

Level Up Playtest #5

Inspiration & Destiny

Welcome to the 5th *Level Up* playtest document. This playtest contains a candidate for the game's inspiration and destiny system.

What this is

This is a playtest document. We'd love you to try out the rules presented here, and then answer the follow-up survey in a few days.

What this is not

This is NOT the final game. It's OK if you don't like elements of these rules; that's the purpose of a playtest document. Be sure to participate in the follow-up survey in a few days. All data, positive or negative is useful.

What we use this for

Your survey responses help form the direction of the game as it goes through the development process.

Don't forget!

Sign up for [the mailing list](#) for notifications of playtests, surveys, and news, and also ensure you get notified on Kickstarter when the project launches in 2021.

Inspiration & Destiny

A wizard rummages through rarified texts of the arcane to unearth a secret fundamental truth of the universe buried within. A rogue pursues the allure of glittering gold, determined to live wealthy or die trying. A paladin undertakes an impossible charge, resolute in defending their king and country from threats of unimaginable scale.

Every hero has something that drives them forward, an inner spark or outward goal that compels them to risk everything for a life of adventure. Choosing a destiny provides you with important roleplaying cues and features that help shape your character's identity.

Why is your character an adventurer? What drives them into this exciting life of danger? Is destiny thrust upon them by circumstance, or do they have a burning desire for a future they wish to claim for their own?

Motivation

Each destiny has a table of example motivations that represent the heart of your character's desire to be an adventurer. Feel free to select a motivation, determine one randomly, or create one that you feel matches the destiny.

Inspiration

The GM awards inspiration when you roleplay your character according to your destiny. Each destiny has a source of inspiration that describes acts of roleplaying that should be rewarded with inspiration (although it remains at the GM's discretion). Additionally, the GM can award inspiration whenever they feel a character has been particularly clever, engaging, or heartfelt in their roleplaying.

Once you have inspiration, you can save your inspiration indefinitely. Whenever you or an ally you can see within 60 feet makes an attack roll, saving throw, or ability check, you may spend your inspiration to grant advantage to that roll.

Alternatively, you can spend inspiration to use the inspiration feature unique to your chosen destiny.

Fulfilling Your Destiny

Each destiny includes a fulfillment feature that you gain when you achieve your destiny, a momentous event usually at the end of a major story arc in the narrative (indicated by the GM). Even if your destiny remains outside of your grasp however, it is close enough at hand that you automatically gain its fulfillment feature when you reach 16th level.

If you fulfill your destiny earlier in a campaign, at the GM's discretion you may select an additional destiny. You retain your original destiny's features and gain the source of inspiration and inspiration feature of your new destiny. You cannot gain a second fulfillment feature.

Changing Your Destiny

Motives change over time as do the stories we want to tell. Whenever you gain a class level, you may choose to change your destiny. You lose any features provided by your current destiny and select a new destiny, gaining its source of inspiration and inspiration features.

Forging Your Own Destiny

You may want to change a preexisting destiny or create an entirely new one to better fit your character or the campaign setting. Adjust or create your own destiny by

replacing features found in one destiny with those found in another, so long as your new destiny contains the following:

- Source of inspiration
- Inspiration feature
- Method for fulfilling your destiny
- Fulfillment feature

Alternatively, work with the GM to create something entirely new! Try to focus on the core motivations of your character. What goal or ideal has pushed them towards adventuring and entwined them into the campaign? Work together to find the perfect combination of roleplay dynamics that fit the stories being told.

Chaos

Those destined for Chaos don't live by the rules binding ordinary folk. They clash with authority and tradition all their lives, either in minor acts of subversion or outright rebellion. Tricksters and fools alike are rarely mere rulebreakers—their ideology signals change for both the meek and mighty.

Source of Inspiration: Chaos. You sow disorder, play tricks, and subvert tradition. You gain inspiration whenever you successfully subvert law and order so long as it benefits your allies or moves the story forward.

Successfully lie to or humiliate an authority figure, commit a punishable crime, indulge in base pleasures to ill-advised extremes.

Inspiration Feature: Ingenious Doubletalk. Undaunted by momentary setbacks, you twist conversations in any direction with an inspired turn of phrase and confusing doubletalk. Whenever you or a friendly creature you can hear fails a Deception or a Persuasion check, you may spend your inspiration as a reaction to undo any consequences of that failed check.

