

Feats

A feat represents a talent or an area of expertise that gives an adventurer special capabilities. It embodies training, experience, and abilities beyond what a class provides.

Whenever your class gives you the Ability Score Improvement feature, you can forgo taking that feature to choose a feat instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Grappler feat until your Strength is restored.

Ace Driver

Prerequisite: Proficiency with a type of vehicle

You are a virtuoso of driving and piloting vehicles, able to push them beyond their normal limits and maneuver them with fluid grace through hazardous situations. You gain the following benefits:

- You gain an expertise die on ability checks made to drive or pilot a vehicle.
- While piloting a vehicle, you can use your reaction to take the brake or maneuver vehicle actions.
- A vehicle you load can carry 25% more cargo than normal.
- Vehicles you are piloting only suffer a malfunction when reduced to 25% of their hit points, not 50%. In addition, when the vehicle does suffer a malfunction, you roll twice on the maneuver table and choose which die to use for the result.
- Vehicles you are piloting gain a bonus to their Armor Class equal to half your proficiency bonus.

Athletic

Your enhanced physical training grants you the following benefits:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement (instead of half).
- Your speed is not halved from climbing.
- You can make a running long jump or a running high jump after moving 5 feet on foot (instead of 10 feet).

Attentive

Always aware of your surroundings, you gain the following benefits:

- When rolling initiative you gain a +5 bonus.
- You can only be surprised if you are unconscious.
- A creature attacking you does not gain advantage from being hidden from you or unseen by you.

Battle Caster

Prerequisite: The ability to cast at least one spell of 1st-level or higher

You have learned to wield magic effectively even in the chaos of combat. You gain the following benefits:

- You gain a 1d6 expertise die on concentration checks to maintain spells you have cast.
- You can perform the seen components of your spells while using a weapon or shield with your hands.
- Instead of making an opportunity attack with a weapon, you may use your reaction to cast a spell with a casting time of 1 action at the creature instead. The spell must be one that only targets that creature.

Bladechanter

Prerequisites: 3 levels in fighter, 3 levels in wizard, Fighting Style (Two-Weapon Fighting)

Bladechanting is the art of unifying and maintaining intense physical and intellectual strains, allowing movement and thought to become one as a beautiful and deadly dance of blades.

If you wield a melee weapon in each hand, you may use them to perform seen spell components and as a spellcasting focus for wizard spells. In addition, whenever you are concentrating on a spell while using melee weapons as a spellcasting focus in this way, you enter a special trance-like state called bladechanting. If you lose concentration on your spell while bladechanting, you also stop bladechanting. While bladechanting you gain the following benefits:

- While you are wearing no armor, light armor, or medium armor, you gain a bonus to your Armor Class equal to your Intelligence modifier.
- Whenever you would need to make a concentration check to maintain a spell due to taking damage, you may spend 2 exertion to automatically succeed.
- When you hit a target with a melee weapon attack, you can use your reaction and choose a spell of 1st-level or higher, casting it through your weapon. The spell must have a casting time of 1 action, and target a single creature or have a range of Touch. If a spell cast in this way requires an attack roll and targets the same target as the triggering melee weapon attack, it also hits as part of that attack. You may choose not to deal damage with a melee weapon attack used to cast a spell.

Whirling Incantor

Prerequisites: Bladechanter feat

You train to move by thought and incant with your body's flowing motion, becoming nearly unassailable as you whirl and dance escaping fatal blows and seamlessly blending the lines

Synergy Feats

Pursuing more than one class can sometimes open up new opportunities and strategies, or expose an adventurer to something that permanently changes them. At certain levels every class gives you the Ability Score Improvement feature and adventurers with certain class combinations may optionally choose unique Synergy Feats in place of their Ability Score Improvements if they meet certain prerequisites. Most synergy feats require class levels in specific classes, or have other synergy feats as prerequisites forming small synergy feat trees. You can take each feat only once, unless the feat's description says otherwise.

