Feats

### Level 1 Feats

Players can choose level 1 feats from the following categories:

* **Defense Focus**: Feats that improve a character's AC while wearing certain armors, and provide a small additional bonus.
* **Offense Focus**: Feats that improve a character's attacks with certain weapons or implements, and provide a small additional bonus.
* **Toughness**: Feats that improve a character's HP, and provide a small additional bonus.

Note that Offense Focus is the largest feat category in the game and, due to its size, has been split into three parts for the sake of readability:

* **Offense Focus (Flexible)**: Feats that boost both weapon and implement attacks.
* **Offense Focus (Weapon)**: Feats that boost weapon attacks.
* **Offense Focus (Implement)**: Feats that boost implement attacks.

**Tip**: The Toughness feat (from the category of the same name) is a good level 1 Feat for starting players who don’t want to complicate themselves.

**Tip**: Feats in the Toughness category are generally better than Defense Focus feats at providing raw survivability. Feats in the Defense Focus category are usually better at providing protection against melee attacks, or for characters that are interested in their secondary benefits. When in doubt, take both.

**Tip**: Offense Focus Feats are the one of the main reasons to choose one Weapon Family over another, or one type of Implement over another. The other reason is the player’s aesthetic preference - some people just like axes a lot. Players who carefully study all options to choose the one that best suits their character build will probably gain a small edge in combat, but the Feats are designed to be close in power level, so choosing based on personal taste will be almost as effective.

Category - Defense Focus

Name

Category

Level

Keywords

Requirements

Summary

Ambush Armor

Defense Focus

1

Armor

Hide Armor Training or Heavy Shield Training

+1 AC, Armor Penalty to Initiative and skills reduced by 1

Initiative Armor

Defense Focus

1

Armor

Hide Armor Training or Heavy Shield Training

+1 AC, Armor Penalty to Initiative reduced by 2

Nimble Armor

Defense Focus

1

Armor

Hide Armor Training or Heavy Shield Training

+1 AC, Armor Penalty to skills reduced by 3

Caster's Chain

Defense Focus

1

Armor, Chain

Chain Armor Training

With Chain, +1 AC, +4 all defenses vs Opportunity Attacks provoked by attack.

Courtier's Outfit

Defense Focus

1

Armor, Cloth

With Cloth, +1 AC, +2 Diplomacy, +2 Bluff, +2 Intimidate

Elemental Robes

Defense Focus

1

Armor, Cloth

With Cloth, +1 AC, Resist a damage type.

Robes of Will

Defense Focus

1

Armor, Cloth

With Cloth, +1 AC, +1 Will.

Wind Robes

Defense Focus

1

Armor, Cloth

With Cloth, +1 AC, and +1 AC vs ranged

Hiking Hide

Defense Focus

1

Armor, Hide

Hide Armor Training

With Hide, +1 AC, ignore first Difficult Terrain square.

Isolating Hide

Defense Focus

1

Armor, Hide

Hide Armor Training

With Hide, +1 AC, +1 Nature, Resist Cold or Fire

Stout Hide

Defense Focus

1

Armor, Hide

Hide Armor Training

With Hide, +1 AC, +1 Fortitude

Catsuit Leather

Defense Focus

1

Armor, Leather

Leather Armor Training

With Leather, +1 AC, +2 Stealth, +2 Acrobatics, +2 Thievery

Dodging Leather

Defense Focus

1

Armor, Leather

Leather Armor Training

With Leather, +1 AC, +2 all defenses vs Opportunity Attacks

Reflexive Leather

Defense Focus

1

Armor, Leather

Leather Armor Training

With Leather, +1 AC, +1 Reflex

Juggernaut Plate

Defense Focus

1

Armor, Plate

Plate Armor Training

With Plate, +1 AC, save to reduce forced movement by 1.

Mobile Scale

Defense Focus

1

Armor, Scale

Scale Armor Training

With Scale, +1 AC, reduce movement penalty by 1.