Play off bold lies and impertinent proposals as jokes, obfuscate or redirect accidentally slipped information, quell outrage with diffusing flattery.

Fulfilling Your Destiny

You fulfill your destiny of Chaos when you overturn a world or cosmic order.

Greatly destabilize a nation or extremely large organization, subvert or trick a deity-level entity, upset the status quo for a vast number of people.

Fulfillment Feature: Agent of Chaos. The whims of chaos flow through you and everything you do. Whenever you roll one or more dice to determine the damage of an attack or spell or the random effects of a spell or feature, you may choose to reroll those dice; if you do you must use the new rolls. In addition, you gain the Chaotic alignment and emit a strong chaotic aura for the purposes of any feature, spell, or trait that detects or affects Chaotic creatures.

Table: Chaos Destiny

d6	Motivation
1	<i>Freedom.</i> Following orders is akin to slavery.
2	<i>Excitement.</i> A day of calm is a day wasted.
3	<i>Exploit.</i> Life is a game and you plan on cheating it.
4	<i>Fun.</i> Life is for living and living well.
5	<i>Liberation.</i> Everyone should be free to choose their own path.
6	<i>Misanthropy.</i> You want to watch the world burn.

Coming of Age

Not all heroes have a clear path ahead of them. Some are still finding their footing and are dreaming big all the same: of adventure, the open road, a chance to prove one's worth, and having a life worth living.

Special Feature: Finding Yourself. Sometimes it takes a journey to find yourself.

You may exchange this destiny for another destiny at any time.

Source of Inspiration: Yes to Adventure. You draw inspiration from setting out—adventure lies in front of you and you are inspired by those first steps. You gain inspiration whenever you achieve a personal milestone.

Join a new guild or organization, travel somewhere new and far from home, accept a new major quest or mission, change worldviews and grow as a person.

Inspiration Feature: Ready to Learn. You haven't had training in everything but you're determined to give it your all anyway. As a bonus action you may spend your inspiration to gain proficiency with a weapon, armor, skill, or tool for the next hour.

Fulfilling Your Destiny

You fulfill your Coming of Age destiny when you complete the hero's journey.

Return to your homeland after defeating an immense threat, become the leader of an organization you were lowly in, learn the truth of life through great hardship.

Fulfillment Feature: Returned. With the journey complete, you finally know who you are—or rather who you became along the way. When you gain this feature, you immediately choose and gain the fulfillment feature from another destiny of your choice.

Table: Coming of Age Destiny

d6	Motivation
1	<i>Room to Grow.</i> You've been too cooped up and want to explore.
2	<i>Prove Yourself.</i> You want to show what you're really worth.
3	<i>Curiosity.</i> Mystery knocks at your door and you're desperate to answer.
4	<i>Boredom.</i> You crave adventure and escape from monotony.

5 *Your Role-Model.* You're determined to follow in the footsteps of your hero.

6 *Young Love.* Adventuring is sure to impress the object of your affections.

Devotion

Fanatical, lovestruck, loyal. Devotion can be a pure or foolish thing. A beloved, a nation, a cause—anything may be the object of your Devotion, but very few are worthy of it. For you the choice is clear: the love at the center of your life is worth dying or killing for and there is no limit to your service and sacrifice on its behalf.

Source of Inspiration: Its Own Reward. You draw inspiration from completing your duty, seeing it through to the end and doing it well. You gain inspiration whenever you complete a quest, fulfill a difficult promise, or commit an act of self-sacrifice that includes grievous injury to you.

Complete a quest, keep a promise to your own detriment, keep an innocent safe while seriously endangering yourself, commit an act of genuine self-sacrifice.

Inspiration Feature: Selfless Aid. With a selfless heart your unflinching aid is a lifeline and a steadying source of resolve. Whenever you take the Help action to aid an ally attacking a creature you may spend your inspiration. If you do, in addition to the normal benefits of the Help action, that creature has disadvantage on attack rolls against creatures other than you until the start of your next turn.

Fulfilling Your Destiny

You fulfill your destiny of Devotion when you perform an act of selfless devotion.