between mind and body. While bladechanting you gain the following additional benefits:

- Your Speed increases by 10 feet.
- You gain a bonus to Dexterity checks and saving throws equal to your Intelligence modifier.
- You gain a bonus to Intelligence checks and saving throws equal to your Dexterity modifier.
- When you are targeted by an attack but before the attack is rolled, you may expend a spell slot to attempt a whirling arcane evasion. If you do, make a Dexterity saving throw and add a +2 bonus for every spell slot level above 1st spent this way. If this Dexterity saving throw exceeds the triggering attack roll the attack becomes a miss, and you may immediately move up to 10 feet in any direction. This movement does not provoke opportunity attacks.

Eldritch Whirlwind Master

Prerequisites: Whirling Incantor feat

With a blade's sweep you pull and spin the arcane power, surrounding yourself in a cyclone of arcane energy as your spells power tries to match the speed of your sword.

Whenever you use your reaction to cast a spell through a melee weapon attack using blade-chanting, you may choose up to a number of additional targets for that spell equal to the spell level of the spell slot used to cast it. These additional targets must all be within 10 feet of you and are each treated as if they were the spell's original target.

Brutal Attack

Once per turn immediately after you roll damage for a melee weapon attack, you can roll the weapon's damage dice a second time and use either total.

Bull Rush

You rush into combat, following your charge with a brutal attack.

When you take the Dash action and move at least 10 feet in a straight line toward a target, you can immediately take a bonus action to perform one of the following:

Attack. You can make one melee weapon attack, dealing an extra 5 damage on a hit.

Shove. You can use the Shove maneuver. On a success, you push the target up to at least 10 feet away from you.



Combat Thievery

You know how to trade blows for more than inflicting harm.

- You gain proficiency with the Deceptive Stance and Painful Pickpocket maneuvers, and do not have to spend exertion to activate them.
- You gain an expertise die on Sleight of Hand checks.

Covert Training

You have absorbed some of the lessons of the world of spies, criminals, and others who operate in the shadows. You gain the following benefits:

- You gain proficiency with thieves' tools, the poisoner's kit, or a rare weapon with the stealthy property.
- You gain two skill tricks of your choice from the rogue class.

Crafting Expert

You have devoted time to studying and practicing the art crafting, gaining the following benefits:

- Choose one of the following types of crafted item: armor, engineered items, potions, rings and rods, staves and wands, weapons, wondrous items. You gain advantage on checks made to craft, maintain, and repair that type of item.
- You gain an expertise die on checks made to craft, maintain, and repair items.
- You gain proficiency with two tools of your choice.

This feat can be selected multiple times, choosing a different type of crafted item each time.

Crossbow Expertise

Due to your advanced training with the crossbow, you gain the following benefits:

- If you are proficient with a crossbow, you ignore its loading property.

- When you are wielding a one-handed weapon and use it to take the Attack action, you can attack with a loaded hand crossbow by using a bonus action.
- When you attack with a one-handed weapon using the Attack action, you can use a bonus action to attack with a hand crossbow wielded in your off-hand.

Deadeye

Prerequisite: 8th level or higher

You've honed your skill with ranged weapons to a razor's edge. You gain the following benefits:

- You gain proficiency with the Farshot Stance and Ricochet maneuvers, and do not have to spend exertion to activate them.
- Before you make an attack with a ranged weapon you are proficient with, you can choose to take a penalty on the attack roll equal to your proficiency bonus. If the attack hits, you deal extra damage equal to double your proficiency bonus. This extra damage does not double on a critical hit.
- You ignore half cover and three-quarters cover when making a ranged weapon attack.

Deflector

Prerequisite: Dexterity 13 or higher

When you are wielding a finesse weapon which you are proficient with and are hit by a melee attack from another creature, you can use your reaction to add your proficiency bonus to your Armor Class against that attack, potentially turning the hit into a miss.

