

# An Idiot's Guide to INSPIRATION

## WHAT IS IT?

Inspiration is a way for a GM to reward their players.

**It can be given for anything like:**

- Good roleplaying
- Creative thinking
- Taking actions in alignment with their character
- Dope combat maneuver

## HOW TO PLAY:

The typical way to use inspiration is to get advantage on an attack roll, saving throw, or ability check.

### RULES

- 1** Must declare you are using the token prior to rolling
- 2** Can be given to another player to use for important roll
- 3** Can't stack inspiration

## HOW TO USE THE TOKENS:

### A GIFT FROM THE GM | PARTY PACK

Use these tokens as a reminder for your players that they actually have inspiration and they should use it. Players then can actively gift the token for another player to up the drama of an important roll.

### INDIVIDUAL PLAYER USAGE | KEEP & FLIP

When inspiration strikes, set the token topside up and place a d20 in the holder to prime and ready your die for that next important roll. After you've cached your inspiration in, flip the token over so the symbol is up to signal that you don't have inspiration at the moment.



**FOR MORE UNIQUE WAYS TO GIVE INSPIRATION**







## AUXILARY INSPIRATION ACTIONS:

Inspiration can strike in more ways than one--here are some alternative ways players can utilize their inspiration

### SECOND SURGE

**Catch your breath and recover a class resource.**

As a bonus action regain one expended class feature as if you had completed a long rest (e.g., Rage, Channel Divinity, Ki Points, etc.).

### MYSTIC REBOUND

**Call upon latent arcane energy to fuel your magic.**

As a bonus action, recover spell slots with a total level equal to or less than your Proficiency Bonus. (e.g., PB 3 = three 1st-level slots or one 2nd + one 1st.)

### QUICKSTEP

**Swift as a thought.**

On your turn, take one of the following as a bonus action:

Dash, Disengage, Dodge, or Use an Object.

### REFLEXIVE GUARD

**You're never truly caught off guard.**

As a reaction, after a creature rolls to attack you (but before the result is known), spend 1 Inspiration to impose disadvantage on the roll.

### DEATH DEFIANT

**Cling to life through sheer grit.**

When making death saving throws, you may spend 1 Inspiration to automatically stabilize (0 HP, unconscious but no longer dying).

### OLD CONNECTIONS

**It's not what you know—it's who you know.**

When you need information about a person, place, item, or creature, spend 1 Inspiration to declare that you know a contact who can help.

### JUST AS PLANNED

**You saw this coming.**

Spend 1 Inspiration to retcon a contingency plan your character made off-screen. Describe how you set this up earlier—work with your GM to make it plausible and fun.

