

# Wild Aspects

## Aspect of the Birds

*Cost: (0 Focus Points)*

When you cast a cantrip with a range of 10 feet or greater, the spell's range increases by 300 feet.

## Aspect of Casting

*Cost: (Variable Focus Points)*

Select a spell you know. You can cast this spell using one less focus point than normal. You can take this Wild Aspect multiple times.

## Aspect of Companionship

*Cost: (2 Focus Points)*

You can summon a nature spirit that assumes an animal form to aid you. You can cast the *Find Familiar* spell without material components.

When you cast the spell in this way, the familiar can be a Fey upon your command, and it disappears when you finish a Long Rest.

## Aspect of Chaos

Once on your turn when you deal damage to a creature, you can force them to roll a Wisdom saving throw. On a failed save: they must roll on the wild magic table.

## Aspect of Disaster

***Prerequisite: Aspect of Disorder***

Whenever you use *Aspect of Disorder*, roll 2d8 instead of 1.

## Aspect of Disorder

***Prerequisite: 3rd level***

Once on each of your turns whenever you deal damage to a target with a spell, you can cause the target to take an extra 1d8 Cold, Fire, Lightning, or Thunder damage (choose when you hit).

## Aspect of Ferocity

You add your Wisdom modifier to the damage of one target that you have dealt damage to on your turn.

## Aspect of Natural Divinity

You know one cantrip from the Druid spell list. In addition, your mystical connection to nature gives you a bonus to your Intelligence (Arcana or Nature) checks. The bonus equals your Wisdom modifier (minimum bonus of +1).

## Aspect of the Predator

*Cost: (0 Focus Points)*

**Prerequisite: 11th level.**

You can make three attacks instead of one when you take the attack action on your turn.

## Aspect of the Arctic

You have a burrowing speed of 5 feet. At 6th level, you have a burrowing speed of 10 feet.

### **Favoured Terrain Bonus**

If your favoured terrain is the Arctic, you gain the following ability:

- You are Resistent to Cold Damage

## Aspect of the Coast

You have a swimming speed equal to your walking speed. At 6th level, your swim speed increases by 10 feet.

### **Favoured Terrain Bonus**

If your favoured terrain is the Coast, you gain the following ability:

- You gain proficiency in water vehicles.

## Aspect of the Forest

You can make any Wisdom or Intelligence check as a bonus action. Whenever you locate whatever you are looking for using one of those checks, you may move 10 feet towards the target of your check.

### **Favoured Terrain Bonus**

If your favoured terrain is the Forest, you gain the following ability:

- When making an attack or spell attack roll, you ignore half and three-quarters cover.

## Aspect of the Grassland

You can take the Dash action as a bonus action. While you are dashing, you cannot be targeted by attacks of opportunity.

### **Favoured Terrain Bonus**

If your favoured terrain is the Grassland, you gain the following ability:

- You gain proficiency in land vehicles.

## Aspect of the Mountain

You have a climbing speed equal to your walking speed. At 6th level, your climb speed increases by 10 feet.

### ***Favoured Terrain Bonus***

If your favoured terrain is the Mountain, you gain the following ability:

- You have advantage on Strength saving throws and athletics checks.

## Aspect of the City

*Cost: (0 Focus Points)*

You can take the Hide action as a bonus action. At 6th level, while you are hiding, creatures have disadvantage on perception checks to reveal your location.

### ***Favoured Terrain Bonus***

If your favoured terrain is Urban, you gain the following ability:

- You can move through occupied spaces at normal speed. If you do this while hidden, you can do so without exposing your position (*Note: this does not include walls or other unpassable objects*).

## Aspect of the Depths

*Cost: (0 Focus Points)*

Your crawling speed is equal to your walking speed. At 6th level, your crawl speed increases by 10 feet.

### ***Favoured Terrain Bonus***

If your favoured terrain is the Underdark, you gain the following ability:

- You gain 30 feet of darkvision.

## Aspect of the Desert

*Cost: (0 Focus Points)*

You can take the Use Item action as a bonus action. At 6th level, you can ignore the effects of one level of exhaustion.

### ***Favoured Terrain Bonus***

If your favoured terrain is the Desert, you gain the following ability:

- You gain resistance to fire damage.

## Aspect of the Bog

*Cost: (0 Focus Points)*

You have advantage on saving throws against traps, pitfalls, or uneven ground. At 6th level, you take half damage from traps, pitfalls, or uneven ground.

### ***Favoured Terrain Bonus***

If your favoured terrain is the Swamp, you gain the following ability:

- You take half damage from uneven ground, falls, and traps.