Destiny's Call

You are more in tune with the nature of who you truly are and what you can become.

- An ability score of your choice increases by 1.
- When you gain inspiration through your destiny's source of inspiration, you can choose one party member within 30 feet of you. That party member gains inspiration if they don't have it already. Once you inspire a

party member in this way, you can't use this feature again on that party member until you finish a long rest.

Dual-Wielding Expert

You're a master at wielding two weapons at once, gaining the following benefits:

- You gain a +1 bonus to Armor Class while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting with any two one-handed melee weapons.
- When you would normally draw or sheathe a one-handed weapon, you can instead draw or sheathe two one-handed weapons.

Dungeoneer

You're an expert in identifying hidden features found in many dungeons, granting you the following benefits:

- You have advantage on Investigation and Perception checks made to detect secret doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to damage dealt by traps.
- You don't take a -5 penalty on your passive Perception score from traveling at a fast pace.

Eldritch Archer

Prerequisites: 3 levels in fighter, 3 levels in wizard, Fighting Style (Archery)

Eldritch archers combine the precision and skill of a fighter with the magical dedication of a wizard to perform otherwise impossible feats of archery and spellcasting. You gain the following benefits:

- Whenever you make a ranged weapon attack you can choose to conjure magical ammunition and select one of the following damage types: acid, cold, fire, or lightning. Your ranged weapon attacks using this conjured ammunition deal the chosen damage type instead of whatever damage type they would normally deal, and are considered magical

for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Ammunition conjured in this way disappears at the end of the turn it was fired.

- When you hit a target with a ranged weapon attack, you can use your reaction and choose a spell of 1st-level or higher, casting it through your ammunition. The spell must have a casting time of 1 action, and target a single creature or have a range of Touch. If a spell cast in this way requires an attack roll and targets the same target as the triggering ranged weapon attack, it also hits as part of that attack. You may choose not to deal damage with a ranged weapon attack used to cast a spell.

Arrow Enchanter

Prerequisites: Eldritch Archer feat

Skilled eldritch archers can subvert their arcane power to enchant the conjured arrows with rings of eldritch symbols and energy that form around their weapons as they fire.

Whenever you make a ranged weapon attack, you may choose to expend a 1st-level spell slot or higher to enhance the attack to be empowered or unerring. You cannot enhance more than one attack in a turn in this way.

Empowered. An empowered shot deals an additional 2d6 force damage, and an additional 1d6 force damage for each spell slot level above 1st.

Unerring. An unerring shot gains a +2 bonus to the attack roll, and an additional +2 bonus for each spell slot level above 1st.

Eldritch Volley Master

Prerequisites: Arrow Enchanter feat

With the string drawn taught, your rings of eldritch symbols form arrows of pure magic able to assail a whole platoon at once.

Whenever you cast a spell with a Cone area, you may additionally make ranged weapon attacks with a ranged weapon you are wielding against

targets within that conical area. You may make up to a number of attacks equal to the level of the spell cast, each against a different target. Ranged attacks made in this way ignore the loading quality of weapons and use your conjured magical ammunition.

Empathic

You have a heightened awareness of the feelings and motivations of those around you.

- Your Wisdom or Charisma score increases by 1.
- You gain an expertise die on Insight checks made against other creatures.
- When using a social skill and making a Charisma check against another creature, you score a critical success on a roll of 19–20.

Fear Breaker

You have a habit of snatching victory from the jaws of defeat. You gain the following benefits:

- You gain proficiency with the Victory Pose maneuver and do not have to spend exertion to activate it. In addition, you may use this maneuver with up to three different weapons you select instead of just one, and affect allies within 60 feet.
- An ally affected by your Victory Pose gains an expertise die on their next saving throw against fear, and if they are rattled the condition ends for them.

Fortunate

Fate seems to smile on you when you need it most.

