



(v1.0) FROM LEGENDS OF PRESTIGE
AND PROWESS

Art Credit:
"Titan's Strength"
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BALANCE

Transmutation cantrip (All Cantrip Classes)

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 round

Using a simple gesture, you briefly smooth out your body's movements with magic. You have advantage on Dexterity checks until the start of your next turn.

BOLSTER

Transmutation cantrip (All Cantrip Classes)

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 round

Clenching your hands into fists, you briefly strengthen your body with magic. You have advantage on Strength checks until the start of your next turn.

ENHANCE BODY

4th-level transmutation (Artificer, Cleric, Paladin, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one creature, imbuing the target with magic that enhances and empowers its body. Choose either Strength or Dexterity to empower. Until the spell ends, the target gains the following benefits:

- The target has advantage on ability checks that use the chosen ability score and on saving throws to maintain concentration.
- The target's speed increases by 10 feet.
- The target has advantage on weapon attacks.
- When the target takes the Attack action, it gains a bonus to the damage rolls of each weapon attack it makes as part of that action. The bonus is equal to your spellcasting modifier (minimum +1).