Bashing Shield

Defense Focus

1

Armor, Shield

Shield Training

With Shield, +1 AC, increase forced movement by 1 on failed save.

Blast Shield

Defense Focus

1

Armor, Shield

Shield Training

With Shield, +1 AC, +1 to Fortitude, Reflex, Will vs blast, burst

Wind Shield

Defense Focus

1

Armor, Shield

Shield Training

With Shield, +1 AC, +1 to Fortitude, Reflex, Will vs ranged

Ambush Armor

Defense Focus - Level 1

Keywords: Armor

Requires: Hide Armor Training or Heavy Shield Training

+1 AC, and your Armor Penalty to Initiative, and skills is reduced by 1.

Initiative Armor

Defense Focus - Level 1

Keywords: Armor

Requires: Hide Armor Training or Heavy Shield Training

+1 AC, and your Armor Penalty to Initiative is reduced by 2.

Nimble Armor

Defense Focus - Level 1

Keywords: Armor

Requires: Hide Armor Training or Heavy Shield Training

+1 AC, and your Armor Penalty to skills is reduced by 3.

Caster's Chain

Defense Focus - Level 1

Keywords: Armor, Chain

Requires: Chain Armor Training

While wearing Chain Armor, +1 AC, and +4 to all defenses against Opportunity attacks provoked by attacking.

Courtier's Outfit

Defense Focus - Level 1

Keywords: Armor, Cloth

While wearing Cloth Armor, +1 AC, +2 Diplomacy skill, +2 Bluff skill, +2 Intimidate skill.

Elemental Robes

Defense Focus - Level 1

Keywords: Armor, Cloth

When taking this feat, choose one of the following damage types: Fire, Cold, Lightning, Radiant, Necrotic, Psychic.While wearing Cloth Armor, +1 AC, and Resist (chosen damage type).

Robes of Will

Defense Focus - Level 1

Keywords: Armor, Cloth

While wearing Cloth Armor, +1 AC, +1 Will.

Wind Robes

Defense Focus - Level 1

Keywords: Armor, Cloth

While wearing Cloth Armor, +1 AC, and +1 AC vs ranged

Hiking Hide

Defense Focus - Level 1

Keywords: Armor, Hide

Requires: Hide Armor Training

While wearing Hide Armor, +1 AC, and the first time you enter a square of Difficult Terrain each turn, you treat it as if it wasn't Difficult Terrain.

Isolating Hide

Defense Focus - Level 1

Keywords: Armor, Hide

Requires: Hide Armor Training

When taking this feat, choose one of the following damage types: Cold. FireWhile wearing Hide Armor, +1 AC, and Resist (chosen damage type).

Stout Hide

Defense Focus - Level 1

Keywords: Armor, Hide

Requires: Hide Armor Training

While wearing Hide Armor, +1 AC, +1 Fortitude.

Catsuit Leather

Defense Focus - Level 1

Keywords: Armor, Leather

Requires: Leather Armor Training

While wearing Leather Armor, +1 AC, +2 Stealth skill, +2 Acrobatics skill, +2 Thievery skill.

Dodging Leather

Defense Focus - Level 1

Keywords: Armor, Leather

Requires: Leather Armor Training

While wearing Leather Armor, +1 AC, and +2 to all defenses against Opportunity attacks.

Reflexive Leather

Defense Focus - Level 1

Keywords: Armor, Leather

Requires: Leather Armor Training

While wearing Leather Armor, +1 AC, +1 Reflex.

Juggernaut Plate

Defense Focus - Level 1

Keywords: Armor, Plate

Requires: Plate Armor Training

While wearing Plate Armor, +1 AC, and whenever an enemy attack inflicts forced movement on you, you can Save to reduce the forced movement by 1.

Mobile Scale

Defense Focus - Level 1

Keywords: Armor, Scale

Requires: Scale Armor Training

While wearing Scale Armor, +1 AC, and the Armor Movement Penalty is reduced by 1.