You gain 3 fate points. Whenever you make an attack roll, ability check, or saving throw and do not have disadvantage, you may spend a fate point to roll an additional d20 and choose whichever result you wish. You may do this after the initial roll has occurred, but before the outcome is known. If you have disadvantage, you may instead spend a fate point to choose one of the d20 rolls and reroll it.

Alternatively, when you are attacked, you may choose to spend a fate point to force the attacking creature to reroll the attack. The creature resolves the attack with the result you choose.

You regain all expended fate points when you finish a long rest.

Grappler

Prerequisite: *Strength 13 or higher*

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. The creature makes a Strength or Dexterity saving throw against your maneuver DC. On a failure, you and the creature are both restrained until the grapple ends.

Guarded Warrior

It is very difficult for foes to get by you without paying for it. You gain the following benefits:

- A creature that takes the Disengage action still provokes opportunity attacks from you.
- You gain proficiency with the Warning Strike maneuver and do not have to spend exertion to activate it.
- You can use your reaction to make a melee weapon attack against a creature within 5 feet when it makes an attack against a target other than you if the target does not also have this feat.

Hardy Adventurer

- When you take this feat, you gain a number of hit points equal to twice your level.
- Whenever you gain a new level, you gain an additional 2 hit points to your hit point maximum.
- During a short rest, you regain 1 additional hit point per hit die spent to heal.

Heavily Outfitted

Prerequisite: *Proficiency with medium armor*

You're trained to use heavy armor efficiently, gaining the following benefits:

- Your Strength score increases by 1, to a maximum of 20.
- You gain proficiency with heavy armor.

Heavy Armor Expertise

Prerequisite: *Proficiency with heavy armor*

You can use heavy armor to its fullest potential, gaining the following benefits:

- Your Strength score increases by 1, to a maximum of 20.
- While wearing heavy armor, you reduce all bludgeoning, piercing, and slashing damage from nonmagical weapons by 3.

Heraldic Training

You have studied the specialized techniques used by the divine agents known as heralds. You gain the following benefits:

- You gain proficiency in your choice of one martial weapon, one rare weapon, or shields.
- You gain two divine lessons of your choice from the herald class.

Idealistic Leader

The strength of your principles inspires others to follow you with impressive dedication that makes up for whatever your stronghold lacks. You gain the following benefits:

- Any stronghold you have or buy that is of frugal quality is automatically upgraded to average quality at no additional cost.
- You gain a new follower for every 50 staff you have in your stronghold, rather than every 100 staff.
- When you fulfill your destiny, choose a number of followers equal to your proficiency bonus. Each is upgraded to their most expensive version.

Intuitive

You're quick to notice and analyze details, granting you the following benefits:

- Your Intelligence or Wisdom score increases by 1, to a maximum of 20.
- Your passive Perception and passive Investigation scores increase by 5.
- If you can see a creature's mouth while it is speaking a language you know, you are able to read its lips to understand what it is saying.

Keen Intellect

Your mind is practiced and sharp.

- Your Intelligence score increases by 1, to a maximum of 20.
- You can recall anything you've seen or heard within a number of weeks equal to your Intelligence modifier.
- You always know how long it will be before the next sunset or sunrise.
- You always know which way is north.

Lightly Outfitted

You're trained to use light armor efficiently, gaining the following benefits:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You gain proficiency with light armor.

Linguistics Expert

You're well-versed in a variety of languages and codes, gaining the following benefits:

- Your Intelligence score increases by 1, to a maximum of 20.
- You learn three languages of your choice.
- You can invent ciphers and are able to teach a cipher you create to others. Anyone who knows the cipher can encode and read hidden messages made with it; the apparent text must be at least four times longer than the hidden message. Other creatures can detect the presence of the cipher if they spend a minute

examining it and succeed on an Investigation check against a DC equal to 8 + your proficiency bonus + your Intelligence modifier. If the check succeeds by 5 or more, they can read the hidden message.

