 1/8th of an inch thick or reshape to fit any space or container, so long as you maintain the same volume. While in the *Form of the Ooze*, you cannot use any of your other abilities or combat talents. You may end this effect at any time.

Level 7 – *In Tune with your Inner Beast*

Your form shifting has become much stronger, allowing you to become more complex and powerful things. You gain two of the following abilities:

Form of the Raven – 1/Day

Preparation Time: 10 seconds

You enter the Form of the Raven. Your size becomes small and you gain the following abilities: *Flight*, *Leggo!*, *Stealth Mode* and *Nightwatch* and may detect any corpses or undead entities within 100 feet. While in the Form of the Raven you cannot use any of your other abilities or combat talents. You may end this effect at any time.

Form of the Wolf – 1/Day

Preparation Time: 10 seconds.

You enter the Form of the Wolf. You gain the following abilities: *Animal Speak*, *Call Animal*, *The Stare*, *Scent Tracker* and *Call Out*. In addition, your Call Animal power is much more powerful than normal, allowing you to summon 2 animals who will be friendly to you. While using *Form of the Wolf* you cannot use any of your other abilities or combat talents. You may end this effect at any time.

Form of the Bear – 1/Day

Preparation Time: 10 seconds

You enter the Form of the Bear. Your size becomes large, your Brawn becomes 20, and you gain training in Athletics and Endurance. You gain the ability *Terrify*. While using *Form of the Bear* you cannot use any of your other abilities or combat talents. You may end this effect at any time.

Form of the Snake – 1/Day

Preparation Time: 10 seconds

You enter the Form of the Snake. Your size becomes small and you gain the following abilities: *Leggo*, *Gotcha*, and *Howling Chains*. When using *Howling Chains* your body is used as the chain. Twice a day while in this form you may make a skill check with a +10 bonus to determine if someone is lying. While using *Form of the Snake* you cannot use any of your other abilities or combat talents. You may end this effect at any time.

Form of the Cheetah – 1/Day

Preparation Time: Instantaneous

You enter the Form of the Cheetah. Your Brawn and Precision become 15 and you gain training in Athletics and Acrobatics. Furthermore, you gain a +12 bonus to Athletics or Acrobatics checks made to move quickly (such as chasing down a thief or trying to outrun a boulder). While using *Form of the Cheetah* you cannot use any of your other abilities or combat talents. You may end this effect at any time. You also gain the following ability:

Fast as Lightning – 1/Day

For the next two seconds, you may move at a speed up to 30 miles per second.

Moving this fast is extremely dangerous, meaning you may only carry one person at a time while moving at these speeds. When you use this talent you may spend a Magic Point to increase this speed to 60 miles per second instead.

Level 10 – *One Soul, Many Forms*

Your ability to formshift has become masterful. You gain the following ability.

Personal Form – 1/Day

Preparation time: 5 seconds.

When you acquire this talent select up to 30 points' worth of abilities, a size and an animal name. When you shapeshift into this form you gain the abilities selected, the size selected and lose access to all of your abilities and combat talents. You may end this effect at any time.

Spelljacker

Level 4 – *Magical Manipulator*

You have an innate ability to recognize and see the fabric of magic as it flows through the world. This gives you the power to affect and redirect that very fabric. You gain the following abilities.

Override – Magic

Make an Arcana check with a +30 bonus to control a magical device or machine within 20 feet. You gain an additional +10 bonus if are touching the machine.

Reweave – Magic

Make an Arcana check with a +30 bonus to alter an ongoing magical effect within 30 feet.

Level 7 – *Spellbinder*

You can always see the existence of magical energy, meaning that you automatically succeed on checks to detect magic if you are looking at the magic's source. You also gain a +10 bonus to checks made to identify the nature of magical effects. Furthermore, you've become more experienced at hijacking magic. Once a day you can use either *Override* or *Reweave* without spending a magic point.

Level 10 – *Master Hacker*

You've tapped into the fabric of the universe, read the tapestry of the cosmos and bound it to your will. You've gained the ability to hack into the raw essence of magic coursing through reality and steal a bit more for yourself. After each extended rest, you gain an extra 1d4 Magic Points.