Bashing Shield

Defense Focus - Level 1

Keywords: Armor, Shield

Requires: Shield Training

While wearing a Shield, +1 AC, and when you push an enemy with a melee or close attack, the forced movement is increased by 1 square unless the enemy makes a save.

Blast Shield

Defense Focus - Level 1

Keywords: Armor, Shield

Requires: Shield Training

While wearing a Shield, +1 AC, and +1 to all Fortitude, Reflex, and Will against Blast and Burst attacks.

Wind Shield

Defense Focus - Level 1

Keywords: Armor, Shield

Requires: Shield Training

While wearing a Shield, +1 AC, and +1 to Fortitude, Reflex, and Will against Ranged attacks.

#### Category - Offense Focus (Flexible)

Name

Category

Level

Keywords

Requirements

Summary

Dual Focus

Offense Focus

1

Flexible

Training with an implement. A weapon attack power.An implement attack power.

With Weapon, +1 damage per W. With Implement, +1 damage per die. When attacking with weapon, +1 to next implement attack. When attacking with implement, +1 to next weapon attack.

Focus: Caster's Weapon

Offense Focus

1

Flexible

Training with a weapon that can be used as implement

With Implement Weapon, +1 damage per W/die, no opportunity attacks for ranged and area attacks.

Energy Focus

Offense Focus

1

Flexible, Energy

Attack power with the chosen energy type.

Choose an energy type. With that type, +1 damage and +2 Miss Damage per W/die, and Pierce Resistance.

Focus: Parrying Staff

Offense Focus

1

Flexible, Staff

Weapon Training with Staff

With Staff, +1 Miss Damage per W/die, +1 AC vs melee.

Focus: Pushing Staff

Offense Focus

1

Flexible, Staff

Implement Training with a Staff

With Staff, +1 damage per W/die, +1 forced movement.

Focus: Unerring Staff

Offense Focus

1

Flexible, Staff

Implement Training with a Staff

With Staff, +1 damage and Miss Damage per W/die.

Dual Focus

Offense Focus - Level 1

Keywords: Flexible

Requires: Training with an implement. A weapon attack power.An implement attack power.

On weapon attacks, +1 damage per W.On implement attacks, +1 damage per die.When you make a weapon attack, you gain +1 hit with implement attacks until your next turn. When you make an implement attack, you gain +1 hit with implement attacks until your next turn.

Focus: Caster's Weapon

Offense Focus - Level 1

Keywords: Flexible

Requires: Training with a weapon that can be used as implement

On weapon attacks with the chosen weapon, +1 damage per W. On implement attacks with the chosen weapon, +1 damage per damage die. When making a ranged or area implement attack with the chosen weapon, choose an adjacent enemy; the attack does not provoke Opportunity Attacks from that enemy.

Energy Focus

Offense Focus - Level 1

Keywords: Flexible, Energy

Requires: Attack power with the chosen energy type.

Special: When you take this feat, choose an energy type.On weapon attacks with the chosen energy type, +1 damage per W, and +2 Miss Damage per W.On implement attacks with the chosen energy type, +1 damage per die, and +2 Miss Damage per die.Your attacks gain Pierce Resist (chosen energy type).

Focus: Parrying Staff

Offense Focus - Level 1

Keywords: Flexible, Staff

Requires: Weapon Training with Staff

On weapon attacks with a Staff, +1 Miss Damage per W.On implement atacks with a Staff, +1 Miss Damage per damage die.Your Staff gains Parry (+1 AC vs melee attacks)

Focus: Pushing Staff

Offense Focus - Level 1

Keywords: Flexible, Staff

Requires: Implement Training with a Staff

On weapon attacks with a staff, +1 damage per W.On implement attacks with a staff, +1 damage per die.When you make an implement attack with a Staff that causes forced movement, choose a targeted enemy. The forced movement for that enemy is increased by 1 square.