## Aspect of the Aberration

You have advantage on all checks used to interact with Aberrations. You also have advantage on Intelligence and Charisma saving throws.

### ***Favoured Enemy Bonus***

If your favoured enemy is the Aberration, you gain the following ability:

- You gain resistance to psychic damage.

## Aspect of the Beast

You have advantage on all checks used to interact with Beasts.

### ***Favoured Enemy Bonus***

If your favoured enemy is the Beast, you gain the following ability:

- You gain resistance to slashing damage.

## Aspect of the Celestial

You have advantage on all checks used to interact with celestials. You also have advantage on saving throws against evocation spells.

### ***Favoured Enemy Bonus***

If your favoured enemy is the Celestial, you gain the following ability:

- You gain resistance to radiant damage.

## Aspect of the Construct

## Aspect of the Dragon

### ***Favoured Enemy Bonus***

If your favoured enemy is the Dragon, you gain the following ability:

- You have advantage on saving throws against area of effect abilities cast in a line or cone.

## Aspect of the Elemental

You have advantage on all checks used to interact with an elemental.

If your favoured enemy is the Elemental, you gain the following ability:

- You have advantage on saving throws against area of effect abilities cast in a sphere or cube.

## Aspect of the Fey

You have advantage on all checks used to interact with a fey. You also have advantage on saving throws against enchantment spells.

### ***Favoured Enemy Bonus***

If your favoured enemy is the Fey, you gain the following ability:

- You gain resistance to force damage.

## Aspect of the Fiend

### ***Favoured Enemy Bonus***

If your favoured enemy is the Fiend, you gain the following ability:

- You gain resistance to fire damage.

## Aspect of the Giant

## Aspect of the Monstrosity

## Aspect of the Ooze

You have advantage on all checks used to interact with an Ooze. Whenever you slay an ooze, it forgoes any death effects.

### ***Favoured Enemy Bonus***

If your favoured enemy is the Ooze, you gain the following ability:

- You gain resistance to acid damage.

## Aspect of the Plants

### ***Favoured Enemy Bonus***

If your favoured enemy is the Plant, you gain the following ability:

- You gain resistance to poison damage. As an action, you can end the poisoned condition on yourself.

## Aspect of the Undead

### ***Favoured Enemy Bonus***

If your favoured enemy is the Undead, you gain the following ability:

- You gain resistance to necrotic damage.

## Aspect of the Spring

## Aspect of the Summer

## Aspect of the Autumn

## Aspect of the Winter

## Aspect of Lore

*Cost: (1 Focus Points)*

As a bonus action, whenever you see writing or hear speech, you can memorize the characters and sounds even if you don't speak the language or understand their meaning. If you spend an

additional *Focus Point* you can attempt to divine their meaning using context clues using an Intelligence (Investigation) check.

## Aspect of Alertness

*Cost: (1 Focus Points)*

Whenever you roll for initiative, you may add +5 to the roll.

## Aspect of the Hunter: Awareness

*Cost: (2 Focus Points)*

Whenever you use your *Hunter's Mark* you can choose to mark two targets instead of one.

## Aspect of the Hunter: Favoured Foe

*Cost: (0 Focus Points)*

If your *marked target* is one of your *Favoured Enemies*, once per turn, you can add 1d4 to the damage roll on your *marked target*.

## Aspect of the Hunter: Focus

*Cost: (1 Focus Points)*

At the start of your turn, you can give yourself advantage on all attacks made to your *Marked target*.

## Aspect of the Hunter: Mastery

*Cost: (0 Focus Points)*

If your *marked target* is one of your *Favoured Enemies*, you have +2 to all attack rolls against it.

## Aspect of the Hunter: Mindfulness

*Cost: (2 Focus Points)*

When you cast *Hunter's Mark*, you can choose to have its effects without concentration.

## Aspect of the Hunter: Precision

*Cost: (0 Focus Points)*

Whenever you make an attack roll against your *marked target*, you can give yourself a penalty to your attack roll to a maximum of -10. For each lost attack roll bonus, you may add +2 to the damage roll.

## Aspect of the Hunter: Reactive

*Cost: (2 Focus Points)*

Whenever your *marked target* misses an attack roll against you, you can use your reaction to make an attack against it.

## Aspect of the Hunter: Tracking

*Cost: (1 Focus Points)*

At the start of your turn, you can give yourself advantage on all attacks made to your Marked target.

## Aspect of the Hunter: Vigilance

*Cost: (2 Focus Points)*

Whenever you cast *Hunter's Mark* you can choose for your *marked target* to have a -2 to any attack rolls against you. This translates to targets you change your focus to.