Die while saving the lives of others, complete a massive undertaking personally entrusted to you, succeed with the cause you devoted your life to.

Fulfillment Feature: Miraculous Revival. Universal forces are often inclined to restore

those that die heroically for noble causes, blessing their sacrifice by making them better than they were before. As long as you have not died of old age, 24 hours after you die (or 24 hours if your death triggered gaining this feature) you miraculously revive intact with full hit points. You miraculously appear after “narrowly surviving” the circumstances that killed you, such as climbing out of the chasm you fell down, crawling out of the rubble from the structure that collapsed over you, waking up from impossibly lethal wounds that prove superficial, or magically transported from the plane you were caught in. In addition, once you are miraculously revived in this way you gain a +1 bonus on all future attack rolls, ability checks, and saving throws. Once you are miraculously revived in this way you cannot use this feature for 1 year.

Table: Devotion Destiny

d6	Motivation
1	<i>Love.</i> They come first, above the rest of the world if need be.
2	<i>Faalty.</i> You swore an oath to the crown and you’ll never break it.
3	<i>Questing.</i> You were sent out with a singular goal and will not rest until it’s complete.
4	<i>Ideals.</i> You’ve taken up the banner for a cause and you’re willing to die for it.
5	<i>A Promise.</i> Mere words to some—an unbreakable pact to you.
6	<i>Greater Good.</i> Your needs are so easily outweighed by the needs of others.

Dominion

An imposter seated on your throne, a land divided by civil strife, a feckless bureaucracy waiting to be gamed. Those with the Dominion destiny look at chaos and see opportunity. Some seek to return to their

hand what is rightfully theirs, but others start with nothing and wish to consolidate influence and power however they may. Through shield and steel or cloak and dagger you reach out to claim your rightful seat of power—or a place in its shadows. The Dominion destiny is as varied as politics itself. Consult with the GM to discern ideas for an ambition suitable to the setting and campaign.

Source of Inspiration: Leadership. You draw inspiration from taking charge and directing what needs to be done. You gain inspiration whenever you lead by example or convince a group of NPCs to act against their own interests in order to complete a difficult task.

Settle a vitriolic argument, direct non-allies to and participate in the completion of a task, rally many people to a cause.

Inspiration Feature: Studied Deliberation.

With a level head and measured logic, you objectively determine the best path forward. You may spend your inspiration and a minute’s deliberation to determine the results of an upcoming plan of action (as the *augury* spell).

Fulfilling Your Destiny

You fulfill your destiny of Dominion when you gain one of your own.

Become the ruler of a nation, large city, or other sizable population, become a divine figure with numerous followers, reach the top of a massive organization.

Fulfillment Feature: Absolute Power. Either through respect or fear you have become the uncontested ruler of your dominion and most simple orders you give are followed without question. Any checks you make to influence your subjects are made with advantage. In addition, you gain the Lawful alignment, and you emit a strong lawful aura

for the purposes of any feature, spell, or trait that detects or affects Lawful creatures.

Table: Dominion Destiny

d6	Motivation
1	<i>Reclamation.</i> An usurper claims what is rightfully yours—and you would have it back.
2	<i>Justice.</i> It is your duty to overthrow tyrants and let justice prevail.
3	<i>Power.</i> All that matters is that you have the final word.
4	<i>Reform.</i> The current order is irredeemable and it must be overturned.
5	<i>Reprisal.</i> Those who oppressed you will suffer under your heel.
6	<i>Control.</i> The world is messy and you will craft a better one.

Excellence

Some are fated to be the best, the apex, the pinnacle of their craft that all others aspire to. Such perfection demands single-minded determination, unending resolve and focus, and quite often the luck of innate talent. Be it athletic, artistic, or the stuff of legend, those destined for Excellence impact the world—often at the cost of countless sacrifices along the way.

Source of Inspiration: Failure. Each loss is a chance for growth, and each time you fall you stand up stronger and learn from your mistakes. You gain inspiration whenever the GM calls for you to make an attack roll, ability check, or saving throw and the final result of the d20 roll is a natural 1.

Inspiration Feature: Practiced Edge. You've practiced your techniques and honed your skills, an extra edge that is often the difference between victory and defeat. After you roll an attack roll, ability check, or saving throw but before you know the outcome, you

may spend your inspiration to add a +5 bonus to that roll.