Focus: Unerring Staff

Offense Focus - Level 1

Keywords: Flexible, Staff

Requires: Implement Training with a Staff

On weapon attacks with a staff, +1 damage per W and +1 Miss Damage per WOn implement attacks with a staff, +1 damage per die and +1 Miss Damage per W.

#### Category - Offense Focus (Weapon)

Name

Category

Level

Keywords

Requirements

Summary

Focus: Weapon Master

Offense Focus

1

Weapon

With weapons, +1 damage per W. Extra move on Draw, no penalty on Quick Draw.

Focus: Critical Axe

Offense Focus

1

Weapon, Axe

Weapon Training with an Axe

With Axe, +1 damage per W, High Crit.

Focus: Piercing Axe

Offense Focus

1

Weapon, Axe

Weapon Training with an Axe

With Axe, +1 damage per W, +1 Miss Damage per W, Pierce Resistance.

Focus: Close Bow

Offense Focus

1

Weapon, Bow

Weapon Training with a Bow

With Bow, +1 damage per W and no opportunity attacks for ranged and area attacks.

Focus: Far Bow

Offense Focus

1

Weapon, Bow

Weapon Training with a Bow

With Bow, +1 damage per W and +2/+4 Range.

Focus: Mobile Crossbow

Offense Focus

1

Weapon, Crossbow

Weapon Training with a Crossbow

With Crossbow, +1 damage per W and extra movement on Recharge.

Focus: Precision Crossbow

Offense Focus

1

Weapon, Crossbow

Weapon Training with a Crossbow

With Crossbow, +1 damage per W and reduce Cover/Concealment penalty by 1.

Focus: Flurrying Flail

Offense Focus

1

Weapon, Flail

Weapon Training with a Flail

With Flail, +2 damage per W against multiple targets.

Focus: Reaching Flail

Offense Focus

1

Weapon, Flail

Weapon Training with a Flail

With Flail, +1 Miss Damage per W, extra Reach.

Focus: Pushing Hammer

Offense Focus

1

Weapon, Hammer

Weapon Training with a Hammer

With Hammer, +1 damage per W, +1 push.

Focus: Unstoppable Hammer

Offense Focus

1

Weapon, Hammer

Weapon Training with a Hammer

With Hammer, +3 Miss Damage per W.

Focus: Duelist's Heavy Blade

Offense Focus

1

Weapon, Heavy Blade

Weapon Training with a Heavy Blade

With Heavy Blade, +1 Miss Damage per W, +1 AC vs melee.

Focus: Opportunist Heavy Blade

Offense Focus

1

Weapon, Heavy Blade

Weapon Training with a Heavy Blade

With Heavy Blade, +1 damage per W and +2 to Opportunity Attacks.

Focus: Ambush Light Blade

Offense Focus

1

Weapon, Light Blade

Weapon Training with a Light Blade

With Light Blade, when flanking or hiding +1 damage per W and +1 hit.

Focus: Critical Light Blade

Offense Focus

1

Weapon, Light Blade

Weapon Training with a Light Blade

With Light Blade, +1 Crit Range

Focus: Critical Sling

Offense Focus

1

Weapon, Sling

Weapon Training with a Sling

With Sling, +1 damage per W, +1 Crit Range.

Focus: Slayer Sling

Offense Focus

1

Weapon, Sling

Weapon Training with a Sling

With Sling, +1 damage per W, +1 hit vs Large.

Focus: Opportunist Spear

Offense Focus

1

Weapon, Spear

Weapon Training with a Spear

With Spear, +1 damage and +5 Opportunity Attack damage per W.

Focus: Reaching Spear

Offense Focus

1

Weapon, Spear

Weapon Training with a Spear

With Spear, +1 Miss Damage per W, extra Range, Reach.

Focus: Weapon Master

Offense Focus - Level 1

Keywords: Weapon

On weapon attacks, +1 damage per W.When using the Draw action, the move distance is increased to half your move speed.When using the Quick Draw action, you do not gain the penalty to attack rolls.

