

DRAMATIC INSPIRATION



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Creativity. This is what we, as DMs, reward players for; Not only to encourage them to play within our world, but to turn the tides of battle in their favor. Inspiration as a concept is nice, but with some added creativity on our part, it can become a much more enjoyable mechanic for DM and player alike.

WHAT IS IT?

This is a 5e adaptation of Fivegears' 4e Drama Cards, and serves as a replacement for Inspiration. These tables add some fun and complexity an underwhelming mechanic. A lot of these effects will require some creative thinking on the DM's part, especially the Subplot type effects, which the higher tiered tables are mostly composed of. Be cautious, as some effects have the potential to be story breaking, and should be awarded with discretion.

HOW DOES IT WORK?

Upon granting the player Dramatic Inspiration, two rolls are required. The first roll, a D20, is to determine the rarity of the effect, and the second roll, a D100, determines the effect itself. The player may possess a number of effects up to their proficiency bonus, and can use the effects at any time unless specified otherwise. It is also up to the player to conceal their effects from other players should they so desire. Due to the unpredictable nature of some effects, it is suggested DMs award Dramatic Inspiration at the end of a session, giving themselves time to prepare for the activation of such an effect.

EFFECT TYPES

Beyond rarity, each effect can be sorted by its purpose. Some effects have more than one type.

- **Adventure** effects enhance skill or ability checks, or provide a unique use of those checks.
- **Assist** effects allow players to lend a hand to an ally, usually combined with a different effect type.
- **Attack** effects strengthen or provide attack abilities, or debuff an enemy with something such as vulnerability.
- **Combat** effects adjust rules of an encounter, such as changing the initiative of certain combatants.
- **Defense** effects grant defensive capabilities or affect certain saving throws.
- **Movement** effects enhance movement and present new traversal options.
- **Recovery** effects cure condition effects or give healing abilities.
- **Subplot** effects change the story of the game by causing events to take place that would not have happened otherwise.
- **Meta** effects interact with other Dramatic Inspiration effects and the dice in unconventional ways.

RARITY ROLLS

There are two pre made tables on which you can roll for effect rarity. The first table allows for greater chances of high tier effects. The second one makes getting high-tier effects more unlikely. Both tables are easy to adjust, so feel free to find the sweet spot that works for you.

EFFECT RARITY (4:3:2:1)

D20	Tier
1-8	Copper
9-14	Silver
15-18	Gold
19-20	Platinum

EFFECT RARITY (10:6:3:1)

D20	Tier
1-10	Copper
11-16	Silver
17-19	Gold
20	Platinum



COPPER EFFECTS

D100	Type	Effect
1-2	Defense, Recovery	Moment of Willpower: Once used, you have advantage on your next Wisdom or Charisma save.
3-4	Defense	Resistance: Gain resistance versus a specific non-weapon damage type (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant or thunder) until the end of the encounter. This resistance must be chosen by the player when they are given this effect.
5-6	Recovery	Moment of Respite: Regain a number of hit points equal to your level.
7-8	Recovery	Spirit: You gain your proficiency bonus to death saving throws until the end of the encounter.
9-10	Defense	Moment of Fortitude: You have advantage on your next Strength or Constitution save.
11-12	Defense, Recovery	Moment of Reflexes: You have advantage on your next Dexterity or Intelligence save.
13-14	Attack	Riposte: Use this effect when you are missed by a melee or ranged attack; you may immediately take an action to make an attack that includes the triggering attacker as a target.
15-16	Attack, Movement, Assist	Charge!: You and your allies may immediately take a Dash action followed by a melee attack as a single reaction for the turn.
17-18	Movement	Fleetfoot: You may take an immediate Dash action for free.
19-20	Recovery	Break Fall: Use this effect if you fall or are knocked prone; you are no longer prone.
21-22	Combat	Think Fast: Use this effect when rolling for initiative; you automatically move to the top of the turn order.
23-24	Combat	Did You Hear That?: Use this effect when you are surprised; you may act on your turn.
25-26	Defense	Vigor: Use at the beginning of your turn. You gain resistance until your next turn.
27-28	Subplot	If Only We Had A...: You happen upon a piece of mundane equipment, or are able to manufacture something useful out of the environment or a fallen creature.
29-30	Recovery	Freedom: Use this effect when you are restrained, immobilized, or slowed; you no longer suffer from those conditions.
31-32	Adventure, Subplot	Charmed: Choose an NPC; they take a particular liking to you and are more likely to listen to what you have to say, giving you advantage on Charisma based checks with them.