Martial Scholar

Prerequisite: Proficiency with at least one martial weapon.

You have taken the time to learn some advanced combat techniques. You gain the following benefits:

- You gain proficiency in a combat tradition of your choice.
- You learn two combat maneuvers from a combat tradition you know. If you don't already know any combat maneuvers, both must be 1st degree. Combat maneuvers gained from this feat do not count toward the maximum number of combat maneuvers you know.
- You gain 3 exertion points.

Medium Armor Expert

Prerequisite: Proficiency with medium armor

You can use medium armor to its fullest potential, gaining the following benefits:

- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you are wearing medium armor, the maximum Dexterity modifier you can add to your Armor Class increases to 3.

Moderately Outfitted

Prerequisite: Proficiency with light armor

You're trained to use medium armor and shields efficiently, gaining the following benefits:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You gain proficiency with medium armor and shields.



Monster Hunter

Prerequisite: Proficiency with Survival, 8th level or higher

You are a peerless slayer of beasts most foul. You gain the following benefits:

- You gain an expertise die on checks made to learn information about the Legends and Lore of a creature you can see.
- You learn the *altered strike* cantrip.
- You gain proficiency with the Douse maneuver and do not have to spend exertion to activate it.
- You gain the tracking skill specialty in Survival.

Mounted Warrior

You are a skilled rider, especially adept at fighting from the back of a mount. While mounted, you gain the following benefits:

- You gain proficiency with the Lancer Strike maneuver and do not have to spend exertion to activate it.
- When your mount is targeted by an attack, you can make yourself the attack's target instead.
- When your mount makes a Dexterity saving throw against an effect that deals half damage on a success, it takes no damage on a success and half damage on a failure.

Mystical Talent

Choose a class: bard, cleric, druid, herald, sorcerer, warlock, or wizard. From your choice, you gain the following benefits:

- You learn two cantrips of your choice from the spell list of your chosen class.
- Choose one 1st-level spell to learn from that same spell list. You can cast this spell without expending a spell slot. Once you cast the spell in this way, you must finish a long rest before you can cast it in this way again. You can also cast this spell using a spell slot of the appropriate level (or the appropriate number of spell points if you have warlock levels).
- Your spellcasting ability for these spells depends on the class you chose: Intelligence for wizard, Wisdom for cleric or druid, Charisma for bard, herald, or sorcerer, or your choice of Intelligence, Wisdom, or Charisma for warlock.

Mystic Arcanist

Prerequisites: 3 levels in cleric, 3 levels in sorcerer

The arcane and the divine are but two aspects of the same power seen through different lenses, and those with arcane blood running through their veins and divine words chanted in their ears can access magic in its purest form. You gain the following benefits:

- Your Wisdom or Charisma score increases by 1, to a maximum of 20.
- When you cast a spell that restores hit points, you restore an additional number of hit points equal to your Charisma modifier.
- You can spend sorcery points to temporarily gain a spell from the cleric or sorcerer spell lists. Temporarily gaining a spell in this way costs a number of sorcery points equal to the spell's level. You cannot gain a spell in this way that has a level higher than your highest level spell slot. When you gain a cleric spell in this way, it is considered prepared for the day. When you gain a sorcerer spell in this way, it is considered a spell you know for the day. You lose all spells gained in this way whenever you finish a long rest.

Pure Arcanist

Prerequisites: Mystic Arcanist feat

As a mystic arcanist studies and meditates, they come closer and closer to an understanding of the pure magic from which all other arcanum stems. You gain the following special manifestations:

Divine (Radiant). When you cast a spell that deals radiant damage, you can spend 1 sorcery point and choose one creature you can see within 60 feet. That creature regains a number of hit points equal to $1d8 \times$ the spell's level.

Pure Arcanum (Force). When you cast a spell that deals force damage, you can spend 2 sorcery points and choose one creature you can see. After the spell's damage is resolved, if the creature was damaged by the spell it makes an Intelligence saving throw or becomes stunned until the end of its next turn.