Planeshaper

Level 4 – *One with the Planes*

You find yourself connected to the world in a way that is different than most people; while most would live *on* it your existence is *within* it. As you explore this further you find that you can harness the primal energies of creation itself, although your powers are limited at the moment. You gain the following ability.

Shape Reality – 4/Day

Preparation Time: 5 Seconds

You convert up to (Your Level × 30) cubic feet of material of one sort into a product that is of the same material. Thus you could fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp etc. Creatures or magic items cannot be created or transmuted by the *Shape Reality* ability. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication, thus using rotten wood for construction would result in a rotten wooden bridge. You must make an appropriate skill check as if you were

crafting the item by hand to fabricate articles requiring a significant degree of craftsmanship (such as well-crafted weapons or a catapult). You may spend a Magic Point to increase the volume of this ability from 30 to 100 cubic feet of material until the end of the day.

Level 7 – *World Forger*

As you test your potential further you happen upon a seed of existence itself. As you grab hold of it you find it malleable to your every whim, a small plane of your own creation. While it is only a flat disc of featureless rock at the moment, barely a mile in diameter, you may mold it into your perfect world with enough time and patience. Every day you may spend an hour meditating on your plane to increase the diameter by a hundred feet, or altering the structure of a thousand cubic feet of the plane as though you were using *Shape Reality*. You may meditate this way while taking an extended rest. In addition, you gain the following ability.

Planeswalk – 1/Day

Preparation time: 10 Minutes

You and up to five other creatures you designate within 50 feet of you are transported to your personal plane of existence. You can remain within your plane of existence for up to 12 hours (more than enough time to take an extended rest). Thereafter, or when you will it to be so, you and all the creatures this ability transported to your plane return to the exact place they left (if they want to leave). Only 1 hour of time has passed in the world. If you took an extended rest within your personal plane of existence, you must wait 12 hours after your return to the world to take another one.

In addition, when you use *Shape Reality* you may choose to weaken or strengthen the material you transmute as though under the effects of the *Strengthen Substance* or *Weaken Substance* abilities. You also gain the ability *Element Master*.

Element Master – 5/Day

Preparation Time: 5 Seconds

When you select this power choose a solid or liquid. For example, you may choose water, metal, dirt, stone, glass, wood, plastic or oil. For the next ten minutes, you may mentally pick up or manipulate any number of inanimate objects made of your chosen substance that you can see and that are within fifty feet of you, so long as they are still in either solid or liquid form. You can only manipulate up to 200 lbs. of material at once. You may spend a magic point to increase the maximum weight limit to 1000 lbs for the next 10 minutes instead.

Level 10 – *Master of Reality*

Your mastery of your plane has perfected and you find that your power can influence the other planes as well. Given enough time you can warp the world around you to your pleasure. You can now use

Shape Reality six additional times a day, and you can use *Element Master* at will. In addition, your mastery over your personal plane of existence has grown phenomenally. You are more than capable of creating your perfect paradise. Your personal plane extends by an additional five thousand miles in diameter and you can add an abundance of features to your plane. Furthermore, you gain the following ability that may only be used while in your personal plane of existence.

Rewrite Reality – 1/Session

Preparation Time: 1 Hour

Your personal plane of existence has become clay to shape as you will. Speak what you wish your personal plane to be like and the entirety of it it will mold to your image. For example, you can add streams, lakes, forests and more to it; creating a thriving natural paradise that is entirely self-sustaining. You can add seasons to your world or lock it one particular season, such as creating a perpetual summer or winter. You could also alter your plane's structure, such as shaping it into a single gigantic fortress, a vast winding river within a maze or even a colossal tree shaped into your own image. You may also alter the material of the world, such as turning the rocky mountains into purest diamond or turning trees into everlasting ice. This is your personal plane of existence and you may shape it to your perfect world.