D100	Type	Effect
33-34	Assist, Attack	Distraction: Choose an enemy on your turn; an ally of your choice has advantage on any attacks made against that enemy until the start of your next turn.
35-36	Defense, Assist	Unity: Until the end of the encounter, anytime you or your allies are adjacent to each other, your enemies have disadvantage on attacks against you or your adjacent allies.
37-38	Attack	Cheap Shot: Use this effect when you hit with an attack; your target has disadvantage on all attacks until the start of your next turn.
39-40	Attack, Assist, Defense	Defend the Fallen: Choose an ally who is unconscious. As long as you are conscious and are adjacent to that ally, they cannot be attacked until they recover.
41-42	Attack	Knockback: Use this effect when you hit with an attack; push the target a number of feet equal to damage dealt rounded up to the nearest 5.
43-44	Defense	Hit the Deck! Use this effect when you would be hit by a ranged attack; the attack misses you, and you are prone. You may not use this effect if you are already prone.
45-46	Defense	Parry!: Use this effect if you would be hit by a melee attack and you have a melee weapon; you may roll to attack with your weapon and use that roll to replace your AC against the triggering attack.
47-48	Defense, Adventure	Dodge: Use this effect if you would be hit by a melee or ranged attack; make a Dexterity or Intelligence check. You may use the roll you make on this check replaces your AC against the triggering attack.
49-50	Combat	Flatfoot: Use this effect at the beginning of an encounter; choose an enemy - that enemy can't move or take actions in the first round.
51-52	Attack	Hack and Slash: When you reduce an enemy to 0 HP with a melee attack, choose an enemy adjacent to you and make a melee attack against it.
53-54	Movement	Sure Step: You may ignore difficult terrain until the start of your next turn.
55-56	Movement	Coward's Tactics: Use this effect when you are missed by a melee attack; you may either Dash or Disengage as a reaction.
57-58	Recovery	Shake It Off: Make a saving throw against one condition you are currently being affected by.
59-60	Recovery	Well Rested: Use this effect after a long rest; until your next short or long rest add your level to your HP.

D100	Type	Effect	D100	Type	Effect
61-62	Movement	Shifty Maneuvers: Use this effect at the beginning of your turn; you may Disengage as a bonus action this turn. If you could already Disengage as a bonus action, you may Dash as a free action once this turn.	79-80	Subplot	Kick Down the Door: You immediately destroy an obstacle in your path at the DM's discretion.
63-64	Recovery	Catch Your Breath: Use this effect on your turn. You may heal a number of hit dice equal to your proficiency bonus as a bonus action.	81-82	Adventure	Aptitude: Add your proficiency to your next skill check roll.
65-66	Assist, Recovery	Rouse: Spend a hit die in order to allow an adjacent ally to heal as if they had spent a hit die; or to make a saving throw against an ongoing condition.	83-84	Attack	Counter: Use this effect when you take damage from a creature; make an attack against the triggering creature as a reaction.
67-68	Attack	Expose Weakness: A single enemy of your choice gains vulnerability to one type of non-weapon damage (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder) until the end of your next turn.	85-86	Movement	Escape: Use this effect if you start your turn adjacent to one or more enemies; you may disengage as a free action.
69-70	Subplot	Better Things To Do: Choose a group of NPCs; those NPCs are preoccupied, and get a penalty to their passive Perception checks equal to your proficiency bonus, and cannot make active checks unless their suspicion is roused.	87-88	Attack, Assist	Hit 'Em Where It Hurts: Choose a creature; you know their vulnerabilities if any. Until the end of your next turn, when you and your allies deal damage of the same type the creature is vulnerable to, that creature takes triple damage instead of double.
71-72	Combat	Recklessness: You may take an additional action, but all enemies who attack you have advantage and you have vulnerability to all types of damage. These effects end at the start of your next turn.	89-90	Attack	Spellsword: Your next melee attack deals a type of non-weapon damage of your choosing (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder).
73-74	Attack	Accuracy: Add your proficiency bonus to your next attack roll.	91-92	Defense	Hardened: When you are hit by an attack of a type of damage you are resistant to, you take no damage from that attack. If you are not resistant to any type of damage, you may use this effect to take half damage from one attack.
75-76	Subplot	Walking Arsenal: Choose a melee or ranged weapon. You are assumed to have been carrying a non-magical weapon of that type "for just such an occasion."	93-94	Combat	Intimidate: Use this effect at the beginning of an encounter; enemies of your size or smaller will not attack you or stand adjacent to you if possible until you attack them or their allies.
77-78	Defense	Caution: Use this effect at the beginning of an encounter and choose an enemy; whenever that enemy attacks you, you add your proficiency bonus to your AC.	95-96	Adventure	Survivalist: Use this effect when making a Survival check; treat it as if you had rolled a natural 20.
			97-98	Assist	Brothers-In-Arms: If you are within 10 feet of an ally, give them advantage on all attack rolls until the end of their turn.
			99-100	Adventure	Lucky: Reroll a failed check.



