

Favoured by the gods

Starting at 1st level, divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome.

Once you use this feature, you can't use it again until you finish a short or long rest.

Revision #1

Created 17 August 2023 10:03:05 by Ben

Updated 15 October 2023 01:07:05 by Ben