Focus: Critical Axe

Offense Focus - Level 1

Keywords: Weapon, Axe

Requires: Weapon Training with an Axe

On weapon attacks with an Axe, +1 damage per W.On weapon attacks with an Axe, gain High Crit (+5 damage per W on a crit).

Focus: Piercing Axe

Offense Focus - Level 1

Keywords: Weapon, Axe

Requires: Weapon Training with an Axe

On weapon attacks with an Axe, +1 damage per W, +1 Miss damage per W.On weapon attacks with an Axe gain Pierce Resistance (all).

Focus: Close Bow

Offense Focus - Level 1

Keywords: Weapon, Bow

Requires: Weapon Training with a Bow

On weapon attacks with a Bow, +1 damage per W.When making a ranged or area weapon attack with a bow, choose an adjacent enemy. The attack does not provoke Opportunity Attacks from that enemy.

Focus: Far Bow

Offense Focus - Level 1

Keywords: Weapon, Bow

Requires: Weapon Training with a Bow

On weapon attacks with a Bow, +1 damage per W.Your Shortbows gain Range 9/18.Your Longbows gain Range 12/24.

Focus: Mobile Crossbow

Offense Focus - Level 1

Keywords: Weapon, Crossbow

Requires: Weapon Training with a Crossbow

On weapon attacks with a Crossbow, +1 damage per W.When using a Recharge action, increase the distance moved to half your speed.

Focus: Precision Crossbow

Offense Focus - Level 1

Keywords: Weapon, Crossbow

Requires: Weapon Training with a Crossbow

On weapon attacks with a Crossbow, +1 damage per W.On weapon attacks with a Crossbow, hit penalty for Cover, Superior Cover, Concealment and Total Concealment is reduced by 1.

Focus: Flurrying Flail

Offense Focus - Level 1

Keywords: Weapon, Flail

Requires: Weapon Training with a Flail

On weapon attacks with a Flail and multiple targets, +2 damage per W.

Focus: Reaching Flail

Offense Focus - Level 1

Keywords: Weapon, Flail

Requires: Weapon Training with a Flail

On weapon attacks with a Flail, +1 Miss Damage per W.Your Light Flails, Heavy Flails gain Reach 2.Your Whips gain Reach 3.

Focus: Pushing Hammer

Offense Focus - Level 1

Keywords: Weapon, Hammer

Requires: Weapon Training with a Hammer

On weapon attacks with a hammer, +1 damage per W.When you push an enemy with a weapon attack with a hammer, the forced movement is increased by 1 square.

Focus: Unstoppable Hammer

Offense Focus - Level 1

Keywords: Weapon, Hammer

Requires: Weapon Training with a Hammer

On weapon attacks with a hammer, +3 Miss Damage per W.

Focus: Duelist's Heavy Blade

Offense Focus - Level 1

Keywords: Weapon, Heavy Blade

Requires: Weapon Training with a Heavy Blade

On weapon attacks with a Heavy Blade, +1 Miss Damage per W.Your Heavy Blades gain Parry (+1 AC against melee attacks).

Focus: Opportunist Heavy Blade

Offense Focus - Level 1

Keywords: Weapon, Heavy Blade

Requires: Weapon Training with a Heavy Blade

On weapon attacks with a Heavy Blade, +1 damage per W.+2 to Opportunity Attack modifier.

Focus: Ambush Light Blade

Offense Focus - Level 1

Keywords: Weapon, Light Blade

Requires: Weapon Training with a Light Blade

On weapon attacks with a light blade against targets you are flanking or hidden from, gain +1 damage per W and +1 to hit.

Focus: Critical Light Blade

Offense Focus - Level 1

Keywords: Weapon, Light Blade

Requires: Weapon Training with a Light Blade

On weapon attacks with a Light Blade, +1 Crit Range.

Focus: Critical Sling

Offense Focus - Level 1

Keywords: Weapon, Sling

Requires: Weapon Training with a Sling

On weapon attacks with a Sling, +1 damage per W.On weapon attacks with a Sling, +1 Crit Range.