SILVER EFFECTS

D100	Type	Effect
1-2	Recovery	Clarity: Reroll a save you just made, add your proficiency bonus to the roll.
3-4	Combat	Slip Up: Force an enemy to reroll a roll they just made; they must use the lower roll.
5-6	Recovery	Drastic Recovery: You may spend one hit die to make a saving throw for one condition you can save against, adding your proficiency bonus to your roll.
7-8	Attack	Feint: Use this effect if you miss all your targets with an attack; make a basic ranged, melee, or spell attack. If this attack hits, you make the same attack a second time.
9-10	Assist	Aid: Choose an ally; until the end of the encounter, whenever they are healed grant them an additional bonus equal to your proficiency bonus.
11-12	Recovery	Tenacity: Use this effect when you are dropped to 0 HP; you make take a bonus action before you fall unconscious.
13-14	Meta	Copycat: You receive an effect that another player just used; the player still gains the benefit of that effect.
15-16	Attack, Movement	Mobility: Until your next turn you may Dash for free after any of your actions.
17-18	Meta	All or Nothing: Instead of rolling a d20 flip a coin. On heads, treat it as a natural 20. On tails, treat it as a natural 1.
19-20	Recovery	Inspired: Reroll a roll you just made; you may take the higher of the two rolls.
21-22	Recovery, Defense	Silent Night: Use this effect during a long rest; you will not be disturbed during your long rest; you and your allies gain advantage to all saves until your next short or long rest.
23-24	Adventure	Eureka! Use this effect when making an Intelligence-based check; treat it as if you had rolled a natural 20.
25-26	Assist, Movement	To the Rescue! Use this effect when an ally drops to 0 HP or below; as a reaction, move your speed towards them. If you end this move adjacent to them, they are brought to 1 HP.
27-28	Adventure	Elude: You may make a stealth check with advantage, even if you have no cover or concealment.
29-30	Attack	Low Blow: Use this effect when you hit with an attack; the target is stunned until the end of your next turn.
31-32	Adventure, Attack	Practice: Add your Dexterity modifier as an additional bonus to your next attack roll, skill check, or ability check.
33-34	Adventure, Attack	Allure: Add your Charisma modifier as an additional bonus to your next attack roll, skill check, or ability check.

