

FIVE SALES

CREDITS

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CLASS FEATURES

The Füsilier, a light ground troupe from the military. Walking around and trying to survive. As the lowest of all, many will think, that you are useless, but in the end, it's the Füsiliers war.

FÜSILIER

Level	Features
1st	
2nd	
3rd	Exhausted Warrior, Lightly Armored, Barely Armed
4th	
5th	
6th	
7th	Es steht der Füsilier, Cold Blooded
8th	
9th	
10th	Survival Specialist
11th	
12th	
13th	
14th	
15th	Jack of All Trades
16th	
17th	
18th	Song of Rest
19th	
20th	

EXHAUSTED WARRIOR

Starting at level 3, for every level of exhaustion you have, your damage with melee weapon attacks and unarmed strikes is doubled.

LIGHTLY ARMORED

Starting at level 3 while wearing only light or none armor, you gain a +2 bonus to your stealth checks, dexterity Saving throws and temporary hitpoints equal to your proficiency bonus every turn. You can decide every turn, if you want those temporary hitpoints or not.

BARELY ARMED

Starting at level 3, you are proficient with improvised weapons. Whenever you make a melee attack with a improvised weapon, a pick or a light hammer, you can use your bonus action to make a shove attack.

ES STEHT DER FÜSILIER

Starting at level 7, you can travel for 16h a day, covering double of the normal distance. The time you need for a short or long rest is also halved.

COLD BLOODED

Starting at level 7, you resist cold damage.

SURVIVAL SPECIALIST

Starting at level 10, you gain proficiency in the survival and nature skill. Difficult terrain does not effect your speed and you gain a swimming and climbing speed equal to your walking speed.

JACK OF ALL TRADES

Starting at level 15, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

SONG OF REST

Beginning at 18th level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d10 hit points.