Focus: Slayer Sling

Offense Focus - Level 1

Keywords: Weapon, Sling

Requires: Weapon Training with a Sling

On weapon attacks with a Sling, +1 damage per W, and +1 hit against Large or larger enemies.

Focus: Opportunist Spear

Offense Focus - Level 1

Keywords: Weapon, Spear

Requires: Weapon Training with a Spear

On weapon attacks with an Spear, +1 damage per W.On Opportunity attacks with a Spear, +5 damage per W.

Focus: Reaching Spear

Offense Focus - Level 1

Keywords: Weapon, Spear

Requires: Weapon Training with a Spear

On weapon attacks with an Spear, +1 Miss Damage per W.Your Javelins gain Throw 7/14.Your Halfspears gain Reach 2.Your Longspears gain Reach 3.

#### Category - Offense Focus (Implement)

Name

Category

Level

Keywords

Requirements

Summary

Focus: Healing Symbol

Offense Focus

1

Implement, Holy Symbol

Implement Training with a Holy Symbol

With Holy Symbol, +1 damage per die and +3 per tier to Healing.

Focus: Shielding Symbol

Offense Focus

1

Implement, Holy Symbol

Implement Training with a Holy Symbol

With Holy Symbol, +1 damage per die and +2 per die to THP.

Focus: Fast Ki

Offense Focus

1

Implement, Ki Focus

Implement Training with a Ki Focus

With Ki Focus, +1 damage per die, +1 Speed.

Focus: Surging Ki

Offense Focus

1

Implement, Ki Focus

Implement Training with a Ki Focus

With Ki Focus, +1 damage per die, +4 Surge Value per tier.

Focus: Perceptive Orb

Offense Focus

1

Implement, Orb

Implement Training with an Orb

With Orb, +1 damage per die and -2 penalty from Concealment.

Focus: Prescient Orb

Offense Focus

1

Implement, Orb

Implement Training with an Orb

With Orb, +1 damage per die and +2 Initiative.

Focus: Ambush Rod

Offense Focus

1

Implement, Rod

Implement Training with a Rod

With Rod and Combat Advantage, +1 Miss Damage per die, +1 Crit Range

Focus: Critical Rod

Offense Focus

1

Implement, Rod

Implement Training with a Rod

With Rod, +1 damage per die, High Crit.

Focus: Reliable Tome

Offense Focus

1

Implement, Tome

Implement Training with a Tome

With Tome, +1 damage per die, no fatigue on missed encounter attack.

Focus: Sage's Tome

Offense Focus

1

Implement, Tome

Implement Training with a Tome

With tome, +1 damage per die, +1 Arcana, Religion, History. Free Sustain Minor, +6 HP/tier on summons.

Focus: Opportunist Totem

Offense Focus

1

Implement, Totem

Implement Training with a Totem

With Totem, +1 damage per die, +2 to Opportunity Attacks.

Focus: Tough Totem

Offense Focus

1

Implement, Totem

Implement Training with a Totem

With Totem, +1 damage per die, +3 HP per tier.

Focus: Far Wand

Offense Focus

1

Implement, Wand

Implement Training with a Wand

With Wand, +1 damage per die and +3 Range.

Focus: Piercing Wand

Offense Focus

1

Implement, Wand

Implement Training with a Wand

With Wand, +1 damage per die, +1 Miss Damage per die, Pierce Resistance.

Focus: Healing Symbol

Offense Focus - Level 1

Keywords: Implement, Holy Symbol

Requires: Implement Training with a Holy Symbol

On implement attacks with a Symbol, +1 damage per die.Targets of your Healing powers gain +3 per tier to Surge Value.

Focus: Shielding Symbol

Offense Focus - Level 1

Keywords: Implement, Holy Symbol

Requires: Implement Training with a Holy Symbol

On implement attacks with a Symbol , +1 damage per die.On implement attacks with a Symbol that grant Temporary Hit Points, increase the granted Temporary Hit Points by 2 per die.

