

# GREATER INSPIRATION

**I**nspiration is a rule the Dungeon Master can use to reward you for playing your character in a way that's true to his or her personality traits, ideal, bond, and flaw.

*Player's Handbook, pg. 125*

This rule extension will help you encourage your players to tap into their inner potential, use Inspiration as much as possible and encourage the development of role-playing at your table.

## WHAT IS INSPIRATION?

Inspiration is a singular entity: either you have Inspiration or you don't. You can't collect it - if you want more Inspiration, use your Inspiration!

And please, use your inspiration. This will encourage everybody at the table to develop crazy new ideas and interact in exciting ways - not to mention giving you regular, concrete mechanical advantages!

It's such a cool mechanic that is often ignored, it would be great to be able to hand it out like candy.

## GETTING INSPIRATION

### INITIAL INSPIRATION

Every character begins each session with Inspiration.

### CLAIM A SETBACK

When you don't have Inspiration, you can *Claim a Setback* to gain Inspiration. To *Claim a Setback* you must either:

- Impose disadvantage on one of your own ability checks, saving throws, or attack rolls based on one of your Personal Characteristics
- Make a decision that creates a significant story setback, obstacle, or hindrance. When you want to Claim a Setback, simply ask the GM.

"I'm easily distracted by shiny objects, so I'm distracted by the giant pile of treasure. Can I *Claim a Setback* and take disadvantage on my saving throw against the dragon's fire breath?"

"This guy wants to help us, but I distrust all strangers. I'm going to be rude and accusatory of him. Can I *Claim a Setback* for that?" Of course, the GM might have the stranger refuse to help or get offended or start a fight...

After you *Claim a Setback*, you get Inspiration, which you can use to take an *Inspired Action*...

## USING INSPIRATION

If you have Inspiration, you can spend it at any time to take an *Inspired Action* provided that action somehow ties into one of your character's personal characteristics.

For example, if your Ideal is "I will do anything to save a person in danger," and you want to swing across a ravine on a vine to rescue someone who is about fall into the ravine and hanging by one hand, that fits: you can claim an *Inspired Action*.

When you take an *Inspired Action*, you can:

- Gain advantage on an ability check, attack roll, or saving throw
- Give advantage to someone else's ability check, attack roll, or saving throw - provided you are in a position to assist them directly in some way
- Impose disadvantage on someone else's ability check, attack roll, or saving throw - provided you are in a position to hinder their action directly in some way.

Whatever it is, the *Inspired Action* **must** somehow connect to one of your Personal Characteristics.

"I will take any risk to save a person in danger." You could do the aforementioned "swinging across the ravine to catch them from falling" thing. Or if they have to attempt a saving throw to avoid a collapsing ceiling, you could throw yourself at them to save them, giving them advantage on the saving throw. Or if a monster is about to attack someone standing near you, you can interpose yourself and give the monster disadvantage on the attack roll. See? Easy.