D100	Type	Effect
35-36	Adventure, Attack	Brains: Add your Intelligence modifier as an additional bonus to your next attack roll, skill check, or ability check.
37-38	Adventure, Attack	Brawn: Add your Strength modifier as an additional bonus to your next attack roll, skill check, or ability check.
39-40	Adventure, Attack	Patience: Add your Wisdom modifier as an additional bonus to your next attack roll, skill check, or ability check.
41-42	Adventure, Attack	Guts: Add your Constitution modifier as an additional bonus to your next attack roll, skill check, or ability check.
43-44	Movement	Scatter!: Use this effect when targeted by an area attack; you and all your allies may Dash as a reaction.
45-46	Recovery	Borrowed Time: Use this effect when you drop to 0 HP. You do not need to make death saving throws until the end of the encounter. You can still die if you fail three death saves as a result of damage.
47-48	Subplot	Connections: You know an NPC in the area that could assist you in some way; you may choose for the DM to create the NPC, or you may create the NPC yourself (DM's discretion).
49-50	Recovery, Assist, Subplot	The Stars Are Aligned: Use this effect when you or an ally are casting a spell with a casting time longer than one action. Treat all dice rolled as a result of the spell as having their maximum value. The spell may have additional effects beyond what's listed in its description; the DM determines those effects.
51-52	Defense	Sidestep: Use this effect when you would be hit by a melee or ranged attack; that attack hits an adjacent creature of your choice instead.
53-54	Recovery	Recall: You regain the use of an expended spell slot or ability that normally requires a long or short rest to regain.
55-56	Meta	Leadership: You may give any of your other effects to your allies; allies do not need to accept the effect.
57-58	Combat	Take It From the Top: Use this effect during a combat encounter. You and your allies may reroll initiative; you may also choose to force enemies to reroll initiative.
59-60	Subplot	On the Run: You come across a creature or a group of creatures being pursued by, or escaping from something; the DM determines the exact nature of the creature's plight.
61-62	Subplot, Combat	Unstable Environment: You may designate an area up to 30 feet on all sides as difficult or blocked terrain.

D100	Type	Effect
63-64	Combat, Subplot	The Game is Afoot: Change a combat encounter into a chase encounter, where you have to catch some (or all) of the still living opponents to succeed. You have to prevent them from moving for at least one round, or surround them on two sides to consider them "caught".
65-66	Meta	What Have We Done?: You may roll up to 3 effects; the DM may roll as many, and may use them as they see fit.
67-68	Combat, Subplot	Mopping Up: Use this effect when the remaining enemies in combat are bloodied (below half health) and do not have the ability to take legendary actions. The combat is immediately resolved with your party victorious.
69-70	Combat	It's Quiet... Too Quiet: Use this effect when your party has been caught by surprise; you and your allies don't lose your ability to act on the first round.
71-72	Subplot	Circumnavigate: You discover an alternative means to get around an encounter or obstacle, avoiding it entirely (DM's discretion).
73-74	Adventure	Showoff: You may use any skill in place of your next Deception, Persuasion, or Intimidation check.
75-76	Subplot	Stomping Grounds: You may create a nearby establishment (inn, tavern, shrine, guildhall, etc.); treat this invented establishment as if it were an old haunt of yours, or otherwise a place where you will be quickly accepted amongst its patrons.
77-78	Movement, Subplot	Narrow Escape: Use this effect as you're moving through some manner of passageway; immediately after you pass through, the way behind you is blocked for any pursuers.
79-80	Defense	Henchman's Aim: You are immune to all ranged attacks by creatures who have a Dex score that is lower than your own. This effect ends at the end of the encounter.
81-82	Adventure	Let Me Show You How It's Done: Use this effect after an ally fails a skill check that they have proficiency or expertise in; you may perform the same action and automatically succeed.
83-84	Subplot	Gremlins: A trap, a mechanical, or magical device fails to work for a short period of time.
85-86	Combat	Born Ready: You may take an action right away, as if you had prepared a readied action beforehand; your initiative moves to the point at which you take this action.
87-88	Combat, Subplot	Pet Pal: A beast with a CR of 1d4 of the DM's choosing joins the encounter as your ally. The beast disappears at the end of the encounter.

D100	Type	Effect
89-90	Subplot	Fancy Seeing You Here: Use this effect when you're discovered somewhere that you're not supposed to be; those that discovered you have no business being there either. The DM determines the reason as to why they're there.
91-92	Attack	Executioner: Use this effect at the beginning of an encounter; whenever you kill an enemy with a melee attack, you may attack another enemy within range.
93-94	Combat, Subplot	Gratitude: An enemy, of the DM's choosing, you or your party showed mercy to in the past joins the encounter as your ally.
95-96	Adventure	Read It In A Book Once: Use this effect when making a check for a skill you neither have proficiency or expertise with; treat the roll as if you had expertise in that skill.
97-98	Recovery	Cat Nap: Use this effect when taking a short rest; instead of a normal short rest, gain the benefits of a long rest.
99-100	Meta	Surge: Use this effect when casting a spell on a creature; the DM rolls from The Net Libram of Random Magical Effects or standard Wild Magic table.



