DUALINK

Kidō Initiate

Feat



Bleach Edition

Kidō Initiate

Prerequisite: 13 Intelligence or 13 Wisdom

You have learned the foundational forms of Kidō, formal spiritual techniques shaped through discipline and chant. Choose one Kidō discipline: Hadō, Bakudō, or Kaidō. You gain the following benefits.

Kidō Spellcasting

You learn two cantrips of your choice from the wizard spell list. In addition, you learn one 1st-level spell of your choice from the options below based on your discipline:

- Hadō Spells: burning hands, chromatic orb, magic missile, thunderwave
- Bakudō Spells: alarm, shield, sleep, Tasha's hideous laughter
- Kaidō Spells: cure wounds, detect poison and disease, protection from evil and good, sanctuary

You can cast the chosen 1st-level spell without expending a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast it using any spell slots you have.

Your spellcasting ability for these spells is the ability you chose to meet this feat's prerequisite (Intelligence or Wisdom).

Full Incantation

When you cast a spell granted by this feat, you can choose to recite its full incantation, provided you can speak and the spell isn't cast as a reaction. The spell's casting time becomes 1 action (if it wasn't

already), and you gain one of the following benefits of your choice:

- If the spell deals damage, add 1d4 to one damage roll of the spell.
- If the spell restores hit points, add 1d4 to the hit points restored.
- If the spell imposes a condition or other effect that allows a saving throw, choose one creature that failed its saving throw against the spell; that creature can't take reactions until the start of its next turn.

You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.