Fulfilling Your Destiny

You fulfill your destiny of Excellence when you perform a crowning achievement in your field.

Create a masterpiece, defeat the master of your martial art, become famous for a glorious act of heroism or renowned as the best in your field.

Fulfillment Feature: A Technique Perfected.

You have achieved the apex in at least some small area of mortal ability. Choose an ability score, combat tradition, or school of magic.

Ability Score. When you make an ability check using the chosen ability score and can add your proficiency bonus, you gain advantage.

Combat Tradition. Attack you make using combat maneuvers from this tradition gain a +2 bonus to attacks and damage rolls.

School of Magic. Saving throws made against spells you cast from this school of magic have disadvantage.

Table: Excellence Destiny

d6	Motivation
1	<i>Expression.</i> Your craft is the ultimate projection of your inner self.
2	<i>Glory.</i> The whole world will know your name.
3	<i>Craftsmanship.</i> You purely aim to do the best that can be done.
4	<i>Legacy.</i> You would place your name amongst the legends for generations to come.
5	<i>Competition.</i> Your story cannot be separated from the friendly rivalry or bitter feud at the center of your ambition.
6	<i>Passion.</i> Your field is your obsession and your life.

Knowledge

You seek answers, the philosopher's stone, universal truths too vast and terrible for mortal minds to comprehend, or untold secrets hidden away from inquiring minds. Scholars and seekers of Knowledge research and pry, destined to chip away at their own ignorance until they reveal some fundamental truths of reality at the core of all things.

Source of Inspiration: Learning. You draw inspiration from research, understanding, and gaining new insights and data. You gain inspiration whenever you make an arcane, divine, scholastic, or scientific discovery.

Learn new information after at least 8 hours studying from a source of knowledge such as a library, book, or powerful artifact, closely examine a previously unknown or rare creature or phenomenon, discover something thought to be a myth or impossible.

Inspiration Feature: Critical Evaluation. Drawing upon a lifetime of study, you quickly come to accurate conclusions with only preliminary findings. As a bonus action you may spend your inspiration to quickly evaluate a creature or item you can see and accurately determine one objective attribute of your choice.

When evaluating a creature in this way, you may determine its resistances, immunities, vulnerabilities, what languages it speaks, or its armor class.

When evaluating an item in this way, you may determine if it is magical, poisonous, cursed, trapped, or its approximate value.

Fulfilling Your Destiny

You fulfill your destiny of Knowledge when you have a true epiphany.

Learn the methods to do something thought impossible, discover a fundamental cosmic truth, learn the truth behind an ultimate secret.

Fulfillment Feature: Converging Theories. Your understanding has bridged the gaps

and you can see what once was disparate as a unified scientific and spiritual world. Your Intelligence, Wisdom, and Charisma scores each increase by 1 and their maximums each become 22.

Table: Knowledge Destiny

d6	Motivation
1	<i>Omniscience.</i> Knowledge is its own reward and you want to know it all.
2	<i>Meaning.</i> You long to attain nothing less than the root or origin of all existence.
3	<i>Superiority.</i> Knowledge is power and you'll have the ultimate edge.
4	<i>A Cure.</i> Your research will surely bring an end to a terrible affliction.
5	<i>Enigma.</i> A puzzle has occupied your every thought and you must find the solution.
6	<i>Vindication.</i> You'll show them—you'll show them all that you were right all along!

Metamorphosis

The trappings of daily life stifle you and shackles of this mortal coil cannot contain you. People whose destiny is Metamorphosis seek to attain a higher mode of being. The most humble search for enlightenment—others turn their ambitions even higher, daring to pursue eternal life in the form of a vampire, lich, a demon—or even a god. What will you sacrifice to walk this path? What knowledge, power, and strength of will shall it take?

Source of Inspiration: Unburdening. When you gain this feature, inform your GM of the new form you desire (such as enlightenment, vampirism, or godhood). You gain inspiration whenever you make sacrifices to attain new lore, contacts, or items to aid your transformation.

Sever earthly attachments such as wealth or comfort, behave appropriately akin to your pursued form, spend inordinate time in your transformation's pursuit.