Focus: Fast Ki

Offense Focus - Level 1

Keywords: Implement, Ki Focus

Requires: Implement Training with a Ki Focus

On implement attacks with a Ki Focus , +1 damage per die.+1 Speed.

Focus: Surging Ki

Offense Focus - Level 1

Keywords: Implement, Ki Focus

Requires: Implement Training with a Ki Focus

On implement attacks with a Ki Focus, +1 damage per die.+4 Surge Value per tier.

Focus: Perceptive Orb

Offense Focus - Level 1

Keywords: Implement, Orb

Requires: Implement Training with an Orb

On implement attacks with an Orb, +1 damage per die.On Implement attacks with an Orb, reduce hit penalty from Concealment, Total Concealment by 2.+1 Perception.

Focus: Prescient Orb

Offense Focus - Level 1

Keywords: Implement, Orb

Requires: Implement Training with an Orb

On implement attacks with an Orb, +1 damage per die.While wielding an Orb, gain +2 Initiative.

Focus: Ambush Rod

Offense Focus - Level 1

Keywords: Implement, Rod

Requires: Implement Training with a Rod

On implement attacks with a Rod and Combat Advantage, +1 damage per die and +1 Crit Range.

Focus: Critical Rod

Offense Focus - Level 1

Keywords: Implement, Rod

Requires: Implement Training with a Rod

On implement attacks with a Rod , +1 damage per die.On implement attacks with a Rod, gain High Crit (+5 damage per die on a crit).

Focus: Reliable Tome

Offense Focus - Level 1

Keywords: Implement, Tome

Requires: Implement Training with a Tome

On implement attacks with a Tome , +1 damage per die.When you miss all targets of an encounter attack power for the first time in an encounter, you do not become fatigued from using the power.

Focus: Sage's Tome

Offense Focus - Level 1

Keywords: Implement, Tome

Requires: Implement Training with a Tome

On implement attacks with a Tome , +1 damage per die.+1 Arcana, Religion, History.You may Sustain Minor as a Free Action.Summoned creatures gain +6 Hit Points per tier.

Focus: Opportunist Totem

Offense Focus - Level 1

Keywords: Implement, Totem

Requires: Implement Training with a Totem

On implement attacks with a Totem , +1 damage per die.+2 Opportunity Attack Modifier.On Reaction attacks other than Opportunity Attacks, +2 hit.

Focus: Tough Totem

Offense Focus - Level 1

Keywords: Implement, Totem

Requires: Implement Training with a Totem

On implement attacks with a Totem , +1 damage per die.+2 Hit Points per tier.

Focus: Far Wand

Offense Focus - Level 1

Keywords: Implement, Wand

Requires: Implement Training with a Wand

On implement attacks with a Wand, +1 damage per die.On ranged implement attacks with a Wand, +3 range.

Focus: Piercing Wand

Offense Focus - Level 1

Keywords: Implement, Wand

Requires: Implement Training with a Wand

On implement attacks with a Wand, +1 damage per die, +1 Miss Damage per die.On implement attacks with a Wand, gain Pierce Resistance (all).

Category - Toughness

Name

Category

Level

Keywords

Requirements

Summary

Die Hard

Toughness

1

+4 HP per tier, and +3 to Death Saving Throws.

Surging Toughness

Toughness

1

+4 HP per tier, and +4 Surge Value per tier.

Toughness

Toughness

1

+6 HP per tier.

Toughness in Numbers

Toughness

1

+4 HP per tier, and +4 HP per tier to pets.

Die Hard

Toughness - Level 1

+4 HP per tier, and +3 to Death Saving Throws.

Surging Toughness

Toughness - Level 1

+4 HP per tier, and +4 Surge Value per tier.

Toughness

Toughness - Level 1

+6 HP per tier.