However, while you may bring objects and creatures from other realities to yours - the unstable nature of your plane of existence makes it impossible to bring anything that *originated* in your plane of existence to another plane. For example, if you try to take a potion you crafted from ingredients grown in your personal plane to another plane of existence - they immediately dissolve into nothingness. The effects of such substances disappear as well. If you get poisoned by something from your personal plane of existence, a sure cure is to step out of it and back into the rest of reality. The poison inside you will instantly fade away into nothingness. However, if you brought your ingredients to craft a potion from another plane into yours and just happened to brew the potion up in your personal plane - the potion would not disappear when it left your personal plane. After all, it was made from the firm fabric of creation that has existed for thousands of years. Your plane is rather new, let it settle for a few hundred thousand years and it'll be just as durable as the rest of the multiverse.

The Unseen

Level 4 – *The Unknown*

You have an innate ability to avoid detection. However this skill doesn't just apply to you, you are actually able to make the presence of others harder to detect as well. You gain 40 "Nightwisps". When you or an ally you can see would make a stealth check, you may expend any number of your Nightwisps to give yourself or that ally a bonus to that stealth check equal to the amount of Nightwisps expended. For example, if you expended 15 wisps on your ally's stealth check - you would give them a

+15 bonus. At the end of every sunset your collection of Nightwisps resets to 40.

Level 7 – *The Unheard*

Even on your worst day, no one can catch you. Whenever you roll a natural 1 on a stealth check, treat it as if you had rolled a natural 20 instead. In addition, you gain one of the following abilities:

Cover of Night – 1/Day

For the next 10 minutes, up to 6 allies may use your Stealth modifier when making stealth checks instead of their own. You do not need to see them for this ability to be in effect

With Cat-like Tread –1/Day

For the next 10 minutes, you and up to 6 allies may roll twice on Stealth checks and take either result.

Level 10 – *The Unseen*

You’ve become a mythical figure known as “The Unseen”. You don’t even have to try to go unnoticed; you can simply will it and it happens. You gain the following ability.

Thief’s Art - 5/Day Interrupt

Trigger - You or an ally you can see would make a stealth check.

Effect - The target treats the stealth check as if they had rolled a natural 20.

Dynamic Duo

Level 4 – *“We work well together.”*

You have a close ally within the party. You and they are natural teammates and are there for each other through thick and thin. Select one willing party member and that ally becomes your partner. If your partner dies you may select another partner after an extended rest. You and your partner gain a +10 to skill checks to assist the other, and provide an additional +2 bonus to the assisted check. You also gain At-Will telepathy with each other that has no distance limit.

Level 7 – *“We learn from each other.”*

Choose an ability worth 3 points or less that your partner knows and you meet the prerequisites for. You gain that ability. Your partner chooses an ability worth 3 points or less that you know and that your partner meets the prerequisites for. Your partner gains that ability. You also choose one skill your partner is trained in. You gain training in that skill. Your partner chooses one skill that you are trained in. Your partner gains training in that skill. In addition, whenever you or your partner uses a Magic Ability to give a bonus to the other’s skill check, they provide an additional +10 bonus. For example, using the

default +10 bonus would actually give a +20 bonus, using *Generosity* would total to +25, and *The Stare* or *Yee-Haw* an entire +30.

Level 10 – “*Our destinies are one*”

You and your partner's destinies have become deeply intertwined. Gain the level 4 and 7 destiny feature of your partner and they gain your level 7 destiny feature as well. Furthermore, your telepathy between yourself and your partner cannot be interrupted or detected by any outside means.

Metagamer

Level 4 – *Something's Not Right*

You notice that the world around just.. doesn't seem quite right. Things happen that shouldn't happen and events play out in ways that almost seem to be ran by a roll of the dice. You gain the following ability.

Cheater - 2/Session Interrupt

Trigger - A die is rolled outside of combat and you dislike the result.

Effect - The die is rerolled, using the second result.

Level 7 – *Getting Close to the Truth*

You more than notice that things are odd. You know the world around you is being governed by an unpredictable but all-powerful force! You've learned a way to cheat this, but why won't anyone listen to you? They call you mad, but you're the only sane one left! How can they not see? Its all in the patterns of chaos! You gain the following ability. At the start of the session you may roll three d20's. Record the results. These results are used.

It Was Always Rolled That Way – 3/Session Interrupt

Trigger - A d20 is rolled outside of combat, and you dislike the result

Effect - Replace it with a recorded roll. That recorded roll is expended.

