

Additional Focus Arts

Aerial Vault

Focus Art, special

When you make a long jump or high jump, you can expend 1 Focus Point to double your jumping distance for that jump and you can ignore difficult terrain until the end of your turn. When you use this Focus Art, the maximum distance you can jump isn't limited by your movement speed.

Elemental Art

Focus Art, bonus action

As a bonus action, you expend 1 Focus Point and touch a weapon you're carrying. Choose between Acid, Cold, Fire, or Lightning. For 1 minute, the weapon deals that damage type.

Focus Mind

Focus Art, reaction

As a reaction to making a saving throw against being charmed, frightened, or having your mind read or influenced, you can expend 1 Focus Point to gain advantage on the roll. If you already have advantage on the roll, you can reroll one of the dice once.

Flourish

Focus Art, bonus action

As a bonus action, you expend 1 Focus Point and gain 1 additional Momentum die (gaining 2 Momentum dice in total, which includes the

die gained through the Momentum feature from expending the Focus Point on Flourish).

Hunter's Rush

Focus Art, bonus action

As a bonus action, you can expend 1 Focus Point to take the Dash action.

I Don't Want To Be Eaten Today

Focus Art, reaction

As a reaction to becoming grappled or restrained by an effect that has an escape DC or to making a contested roll against these conditions, you can expend 1 Focus Point to attempt to immediately escape the effect, making an Athletics or Acrobatics check against the escape DC, or gain advantage on the contested roll.

Jaeger's Assessment

Focus Art, bonus action

As a bonus action, you can expend 1 Focus Point to make an Intelligence (Investigation) check against a hostile creature you can see within 60 feet, contested by its Charisma (Deception) check. On success, you learn its creature type, AC, any resistances or immunities it has to damage or conditions, and any spells it is under the effect of.

Alternatively, when you take this bonus action, you can take the Search action.

Revision #1

Created 14 October 2024 21:39:33 by Andrej

Updated 14 October 2024 21:44:32 by Andrej