# Artistic Expressions

In your practice of the arts, you have learned to weave magic into your artistic expression, unlocking your latent magical abilities.

At 3rd level you gain two Artistic Expressions of your choice. When you gain certain Thespian levels, you gain additional expressions of your choice, as shown in the Artistic Expressions table.

Additionally, when you gain levels in this class, you can choose one of the expressions you know and replace it with another expression that you could learn at that level.

A level prerequisite in an expression refers to your Thespian level, not character level.

# **Body Language**

You may add your Charisma modifier to your passive Insight, and you gain proficiency with the Insight skill.

# **Charming Psychiatrist**

You may cast Detect Thoughts once using a Thespian spell slot. You can't do so again until you finish a long rest.

# **Empowered Inspiration**

Creatures that you inspire may instead use the Thespian Inspiration die to add to the damage of their melee weapon or spell attacks.

### **Greater Guidance**

Prerequisite: guidance cantrip
A creature that you cast the guidance
cantrip on may add half your proficiency
bonus when they use your guidance.

## **Healing Inspiration**

A creature that has been inspired by you may, as a bonus action, use their Thespian Inspiration die to heal themselves an amount equal to the result of the Thespian Inspiration die.

## **Inspiring Self**

You may grant yourself a Thespian Inspiration die as an action.

## **Maddening Charm**

You may cast Crown of Madness once using a Thespian spell slot. You can't do so again until you finish a long rest.

# Song of Resolve

During a short rest you may choose up to 5 allies to grant a Thespian Inspiration die which they may add to the total healing whenever they heal using their hit dice.

### Charmer of the Passed

Prerequisite: 6th level

You may cast Speak with Dead once using a Thespian spell slot. You can't do so again until you finish a long rest.

# Friendly Demeanor

Prerequisite: 6th level

You learn the Fast Friends spell and may add it to your spell list as a Thespian spell.

## Overflowing Charisma

Prerequisite: 6th level

When a creature within 30ft of you that you can see and can hear you, uses a Thespian Inspiration die, you may as a reaction allow the creature to add your Charisma to the result of their Thespian Inspiration roll.

### **Exuberant Attunement**

Prerequisite: 9th level

You may attune to a number of magic items equal to your Charisma modifier.

### **Fast Talker**

Prerequisite: 9th level

You learn the Confusion spell and may add it to your spell list as a Thespian spell.

#### **Ease of Guidance**

Prerequisite: 9th level

Whenever you cast the guidance cantrip it does not require concentration

### **Critical Inspiration**

Prerequisite: 15th level

Whenever a creature uses one of your Thespian Inspiration dice on an attack roll and succeeds by 10 or more, they automatically score a critical hit on the attack.

#### The Dancer

#### Acrobat

Prerequisite: Dancer feature

When you are prone, standing up uses only 5 feet of your movement, climbing doesn't cost you extra movement, and you can make a running long jump or a running

high jump after moving only 5 feet on foot, rather than 10 feet.

## **Entangling Dance**

Prerequisite: Dancer feature
You may cast Entangle once using a
Thespian spell slot. You can't do so again
until you finish a long rest.

## **Rebuking Twirl**

Prerequisite: Dancer feature
You may cast Hellish Rebuke once using a
Thespian spell slot. You can't do so again
until you finish a long rest.

## **Inspired Agility**

Prerequisite: 6th level, Dancer feature You may expend a Thespian Inspiration die to gain 10ft to your movement speed until the end of your turn.

### **Guarded Dance**

Prerequisite: 9th level, Dancer feature
You may cast the Shield spell at 1st level at
will, without consuming a spell slot.

#### The Poet

#### **Exuberant Enchantments**

Prerequisite: Poet feature

The number of creatures that you can affect with your enchantment spells increase by half of your proficiency bonus.

# Gaslighting Poem

Prerequisite: Poet feature
You may cast Gift of Gab once using a
Thespian spell slot. You can't do so again
until you finish a long rest.

### **Shared Resolve**

Prerequisite: Poet feature
Whenever you inspire a creature and grant
them temporary hit points, you gain an
equal number of temporary hit points.

## **Cursing Verse**

Prerequisite: 6th level, Poet feature You may cast Bestow Curse once using a Thespian spell slot. You can't do so again until you finish a long rest.

### The Scribe

### **Eldritch Tale**

Prerequisite: Scribe feature
You may add two spells from the Warlock
spell list to your Magnum Opus.

## Story of the Woods

Prerequisite: Scribe feature
You may add two spells from the Druid spell
list to your Magnum Opus.

# **Inspiring Tale**

Prerequisite: 6th level, Scribe feature
At the end of a long rest a number of allies
equal to your Charisma modifier may read
your Magnum Opus, granting them each
one Thespian Inspiration dice that lasts for
8 hours or until you or they take a long rest.

#### **Narrative Recall**

Prerequisite: 9th level, Scribe feature
As an action you may expend a Thespian
Inspiration die to regain a Thespian spell
slot.