Level 10 – *You **Can** Handle The Truth*

Who needs flavor at this point? Your character has learned he's nothing more than... well, a character in a Tabletop game! You are permanently under the effects of *Fracture the Fourth Wall*. In addition, you can use *Cheater* one additional time per session and *Getting Close to the Truth* is replaced by the following three abilities.

That Is Why You Fail - 1/Session Interrupt

Trigger - A d20 is rolled outside of combat, and you dislike the result

Effect - Treat the result as though it was a natural 1.

Take Ten On That - 1/Session Interrupt

Trigger - A d20 is rolled outside of combat, and you dislike the result

Effect - Treat the result as though it was a natural 10.

The Power Was Inside You All Along - 1/Session Interrupt

Trigger - A d20 is rolled outside of combat, and you dislike the result

Effect - Treat the result as though it was a natural 20. This cannot cause a spectacular success.

Seer

Level 4 – *Eyes of the Seer*

Your eyes see much and understand more. Those that would try to hide from your sight are doomed to fail before your watchful gaze. You gain the abilities *True Sight* and *Arcane Eye*.

Level 7 – *Eyes of the Watcher*

You gain the following two features

Through The Looking Glass

The eyes are more than the windows to the soul, they are the doors. Doors you have learned to peer through. By simply meeting a creature's gaze, you can see through their eyes as easily as you would your own. You gain the following ability.

Stolen Gaze – 3/Day Reaction

Preparation Time: Instantaneous

Trigger - Your eyes meet the eyes of another creature.

Effect - For the next hour you can see what that creature sees as though you were looking at it yourself. This does not impede your ability to see through your own eyes.

Greater Vision

Normal people see only with a small spectrum of light waves, their vision easily halted by boundaries. Your vision is far greater, and you can choose to peer beyond what blocks the sight of others. You gain the following ability

Peer Beyond – 3/Day

For the next 10 minutes, you may choose to look through objects and creatures within 100 feet. Your mind comprehends multiple layers of vision however, so this does not in

any way impede your ability to see the objects you're looking through.

Level 10 – *The Sight*

The illusions of reality have been stripped away from you entirely. No magic can deceive your senses, no matter if woven by the mightiest of archmage. You may now use *True Sight* at will.

Rockstar⁵

Level 4 – *Rock and Roll All Night*

You gain a magical instrument of your choosing. If lost, the instrument will materialize in your hands after an extended rest. While you have the magical instrument you have the following abilities:

Party Everyday – 1/Day

Preparation time: As long as you want.

You play a kickass tune, empowering and inspiring yourself and all allies in earshot. Everyone who hears the kickass tune gains a +1 morale bonus to skill checks for the rest of the day.

We Will Rock You – 1/Day

Preparation time: As long as you want.

You play a kickass tune, empowering and inspiring all allies in earshot. Everyone who hears the kickass tune gains a +5 morale bonus to skill checks while you're playing. You can't do anything else while playing the tune.

Level 7 – *Back In Black*

Your magical instrument now also comes with a badass black leather jacket. You've gained international stardom as a result of your music and everywhere you go people always know your name. Your skills have increased as well, making you worth of the fame you carry. You gain the ability *Sweet and Elite*, the morale bonus from *Party Everyday* is increased to +2, and while using *We Will Rock You* allies who hear the tune get to roll twice and take the higher result on skill checks, and you can use *We Will Rock You* one additional time per day.

Level 10 – *Its a Long Way to the Top*

Your music is so powerful, so awe-inspiring that everyone listens to you on a daily basis. Everyone reveres you. Because of this, you gain a +20 bonus to skill checks made to seduce people, +20 to skill checks made to sing or play music and once per year you can ignore all legal consequences of one of

⁵ Feel free to flavor around the "Rich and Famous" parts of the destiny if they don't fit into your campaign, or just don't fit into how you want to flavor the support themes. Perhaps flavor that you have mind powers you use to help allies morale, but at higher levels you can also use it to trick the bouncer at high class parties and 1/Year the authorities.

your actions. Furthermore, your musical skill has become the stuff of legend. You gain the following ability.

The Final Countdown – 1/Session

Preparation Time: As long as you want.

You play a fantastic song worthy of a climactic scene. Each ally may forgo rolling for 1 skill check during this song to instead consider the check a natural 20.