Arcanum Master

Prerequisites: Pure Arcanist feat

With a wellspring of magic flowing from their veins and a divine understanding of all magic, the mystic arcanist can reorder magic to suit their will. Whenever you cast a spell that deals damage, you may choose the type of damage that spell deals and the appearance of the spell's effects. For example, *scorching rays* made to deal cold damage might look like icicle spears, a *fireball* that deals radiant damage may appear to be an explosive host of warrior angels, and a *lightning bolt* that deals psychic damage may be a strange color or accompanied by unnatural howls.

Natural Warrior

The urge to fight runs hot in your veins and you take to battle naturally. You gain the following benefits:

- Your Speed increases by 5 feet.
- When making an Acrobatics or Athletics check during combat, you can choose to use your Strength or Dexterity modifier for either skill.
- You gain proficiency with the Bounding Strike maneuver and do not have to spend exertion to activate it.

- You can roll 1d4 in place of your normal damage for unarmed strikes. When rolling damage for your unarmed strikes, you can choose to deal bludgeoning, piercing, or slashing damage.

Newblood

Prerequisites: Must have been bitten by a vampire or taken necrotic damage equal to quadruple your level

You have been corrupted with vampirism from exposure to dark forces that unlocked an ancient and unknown power within your blood, or because a vampire has bitten you. In either case your affliction makes you more than mortal, and yet somehow less.

You gain resistance to necrotic damage (or if you already have it, immunity to necrotic damage) and darkvision to a range of 30 feet (or if you already have it, the range of your darkvision increases by 30 feet). You also gain a bite natural weapon and the Charming Gaze feature.

Bite. You gain a bite natural weapon you are proficient with. You are only able to bite grappled, incapacitated, restrained, or willing creatures. You can use Dexterity instead of Strength for the attack rolls of your bite. On a hit your bite deals piercing damage equal to $1d6$ plus your Strength modifier or Dexterity modifier (whichever is highest). In addition, once per turn you can choose for your bite to also deal $1d6$ necrotic damage \times your proficiency bonus. You regain hit points equal to the amount of necrotic damage dealt to your target. This necrotic damage can only be increased by a critical hit.

Charming Gaze. You magically target a creature within 30 feet, forcing it to make a Wisdom saving throw ($DC 8 +$ your proficiency bonus $+$ your Charisma modifier). On a failure, the target is charmed by you for a number of hours equal to your proficiency bonus. While charmed it regards you as a trusted friend and is a willing target for your bite. The target repeats the saving throw each time it takes damage, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, it is immune to your charm for 24 hours. Once you have used this feature, you can't do so again until you finish a long rest.

This dark gift comes with a price however, making you averse to sunlight. You have disadvantage on attack rolls and on Perception checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight. In addition, you cannot use your Charming Gaze while you are in direct sunlight.

Vampire Spawn

Prerequisites: *Newblood*

You have embraced your vampirism, unlocking ever more and greater dark gifts. Your bite damage increases to 1d8, a creature affected by your Charming Gaze remains charmed for a number of hours equal to your level, and you regain the use of Charming Gaze when you finish a short or long rest.

You also gain the Spider Climb and Vampiric Regeneration features.

Spider Climb. You gain a climb speed equal to your Speed, and you can climb even on difficult surfaces and upside down on ceilings.

Vampiric Regeneration. Whenever you start your turn with at least 1 hit point and you haven't taken radiant damage or entered direct sunlight since the end of your last turn, you gain a number of temporary hit points equal to twice your proficiency bonus.

The price for your vampirism becomes all the greater. When you end your turn in contact with running water, you take 20 radiant damage.