GOLD EFFECTS

D100	Type	Effect
1-2	Attack	Bullseye: Use this effect when you hit with an attack; it is automatically considered a critical hit.
3-4	Subplot, Combat	Looking for Trouble: Use this effect when not in combat; the DM runs a combat encounter.
5-6	Defense	Stalwart: Use this effect if an attack would render you unconscious; reduce the damage by half.
7-8	Assist, Attack	Vengeance!: Use this effect when an ally is knocked unconscious; you gain your proficiency bonus to your attack rolls against the target that dropped your ally until your ally recovers or until the end of the encounter.
9-10	Subplot, Combat	Parley: Change a combat encounter into a social encounter.
11-12	Combat	Captivating: Use this effect at the beginning of an encounter; your enemies may not act during the first round.
13-14	Subplot	Shame: Choose a creature; your target falls prey to an embarrassing but harmless situation (DM's discretion).
15-16	Subplot	Strife: Choose two enemies; they now consider each other enemies for the remainder of the encounter.
17-18	Adventure, Subplot	Duplicity: Automatically succeed on one Deception check; targets of the Deception check realize they have been deceived as soon as you're out of line of sight.
19-20	Adventure	Beginner's Luck: Choose a skill you do not have proficiency in; you automatically succeed on your next check using that skill.
21-22	Adventure	Master's Touch: Choose a skill you have proficiency or expertise in; you automatically succeed on your next skill check using that skill.
23-24	Combat	Blunder: Use this effect when an enemy rolls a natural 20; that roll becomes a natural 1.
25-26	Combat	Multitasker: You may take an additional action this turn for free.
27-28	Assist, Movement	Self-Sacrifice: Use this effect when an ally no more than your speed+10 feet from you is hit by an attack that would knock them unconscious. You may move adjacent to the triggering ally as a reaction, and push them to an adjacent square. You take the damage from the attack instead of your ally.
29-30	Meta	Wheel of Fortune: Discard all of your effects; roll for an equal number of new effects.

D100	Type	Effect
31-32	Attack, Movement	Unstoppable: Use this effect on your turn. Until your next turn, you gain resistance to all types of damage and you can move through space occupied by enemies, but may not end your move in one. When you enter an enemy's space during this movement, you may make a melee attack against them adding your proficiency bonus. If you hit the target, they are pushed 5 feet and knocked prone.
33-34	Subplot	Face-Off: Choose an enemy; until the end of the encounter or until one of you is dropped to 0 HP, your target may only make attacks that include you as a target, and you may only make attacks that include the chosen enemy as a target. Neither you nor your chosen enemy may be targeted by attacks aside from each other's.
35-36	Adventure, Attack, Subplot	Coldcock: Use this effect when you fail a Deception, Persuasion, or Intimidation check against a single target; that target is unconscious.
37-38	Meta	Fluke: Use this effect when you roll a natural 1; that roll becomes a natural 20.
39-40	Attack, Movement	Frenzy Use this effect at the beginning of your turn; you can move an extra 10 feet and may attack every enemy adjacent to your movement path once. You will not take opportunity attacks and you gain advantage on your attack rolls until the end of your turn.
41-42	Combat	Addle: Choose an enemy; that enemy loses the ability to use one of his attack actions of your choice until the end of the encounter.
43-44	Meta	Desperation: Discard as many effects as you like. Each effect has a different value depending on it's rarity - Copper: 1, Silver: 2, Gold: 3, Platinum: 5. Add up the total value of your discarded effects; either add the total to your next roll, add the total to your AC until the end of your next turn, or regain HP equal to the total.
45-46	Attack	Called Shot: Use this effect when making an attack, but before the roll. Choose an enemy; if you hit them with this attack, apply one of the following effects until the end of the encounter: blinded, prone, or deafened.
47-48	Attack	Rip and Tear!: Use this effect when you kill an enemy. All creatures within 10 feet of that enemy are blinded until the end of your next turn. This attack creates a 15 foot zone of difficult terrain centered on that enemy and lasts until the end of the encounter.

