



Curse Master

Prerequisite: The ability to curse a creature by using an ability or casting a spell

You have trained extensively in using curses, draining power from the anguish you cause. You gain the following features:

- Creatures have disadvantage on saving throws to resist your curses.
- Whenever you curse a creature, you gain temporary hit points equal to your proficiency bonus + your spellcasting ability modifier.

Vengeful

Prerequisite: The ability to teleport by using an ability or casting a spell

You've spent your entire life filled with vengeance. You gain the following benefits:

- You gain an additional reaction each round that can only be used when a creature hits you with an attack, letting you make a weapon attack against that creature.