Toughness in Numbers

Toughness - Level 1

+4 HP per tier, and +6 HP per tier to Animal Companions, Familiars, and Summoned Creatures

### Level 1 Optional Feats: Training

With the GM's permission, players can choose level 1 feats that expand their weapon and armor training:

* **Armor Training**: Feats that provide training with new types of armor.
* **Weapon Training**: Feats that provide training with new types of weapons.

**Tip**: Armor Training is usually not as strong as Defense Focus, but they both stack, and you can take multiple Training feats.

**Tip**: Weapon Training is usually worse than an Offense Focus up to level 15, and stronger after level 16. They both stack.

**Tip**: There is no Implement Training Feat. If you are really interested in using a different Implement, go Multiclass and take Multiclass Implement or, alternately, convince your GM that you want it for story reasons and not to optimize your character.

**GM Tip**: If your player is really interested in getting training with a different Implement, allow them to have it for free if they provide a convincing argument. When in doubt, make it conditional on them taking an Offense Focus Feat that is not specific to that implement, such as Dual Focus.

**Designer Note**: GMs should feel free to leave these feats out of the game, particularly for beginning players. From a mechanical standpoint, the feats are redundant with Offense Focus and Defense Focus feats, and slightly imbalanced, as they are often clearly weaker or stronger than the alternatives. We have included them as optional categories because they are a cool tool to customize a character's look and feel, and for many game groups that will be worth the slight tradeoff in game balance.

Category - Armor Training (Unlimited)

Name

Category

Level

Keywords

Requirements

Summary

Chain Armor Training

Armor Training (Unlimited)

1

Armor

Hide Armor Training

Training with Chain

Heavy Shield Training

Armor Training (Unlimited)

1

Armor

Light Shield Training

Training with Heavy Shield

Hide Armor Training

Armor Training (Unlimited)

1

Armor

Leather Armor Training

Training with Hide

Leather Armor Training

Armor Training (Unlimited)

1

Armor

Training with Leather

Light Shield Training

Armor Training (Unlimited)

1

Armor

Training with Light Shield

Plate Armor Training

Armor Training (Unlimited)

1

Armor

Scale Armor Training

Training with Plate

Scale Armor Training

Armor Training (Unlimited)

1

Armor

Chain Armor Training

Training with Scale

Chain Armor Training

Armor Training (Unlimited) - Level 1

Keywords: Armor

Requires: Hide Armor Training

Gain Training with Chain Armor

Heavy Shield Training

Armor Training (Unlimited) - Level 1

Keywords: Armor

Requires: Light Shield Training

Gain Training with Heavy Shield

Hide Armor Training

Armor Training (Unlimited) - Level 1

Keywords: Armor

Requires: Leather Armor Training

Gain Training with Hide Armor

Leather Armor Training

Armor Training (Unlimited) - Level 1

Keywords: Armor

Gain Training with Leather Armor

Light Shield Training

Armor Training (Unlimited) - Level 1

Keywords: Armor

Gain Training with Light Shield

Plate Armor Training

Armor Training (Unlimited) - Level 1

Keywords: Armor

Requires: Scale Armor Training

Gain Training with Plate Armor

Scale Armor Training

Armor Training (Unlimited) - Level 1

Keywords: Armor

Requires: Chain Armor Training

Gain Training with Scale Armor

Category - Weapon Training (Unlimited)

Name

Category

Level

Keywords

Requirements

Summary

Martial Weapon Training

Weapon Training (Unlimited)

1

Weapon

Training in Simple and One-Hand Martial weapons.

Superior Weapon Training

Weapon Training (Unlimited)

1

Weapon

Training with a martial weapon

Training in Two-Hand Martial weapons

Martial Weapon Training

Weapon Training (Unlimited) - Level 1

Keywords: Weapon

Gain Training in all Simple weapons and One-Hand Martial weapons.

Superior Weapon Training

Weapon Training (Unlimited) - Level 1

Keywords: Weapon

Requires: Training with a martial weapon

Gain Training in all Two-Hand Martial weapons