D100	Type	Effect
49-50	Attack	Heave Ho! You may lift an object up to your normal load and throw it with a ranged basic attack. This throw has a range equal to twice your strength modifier x5 feet; a creature may be considered as an object for the purposes of this effect. This attack deals half of the damage as if the creature fell the same distance as they were thrown. If the attack hits, a thrown creature takes damage and is knocked prone. On a miss, a thrown creature takes no damage; but is prone.
51-52	Recovery	Lead Belly: Use this effect when eating or drinking something that is poisonous, tainted, etc. You suffer no ill effects from the ingested item.
53-54	Recovery, Combat	Time Out! You and your allies may spend hit dice to recover as if taking a short rest; your enemies regain HP equal to half their missing health.
55-56	Recovery, Subplot	Battle Scar: Use this effect when you are hit by an attack that would knock you unconscious; take no damage from this attack, but gain some other permanent effect based on the type of attack you negated. For example, if you negated a fire or acid attack, you may gain burn scars, or in the case of psychic damage, a minor insanity (DM's discretion).
57-58	Meta	Cheat: Take any dice that were just rolled and place them face-up however you like.
59-60	Attack	Sow Confusion: Use this effect on your turn. A number of targets equal to your Charisma modifier must make a Charisma save DC 8 + your Charisma Modifier + your Proficiency Bonus; or they become confused. While confused, they behave erratically - instead of taking their turn as normal, have them roll 1d6, using the result as their action - 1: attack the effect user, 2: attack the nearest creature, 3: flee from the effect user, 4: do nothing, 5-6: act normally.
61-62	Recovery	Enough! Make a saving throw for all conditions or effects you are currently being affected by.
63-64	Subplot, Combat	Ambush: You, or a group of nearby NPCs (your choice), are ambushed by a group of hostile creatures.
65-66	Attack, Subplot	Visual Learner: Use this effect when an enemy you can see uses a non-legendary action. You can use it as an action (restrictions such as recharge apply) until your next short or long rest.
67-68	Subplot	That's Just Crazy Enough to Work: Use this effect after you come up with an absurd, overcomplicated or just plain stupid solution to a challenge. That plan will now have the best chance to succeed in the challenge at hand.
69-70	Subplot	Traveling Merchant: You come across a traveling merchant; the exact nature of his wares are determined by the DM.

D100	Type	Effect
71-72	Subplot	Nemesis: Choose a hostile NPC, minion, or other monster that you have interacted with or fought previously. The chosen creature becomes a recurring villain (DM's discretion).
73-74	Subplot	No, No, Let Me See That: A magic item your party identifies changes to a different magic item of of similar power. Physically, the magic item appears to be the original item (DM's discretion).
75-76	Subplot	Windfall: You gain a large amount of gold of which the DM determines the exact amount and means of finding.
77-78	Subplot	Free Samples: You encounter an individual who willingly provides you and your party with samples of his concoctions; the exact effects of this concoction is determined by the DM.
79-80	Movement, Subplot	Stop Them, You Fools! Use this effect when you and your party decide to flee. Instead of pursuing you immediately, your enemies stay dumbfounded until you're out of sight.
81-82	Movement, Assist	Hang On! Use this effect when an ally is about to fall; you may move your speed+10 feet towards them. If you end your move adjacent to them with this movement, they do not fall, but are prone in a space adjacent to the square which they would have fallen.
83-84	Meta	Guesswork: The DM must reveal an obscured area for you, however he has no obligations to advise you on any of the contents in that area.
85-86	Subplot	What's That, Girl?: You may speak with a beast as if they spoke your language; only you can understand the creature, and only long enough to receive some small bit of information, or to ask the creature a favor (DM's discretion).
87-88	Attack	Be Aggressive: This turn you may take an additional attack action even if you could already do so.
89-90	Combat, Subplot	Crashing the Party: Use this effect during combat; a creature, or a group of creatures, hostile to both you and your enemies, enters the fray.
91-92	Subplot	Apprentice: You come across someone willing to train you in a skill.
93-94	Subplot	You've Got Mail: You receive a message personally asking for the assistance of you or your party.
95-96	Adventure	Enchanter: When using this effect you may either immediately identify or attune to one magical item.
97-98	Subplot	Backup: An NPC you are familiar with arrives to assist with the task at hand.
99-100	Subplot	Prized Possession: Use this effect after an encounter; you discover a magical item among the enemies' belongings (DM's discretion).