Vampire Lord

Prerequisites: *Vampire Spawn*

It is uncertain where the darkness ends and you begin as you fully embrace vampirism—everything it offers and all that it takes away. You gain the following benefits:

- Your Speed increases by 10 feet.
- You gain an expertise die on Stealth checks.
- The range of your darkvision increases to 120 feet.
- Your bite damage increases to 1d10.
- You can use Charming Gaze twice between rests.

- When using Charming Gaze, a target with at least one level of strife makes its saving throw with disadvantage.

You also gain the Vampiric Shapechange feature.

Vampiric Shapechange. You can use an action to transform into the shape of a Medium or smaller beast of CR 3 or less, a mist, or back into your true form.

While transformed into a beast, you have the beast's size and movement modes. You can't use reactions or speak. Otherwise, you use your statistics. Any items you are carrying transform with you.

While transformed into a mist, you have a flying speed of 30 feet, can't speak, can't take actions or manipulate objects, are immune to nonmagical damage from weapons, and have advantage on saving throws and Stealth checks. You can pass through a space as narrow as 1 inch without squeezing but can't pass through water. Any items you are carrying transform with you.

All of these changes to your body have utterly deprived you of your mortality. You gain the undead type in addition to being a humanoid, and you take 20 radiant damage when you end your turn in contact with sunlight.

Nightstalker

Prerequisites: *3 levels in adept, 3 levels in rogue*

Nightstalkers are dedicated spies, saboteurs, and assassins, trained in ancient techniques that strain the limits of physical ability and verge on the supernatural. You gain the following benefits:

- Your Dexterity or Wisdom score increases by 1, to a maximum of 20.
- You may deal Sneak Attack damage when making attacks using unarmed strikes or adept weapons.
- You gain a bonus equal to your Wisdom modifier on Acrobatics, Deception, and Stealth checks.

In addition, you gain the following special focus feature:

Twilight Vanish

Nightstalkers can move with such swiftness that it takes a trained eye to see the motion at all. You can use a reaction and spend 2 exertion to move up to 30 feet with such incredible speed that you seem to disappear. After you move in this way you may immediately take the Hide action.

Subtly Skilled

Prerequisites: *Nightstalker feat*

A nightstalker's true strength isn't brute force—you are an infiltrator, deceiver, a voice in the right ear or a knife to the right neck, and you turn your physical and mental discipline into the subtlest of manipulations and subterfuge.

You may add your martial arts die as a bonus to Acrobatics, Culture, Deception, Engineering, Intimidation, Investigation, Sleight of Hand, Stealth, Perception, Performance, and Persuasion checks.

Night Master

Prerequisites: *Subtly Skilled feat*

As an experienced nightstalker you have learned complicated and fiercely guarded traditions that channel your mental energy through demanding techniques which unlock magic by manipulating the physical world.

You can spend exertion to cast any spells from the air, earth, fear, fire, movement, obscurement, plants, poison, senses, shadow, transformation, unarmed, or water schools at the cost of 2 exer-

tion per spell level. You use your focus save DC for spells cast this way, and your spell attack modifier is equal to your proficiency bonus + your Wisdom modifier.

Physician

You are a capable healer, able to mend wounds and treat ailments. You gain the following benefits:

- When you use a healer's satchel to stabilize a dying creature, it regains a number of hit points equal to your Wisdom modifier.
- You can use an action and spend one use of a healer's satchel to tend to a creature. The creature regains 1d6 + 4 hit points, plus additional hit points equal to its maximum number of hit dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

Polearm Savant

You gain the following benefits:

- When you attack with a glaive, halberd, quarterstaff, or spear using the Attack action, you can use a bonus action to make a melee attack with the weapon's opposite end. This attack uses the same ability modifier as the primary attack, dealing 1d4 bludgeoning damage on a hit.
- While you are wielding a glaive, halberd, pike, quarterstaff, or spear, a creature that enters your reach provokes an opportunity attack from you. A creature can use its reaction to avoid provoking an opportunity attack from you in this way.