Inspiration Feature: Unearthly Diplomacy. Your unearthly aspirations grant you insights into the minds of even utterly alien beings. As an action, you may spend your inspiration to form a connection with a non-humanoid creature you can see that has a CR equal to or less than your level. You connect on an emotional level and communicate freely, even if you do not share a language or the creature would be normally unable to speak. You have no control over creatures you connect with in this way but you gain advantage on checks made to influence them. The knowledge and awareness of many creatures is limited by their intellect or perceptions, but most creatures give you information about nearby locations and monsters, knowledge of whatever they perceived within the past day.

This connection lasts for up to 1 hour or until you use an action to end it.

Fulfilling Your Destiny

You fulfill your destiny of Metamorphosis when you fully change into your desired form. Unlike other destinies, you may choose not to gain your fulfillment feature until after 16th level.

Achieve a level of divinity, become immortal, access primal knowledge, permanently transcend your natural state.

Fulfillment Feature: Forever Changed. You have finally reached the apex and have become something greater than your previous self could imagine. When you gain this feature, consult with the GM about the exact nature of your metamorphosis and if your adventurer would still choose to remain adventuring after transformation.

If your character would remain an adventurer, you may choose and become an

appropriate creature with a CR equal to or lower than your class level -2 (as the spell *true polymorph*, except that the transformation is permanent and cannot be dispelled.)

If your character would not remain an adventurer, before they become an NPC controlled by the GM you may use a portion of your new power however you see fit (as the *wish* spell) before ascending.

Table: Metamorphosis Destiny

d6	Motivation
1	<i>Apotheosis.</i> You will develop to your highest point and culminate into something greater.
2	<i>Enlightenment.</i> You chase after a true awareness of the cosmos and your place in it.
3	<i>Immortality.</i> Forbidden powers and blasphemies against the gods might offer you the chance to cling to a wretched semblance of everlasting life...
4	<i>Godhood.</i> Your ambitions would challenge the law of the gods. If you can't beat them, join them.
5	<i>Admiration.</i> There is nothing you would not give to become like a dragon, elemental, angel, aberration, or other creature you adore.
6	<i>Transformation.</i> Your body has too many limits. You'll escape this prison and attain a new form—one better suited to your desires.

Revenge

Someone or something has wronged you and even the gods cannot shield them from your retribution. Your burning desire for Revenge fuels your plans and kindles your destiny. Was your ire sparked by a grave misunderstanding, a callous uncaring cruelty, or a wicked and personal transgression?

Source of Inspiration: Served Cold. You draw inspiration from the culmination of subterfuge and the wails of those that have wronged you. You gain inspiration whenever you outwit a foe without the use of Deception or Persuasion skill checks.

Successfully attack a surprised opponent, lead a foe into a prepared trap, trick an enemy into harming themselves or greatly benefiting you.

Inspiration Feature: Cloak and Dagger. You often work towards your revenge in the shadows, and with the ice in your veins you know how to dissuade suspicion when danger closes in. Whenever you or an ally you can see fail a Sleight of Hand or Stealth check, you may spend your inspiration as a reaction to undo any consequences of that failed check.

Fulfilling Your Destiny

You fulfill your destiny of Revenge when you achieve vengeance.

Kill, imprison, or dethrone whatever entity that you believe wronged you, come to terms with the focus of your ire meaningfully and sate your desire for vengeance.

Fulfillment Feature: Retaliatory Reputation. It has become apparent that wronging you is decidedly unwise and those without a death wish have learned to fear you. While you are not incapacitated, any creature hostile to you that starts its turn within 20 feet of you must make a Wisdom saving throw with a DC equal to your passive Intimidation score. On a failure, the creature is frightened until the end of its next turn. If a creature's saving throw is successful, the creature is immune to your Retaliatory Reputation for the next 24 hours.

Table: Revenge Destiny

d6	Motivation
1	<i>Lost Loved One.</i> You'll kill the monster that stole them away from you.