PLATINUM EFFECTS

D100	Type	Effect	D100	Type	Effect
1-2	Assist, Recovery	Inspiring Soliloquy: Make a speech; you may take as long as you like. At the end of this speech, if it was inspiring enough, your allies gain the benefits as if they had just taken a short rest.	25-26	Subplot, Attack	The Trap is Sprung: Choose an enemy; they fall for a trap of your own design. You may take as long as you like to design this trap, and the trap is treated as if it was planted long before (DM's discretion).
3-4	Subplot	Deus Ex Machina: An enemy or obstacle is dealt with by some outside force.	27-28	Adventure, Subplot	Compelling Argument: Choose an NPC; if you make a successful Intimidation or Persuasion check against that NPC, they provide you with information or an item, even if the NPC didn't have either previously (DM's discretion).
5-6	Subplot, Recovery	Exit Stage Right: Use this effect when your character would die; instead of dying, you leave the scene in some fashion, only to return at a dramatic moment later as determined by the DM.	29-30	Subplot	Force of Nature: Nature lends a timely aid of some sort to you and your party.
7-8	Combat, Subplot	Just as Planned: Use this effect during an encounter; you may effectively pause the encounter and make plans with the rest of the party. You may take as long as you like to plan, and resume the combat once you're happy with the plan. The DM may provide bonuses, such as advantage, to those that follow the plan.	31-32	Combat, Subplot	Change of Scenery: Use this effect during a combat encounter; the environment and/or terrain of the combat changes drastically (DM's discretion).
9-10	Subplot	Sudden Fascination: Choose an NPC; that NPC becomes enamored with you for one reason or another.	33-34	Combat, Subplot	Second Thoughts: Use this effect when you would kill an enemy with an attack; instead of killing them, they become your ally (DM's discretion).
11-12	Subplot	Call for Reinforcements: A group of allies arrive to assist your party.	35-36	Combat, Subplot	Dramatic Entrance: Use this effect during your first turn in combat before any other action; all enemies within your line of sight are stunned until you or an ally make an attack or similar aggressive action against any of the affected enemies, or until you are out of line of sight.
13-14	Subplot	Leap of Faith: Use this effect when you deliberately jump from a deadly height; you take no damage from the fall. If your allies immediately follow you, they take no damage, either.	37-38	Combat, Subplot	The Enemy of My Enemy: Choose an enemy; an unlikely creature, hostile to the enemy of your choice, suddenly arrives on the scene.
15-16	Subplot	Mistaken Identity: Choose an NPC; your target mistakes you for someone else entirely, for better or worse (DM's discretion).	39-40	Attack, Subplot	Soulbound: Choose an enemy; that enemy dies, and you die as well. You may not return to life by any means unless the targeted enemy returns to life as well.
17-18	Attack, Defense, Subplot	Blaze of Glory: Until the end of the encounter you gain resistance to all types of damage; you may add your proficiency bonus as an additional bonus to all attack and damage rolls; you have advantage on all saves. You die at the end of the encounter.	41-42	Subplot	Disaster!: A disaster, natural or otherwise, immediately occurs.
19-20	Subplot	Dire Portents: Use this effect during a long; during your long rest, you dream/have a vision about future events.	43-44	Subplot	Mysterious Stranger: An unknown individual comes to your aid, only to leave as abruptly as they came.
21-22	Attack	Explosions!: Use this effect when you hit with a spell attack; all creatures within 15 feet of the target must make a Dexterity save or take 1d10 x the caster's level of both force and fire damage and are knocked prone. If they succeed on the save, they take half damage.	45-46	Subplot	Strangers in a Strange Land: You come across a group of strangers from a far away place; the exact nature of the strangers is determined by the DM.
23-24	Subplot	Long Time, No See: Choose an NPC you have just met; from this point forward, you and the target NPC have been lifelong acquaintance/old rivals (DM's discretion).	47-48	Subplot	Cameo: A famous or notorious NPC of your choice makes a brief appearance (DM's discretion).
			49-50	Subplot	Hijack!: Use this effect when you're traveling in a vehicle of some kind; hostile NPCs make an attempt to take the vehicle over; the exact intentions of the NPCs is determined by the DM.