You also have more than enough wealth and influence to get invited to all the most exclusive parties, functions and events. You'll probably be playing at them yourself a good amount of the time.

Mind Sculptor

You are not like a normal mage, for the ability to craft thoughts and wield psychic energy has become second nature to you.

Level 4 – *Mental Mage*

During your adventures you've tapped into a rare school of Arcane power; the magic of the mind. At the moment your powers are limited but given time your powers can grow considerably. You gain the following ability.

Psychic Speaking – At Will

When talking to someone, instead of making a normal Persuasion check, you may make an Arcana or Persuasion check with a +2 bonus. If the check succeeds, the target believes whatever you told them to be true, and you may have them forget that *you* told them so. However, this counts as a “mind-altering effect” and if you fail the check made this way, the person you used it against knows you tried to use mind magic on them.

For instance, you may walk up behind someone and tell them that you're an old friend of theirs. They will turn around and greet you merrily, somewhat embarrassed they don't remember your name. Perhaps you find yourself on the back of a dragon – no worries, just tell it that it doesn't know you're there, and it won't bother you. Of course, the DCs to actually alter someone's mind are *much* higher than normal Persuasion DCs, and the more outlandish your statement, the less likely their mind is to accept the blatant falsehood.

Level 7 – *Mindslaver*

Your mental powers have expanded, increasing your control over others. Your power over the mind can now suggest others to do your will. You gain the following ability.

Word of Command – 3/Day

Command a creature to perform a specific task. If that creature's level is equal to or lower than yours, they are strongly compelled to complete your task but will not take any action that puts their lives, allies or property at serious risk. They will not be aware that you commanded them to do this and will feel as though it is their own compulsion.

Level 10 – *Artisan of Will*

You've become so adept in the art of mind control that should you gain access to another's will, it becomes like clay in your psychic hands. You can wrap reigns of power around someone's mind, forcing them into complete subservience. You gain the following ability.

Enthrall – 1/Day

Make an Arcana or Persuasion check. Target creature makes an opposing Perception or Persuasion check. If you beat the target's check, that creature becomes your thrall. You can command your thrall to do anything, and they do not appear as a mindless puppet but rather retain their normal personality and intelligence – other characters will not suspect they are under your control unless you command them to do something notably out of character, in which case people might suspect they're being controlled. Characters can make an arcana check with a DC equal to 50 plus your arcana modifier on your thrall to determine that they're being controlled by you. You can only have one thrall at a time, and they regain control of themselves should you die.⁶

Vile Villain

Well, okay, you aren't exactly vile. And your current aspirations and attempts towards "evil" so far have been met with laughter, or unexpected praise. But you try! And you've learned so much about it! Who knows, maybe one day, you WILL show them all. Probably.

Level 4 – *Takes One To Know One*

You have a deep understanding of the nature of villainy and can spot another evildoer a mile away. You gain the following abilities:

My Villain Sense Is Tingling – 2/Session

Trigger – You make a Perception check to determine if an NPC is planning to betray you.

Effect – Treat the check as though you rolled a natural 20.

⁶ The target may gain an additional willpower bonus and/or even immunity to critical failures for this check if they're a particularly powerful or strong-minded creature, and to that end in some cases even a natural 20 on your part might not be enough unless it's a Spectacular Success.

Villainous Laughter – 1/Day

Preparation Time: 5 seconds

You perform the most devilish laugh imaginable as proof your "sinister intent", complete with crackling thunder and a few flashes of lightning. For the next ten minutes you gain a +5 bonus to persuasion checks involving intimidation and a +10 bonus to convincing other creatures that you're evil.

Level 7 – *Evil Minion*

Your dark glamor has gained you the loyalty of a suitably evil minion. This minion will perform any task you give it willingly, including clearly idiotic and suicidal ones. If you enter combat the minion flees, hiding until after the battle is over. The minion possesses a 15 in a single skill, and 5 in all others. If your minion dies, you manage to recruit a new evil minion after one week. You may choose one of the following abilities for your minion.

Clumsy

The minion gains a magic point that it may spend, but it rolls a critical failure on a 10 or lower.

