Inspiration uses

ACCURATE

You may reroll any attack roll, saving throw, or ability check including those with advantage/disadvantage and choose which result you wish to use.

CONCENTRATING

If you would fail a concentration check, you can decide to succeed instead.

EXPEDITIOUS

You can take your turn now, changing your place in the initiative order and acting simultaneously (or interrupting if the DM allows) as those taking their turns.

HEROIC

You gain a die of inspiration based on your proficiency bonus. You can add this die to any attack roll, saving throw, or ability check and this die expires after a rest. (+2=d4), (+3=d6), (+4=d8). (+5=d10), (=6=d12)

INVIGORATING

As an action, you may gain a number of temporary hit points equal to your level. These points are lost after a short rest.

RECOVERING

You may regain a single use ability that normally can only be used after a short rest.

- Rejuvenating:

You may spend a hit die as a bonus action.

- ### Smiting:

Before rolling an attack roll, decide to use inspiration or not. If you use it in this way, if your attack hits, it is considered a critical. If you roll a natural critical, you gain your inspiration back.

- ### Stalwart:

While unconscious and dying, you can check off one success.

- ### Swift:

You gain a special action which you can immediately use to: Make one melee or ranged attack; cast a cantrip with a casting time of 1 action or bonus action, or take the Dash, Disengage, Dodge, Help, or Hide action.

VITAL RECOVERY

By spending Inspiration, you can spend a hit die, roll it by adding the Constitution modifier and recover an equal amount of hit points. From level 5 you can spend and roll up to two dice, adding the modifier to both, from level 11 to three dice and from level 17 to four dice.
You can spend Inspiration in this way at any time you are using the action or reaction as part of it.

RESOURCES RECOVERY

Each Profession specifies a special resource that can be recovered by spending Inspiration. Generally, it is something that is recovered through a short rest. It is not possible to spend further Inspiration in this way until the end of a short or long rest. The complete tables with the resources that can be recovered by spending Inspiration can be found in the Historia corebook.

SPECIAL: STORY OVER RULES

A special way of using Inspiration is to manage a series of very effective actions that the rules cannot define: when a player proposes an action that is not covered by the rules which would bring fun to the table without distorting the core of the game, you can accept it if the player spends an Inspiration that they already have.
If, for example, the fighter in the group decides to grab with a whip the arm of the evil soldier who is about to kill the merchant, you can, at your discretion, accept the action asking them to spend Inspiration and make an attack roll.

When your GM (or other circumstances) would grant you the use of inspiration, you may instead be granted the use of a cliché. You may use a cliché as an action, bonus action, or reaction. You may choose any cliché from the list, though it must pertain to the story or otherwise be feasible. Work with your GM if there is a cliché you think would be appropriate to your game.

Wound Cauterizing:

When you have less than half of your total hit points, you may use fire to heal some of your wounds. You may use any fire currently around you or any fire you make. When you seal up your wounds, you heal 2 hit points per level of your

character.

Too Cool for Explosions:

If there is an
explosion, and you are required to
make a saving throw, you can turn
away from the explosion and walk
15 feet away from it. You only
take half damage from the effect
if you fail your saving throw and
no damage if you succeed on
your saving throw.
Additionally, you have +1 on
Intimidation checks made against any
creatures who saw the explosion.

Noooooooooo!:

When an ally within 120
feet of you falls to 0 hit points and
goes unconscious, you can belt out a
tremendous cry of anguish. All allies
within 30 feet of you have advantage
on their next roll,
including any allies
at 0 hit points.

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