D100	Type	Effect
51-52	Subplot	Cutscene: The DM plays out a scene involving NPCs in an upcoming encounter. Any information revealed by this scene is unknown to your character.
53-54	Subplot, Combat	Flashback: The DM runs a short social or combat encounter that occurred in your character's or your party's past.
55-56	Subplot	True Potential: An item in your possession reveals itself to be magical; the DM determines the item and the nature of its magic.
57-58	Subplot	Stealing the Spotlight: You encounter another adventuring party that has either similar or conflicting goals as your party's.
59-60	Subplot	Kidnapped!: You are made witness to a kidnapping, or you find yourself abducted in some fashion.
61-62	Subplot	True Identity: An NPC is revealed to not be who they say they are. The DM determines the specifics of this revelation.
63-64	Subplot	Madness: Choose an NPC; that NPC begins to act very oddly.
65-66	Subplot	Prepare to Die!: A creature comes seeking revenge against you or another member of your party for either a real or imagined slight.
67-68	Subplot	Saving Grace: When in what appears to be an inescapable situation, you find yourself praying to a deity or entity and are granted a means to survive, escape, etc. You must, at the next level, regardless of ability score requirements, multi-class into a divine class serving that deity or entity (DM's discretion).
69-70	Meta	Walk a Mile In My Shoes: Use this effect at the beginning of combat; exchange character sheets and control of those characters with another player until the end of the encounter.
71-72	Subplot, Combat	On My Terms: You may challenge an enemy to a competition of your choosing (unarmed combat, a battle of wits, a gambling game, etc.); your opponent must accept.
73-74	Subplot	Placebo Effect: Something seemingly harmless becomes a dangerous threat in some fashion.
75-76	Subplot	There's Something I Ought to Tell You: Confess something to another member of your party; if that party member returns the sentiment, and the DM considers it good enough of a confession (i.e., funny, touching, entertaining), you and your ally gain the benefits of a short rest.
77-78	Subplot	Did I Just Say That Out Loud?: Choose an enemy or NPC; that NPC loses the ability to use their internal monologue.
79-80	Subplot, Movement	Ticket, Please: Use this effect when travelling somewhere on foot; you find some alternate means of transportation.

D100	Type	Effect
81-82	Recovery, Subplot	Safe Haven: You and your party come across some manner of safe area (a tavern, a grove, a small community) amidst a generally hostile environment; you may stay there as long as you like, however, upon leaving, you may find it difficult to find it again in the future.
83-84	Subplot	Protégé: You find yourself a protégé; you may either choose a friendly NPC as your protégé (DM's discretion), or let the DM create one who seeks you out.
85-86	Attack, Subplot	Rocks Fall: Use this effect while in combat; some manner of catastrophe occurs, putting everyone at risk. All creatures in combat must make an immediate Intelligence or Dexterity save equal to 10 + the level of the effect user. On a successful save, a creature takes half its current health in damage; on a failed save, they are dropped to 0 HP.
87-88	Subplot	Curiouser and Curiouser: Use this effect when you've defeated a major enemy; that enemy is either revealed to be not who you thought it was, or was being manipulated by yet another enemy of yours. The DM determines the exact nature of the ruse.
89-90	Assist, Attack, Recovery	Perfect Coordination: Use this effect during combat; until the end of the encounter, you and your allies may use any number of Hit Dice to heal another ally, as well as give them any number of actions on your turn (Standard, Bonus, Reaction) by sacrificing your own.
91-92	Subplot	Countdown: The encounter you're in now, or the adventure you're on now, has a time limit of some sort imposed on it if there was no time limit beforehand.
93-94	Subplot	Gambler: You find a Deck of Many Things pouch with only one card within it.
95-96	Subplot	Lucky Find: You find a rare or higher magic item (DM's discretion).
97-98	Meta	Double-Dip: If you roll this effect you may roll for 2 more and discard this effect.
99-100	Meta	Ascension: Use this effect upon receiving; you and your party instantly gain a level.

CREDITS

Much of the content in this PDF was originally created by **Fivegears**. Thank you very much for allowing me to use that material.

Page 1 art by **naiiade** at <https://naiiade.deviantart.com/>. Check out his stuff. It's amazingly good.

Page 3 art by **Steve Argyle** who can be found at <http://www.steveargyle.com/>. He's a true fantasy art veteran.

Page 5 art by **Olga Drebas** at <https://www.artstation.com/olgadrebass>. Another absolutely great artist.

Shoutout to everyone using this in their games.