Red Shirt

If you would die your minion miraculously takes the blow instead of you, dying in your place.

Talented

The minion gains an ability worth 3 points or less of your choice.

Level 10 – *Mastermind*

You have ascended to the ranks of highest villainy. You've built your own evil fortress, gained membership in the Evil League of Evil and are invited to all the coolest executions, genocides and Brady Bunch reunions. People everywhere are so terrified of you that they are afraid to even speak your name, preferring to refer to you by various monikers such as, "The Destroyer", "The Annihilator" or, "He Who Makes Baby Pandas Cry." You gain a +15 bonus to all intimidation attempts and may construct one of the following evil lairs.

Flying Fortress of Fear

You construct a castle complete with defense mechanisms powerful enough to hold off all but the most expert infiltrators. The DC to break into your Flying Fortress of Fear is 60 for all checks; whether attempting to Persuade your legion of doom-guards, picking the locks, undoing your mighty defensive enchantments or busting down the door. Furthermore, your Flying Fortress of fear can fly at a speed of 10 miles per hour as well as hover in mid-air. Finally, you can have your Flying Fortress can emit an aura of fear that extends for 100 feet in all directions

at will. Any creature within this aura other than you and your allies must make a Sense check (no skill modifier, just plain Sense) of DC 20 every minute they remain within the aura of fear or else run away screaming in terror for the next five minutes.

Dungeon of Deadly Despair

You construct a labyrinthian dungeon complete with terrifying traps and mind-bending puzzles that would make any villain proud. You can include absurd flame traps, swinging blades, acid pits and generally design your own personal dungeon. All the traps must have some way to make it through them though, as what would be the fun in killing your enemies without giving them a sporting chance? Of course, the DC for beating such challenges is ludicrous - requiring a 40 DC of an appropriate check to avoid any of your deadly traps. You can also fill the dungeon with ten different powerful monsters that you could defeat in fair personal combat. Have fun building your ultimate challenge and grinding your foes into dust.

Protagonist

You're the main character of this story! Well, okay, all the Player Characters probably are, but it's your destiny to be the protagonist, and that means that the plot is on your side!

Level 4 – Protagonist Powers

You're the hero of this story, able to pull out whatever it takes to win whenever you're in a sticky situation. Well, at least once per day.

Plot Power-Up – 1/Day

Trigger – You make a skill check and dislike the result.

Effect – Gain a +10 bonus to the check.

Level 7 – Plot Armor – 5/Campaign Interrupt

Trigger – You would die and/or your soul would be destroyed.

Effect – The plot saves you instead. Maybe what died was really an illusion of you, or a mysterious ally teleported you to safety when it looked like you were crushed under a building. Maybe you saved yourself with heroic antics off-screen despite seemingly certain doom. Perhaps, even, there was no logical way you could've survived - in which case the plot-hole of your existence is hand-waved away by some excuse like “a wizard did it,” or that you brought yourself back to life with sheer will to live. In any case, during the party's next extended rest you return to your allies unharmed with all of the belongings and equipment you had at the time of not-actual-death.

Level 10 – Good Guys Always Win!

The good guys always win. In that climactic moment where the triumph of good depends upon the success of one crucial action, it will succeed, because you are the protagonist, and when things have to go right, they do. You gain the following ability. In addition, you may use Plot Armor once per session without expending any of your 5/Campaign uses.

Deus Ex Machina – 1/Session

Trigger – A skill check is made and the plot demands it succeed (or you dislike the result).

Effect – That check is considered a Spectacular Success.

Self-Discovery

Level 4 – *Multi-Disciplined*

Your journey of self-discovery has brought you on many paths and you've tried your hand at many disciplines. You gain two additional abilities worth a combined total of 6 points or less.

Level 7 – *Call to Adventure*

A hint of purpose calls to you. It may or may not be your ultimate path, but it is one you will pursue for now. Gain the level 4 feature of a destiny of your choice and gain the following ability.

Skill Mastery – 1/Day

Recharge the uses on one of your other X/Day abilities.

Level 10 – *Make My Own Fate*

You have moved beyond the trappings of fate to forge your own destiny. Gain the level 7 features of two different destinies of your choice, and the level 4 feature of a destiny of your choice.