- | | |
|---|--|
| 2 | <i>Ravaged Home.</i> Nothing remains but ashes and your burning hatred. |
| 3 | <i>Restoration.</i> Much was taken from you and you'll see it restored by any means. |
| 4 | <i>Dishonored.</i> Cast aside and tarnished, you'll see your title shine again. |
| 5 | <i>Oppressed.</i> It was nothing personal to them—but you'll make it personal. |
| 6 | <i>Family Ties.</i> You are determined to prune away the rot from your family tree. |

Underdog

Some people strive towards their destiny while others are dragged there instead. Victims of circumstance, comedies of error, and common life brought before the altar of events far outside of their control, those fated to be Underdogs must battle adversity and survive against long odds, gradually growing into the heroes they never sought to become.

Source of Inspiration: Defiance. You draw inspiration from striking out against oppression, defying long odds, and placing hope in the impossible. You gain a point of inspiration whenever you score a critical hit against a creature larger than you are, roll a natural 20 on a death saving throw, openly defy a powerful being, or succeed after taking a risk with long odds.

Loudly refuse the orders of a tyrant, follow through with a convoluted or risky plan, succeed at something you were extremely likely to fail.

Inspiration Feature: A Nose for Trouble. Get kicked around long enough and you start to see the tells and smell the trouble brewing. Whenever you or an ally you can see fails an Insight check, you can use your reaction and spend your inspiration to immediately learn any information that would have been gained by a successful Insight check.

Fulfilling Your Destiny

You fulfill your Underdog's destiny when you finally truly overcome the odds.

Succeed in a nearly impossible and grand task, complete a supposedly impossible quest, defeat an insurmountable foe, succeed at a dire endeavor where failure was all but guaranteed.

Fulfillment Feature: Expendable and Invulnerable. While being kicked around and batted from adventure to adventure, somehow you always seem to scramble out of the rubble. Whenever you would make a saving throw you may spend your inspiration to automatically succeed instead.

Table: Underdog Destiny

d6	Motivation
1	<i>Conscripted.</i> Your choices were fight or die—you opted for life.
2	<i>Swept Up.</i> In your bid to survive sudden changes your life spiraled out of control.
3	<i>Lost.</i> Your safe home is far gone and you're making the best of the here and now.
4	<i>Put Upon.</i> Heavy obligations fell on your plate and you're handling it as best you can.
5	<i>Striving.</i> Odds of success are abominable but you would rather die than give up now.
6	<i>Survival.</i> Dangers abound and you're just hoping to see the next sunrise.

Wealth

Glittering gold holds the promise of luxuries and freedom from want, all wrapped within the exhilarating rush of acquisition. Its appeal is plain to see and of the countless people who spend their lives in pursuit of Wealth, some are just shrewd, clever, or brave enough to achieve their destiny.

Source of Inspiration: Profits. You draw inspiration from gains, spoils, and wins both

easily taken or hard fought. You gain inspiration whenever you acquire substantial wealth.

Gain currency or property worth at least 100 times your character level in gold, receive a magic item that is uncommon or rarer without purchasing it.

Inspiration Feature: Everyone Has a Price. You can see the glint in people's hungry eyes as they watch money change hands and can perfectly name their price. As a bonus action you can spend your inspiration to accurately determine if a creature you see will take a bribe to perform a specific act and what price they'll accept for it.

Fulfilling Your Destiny

You fulfill your destiny of Wealth when you become obscenely wealthy.

Become the head of a large and successful business, amass at least 100,000 gp, obtain a legendary magic item, acquire a priceless treasure.

Fulfillment Feature: Wise Investments. The fabulously wealthy stay wealthy by creating businesses or investing wisely—then the engine of industry works tirelessly to keep the vaults full. Every 24 hours, your investments generate 20 gold × your level. You can access these funds at the banking establishments of any major city (though there may be fees for speedy withdrawals).

In addition, living lavishly can be reinvigorating. You can lavish yourself and any number of other creatures with luxuries whenever you start a long rest at the cost of 100 gp per creature. Each creature lavished in this way is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

Table: Wealth Destiny

d6 Motivation

- 1 *Safety.* Riches can be a powerful bulwark for generations to come.
- 2 *Greed.* Pure in its own way—you simply want more.
- 3 *Respect.* You'll rise through the ranks and make them all look up to you at any cost.
- 4 *Luxury.* You crave an easy life spiced with every vice.
- 5 *Possessions.* Monetary value is not so important as collecting the things you love.
- 6 *Change.* You demand a revolution that only wealth can enact.

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