Power Caster

Prerequisite: *The ability to cast at least one spell*

You have advanced offensive capabilities with certain kinds of spells, gaining the following benefits:

- The range is doubled for any spell you cast that requires a spell attack roll.
- You ignore half cover and three-quarters cover when making a ranged spell attack.

Magical Feats

If you are a warlock and select a feat that allows you to choose your spellcasting ability (such as taking Powerful caster and choosing a warlock cantrip), you must use the spellcasting ability chosen when you became a warlock. When taking multiple feats that allow you to choose your spellcasting ability and selecting options to cast warlock spells, you must use the spellcasting ability chosen when you took the first of these feats.

- Choose one cantrip that requires an attack roll. The cantrip must be from the bard, cleric, druid, herald, sorcerer, warlock, or wizard spell list. You learn this cantrip and your spellcasting ability for it depends on the spell list you chose from: Intelligence for wizard, Wisdom for cleric or druid, Charisma for bard, herald, or sorcerer, or your choice of Intelligence, Wisdom, or Charisma for warlock.

Powerful Attacker

You've mastered wielding unwieldy weapons, using weight and momentum to empower your strikes. You gain the following benefits:

- You gain proficiency with the Cleaving Swing maneuver and do not have to spend exertion to activate it.
- Before you make an attack with a heavy weapon you are proficient with, you can choose to make the attack roll with disadvantage. If the attack hits, you deal 10 extra damage.

Proclaimer

Prerequisites: 3 levels in bard, 3 levels in herald, Art Specialty (Voice)

Proclaimers are more than devoted to their faith, they are the oracles, the orators, the divine mouthpieces shouting to the masses with booming voices, convincing words, and eyes clouded with holy truth.

You gain the following benefits:

- You are gifted with a divine sight of the near-future. Whenever the Narrator calls for you to roll for initiative, you may activate a use of your Divine Sense feature to warn yourself and up to a number of creatures equal to your Charisma modifier within 30 feet, granting advantage on the initiative check.
- Your word is holy, and you may use your voice Art Specialty to cast herald spells.
- You may spend exertion to cast spells from the divination school that you know at a cost of 1 exertion per spell level.



- When you gain this feat, you gain one of the following alignment traits: Chaotic, Evil, Good, or Lawful (page 156). Once chosen your alignment trait cannot be changed, but you can gain a second alignment trait that is not opposed.

Divine Orator

Prerequisites: Proclaimer feat

Proclaimers can use their oration skills to spread their version of ultimate truth into even the most stubborn of acolytes.

You learn the Divine Inspiration and Persuasive Speech battle hymns. These special battle hymns can only be performed while you are using your voice Art Specialty as a spell focus.

Divine Inspiration. Once per round when an ally within 15 feet hits a creature with a melee weapon attack, your ally can deliver a Divine Smite just as if you had delivered it yourself using your Divine Smite feature (expending one of your uses). If you are able to empower your smites, you may choose to empower it as normal.

Persuasive Speech. Hostile creatures within 30 feet take a –1d4 penalty on attack rolls. When a hostile creature begins its third consecutive turn within this range it becomes charmed by you and will not attack you or your allies for the battle hymn's duration. If this causes combat to end early, the creatures remain charmed to you for 1 minute afterward. For the next 24 hours after the battle hymn ends, you gain an expertise die on Charisma checks made against creatures that were charmed in this way. Creatures that either share your alignment or worship a deity that does become charmed after two consecutive turns instead. Creatures that have an opposite alignment (good and evil are opposites, as are law and chaos) or worship a greater entity that does cannot be charmed in this way.

Harbinger of Things To Come

Prerequisites: *Divine Orator feat*

Your visions of the future are unclear, but by your word these omens can mean hope or despair.

You learn the Preach Despair and Preach Hope battle hymns. These special battle hymns can only be performed while you are using your voice Art Specialty as a spell focus.

Preach Despair. A hostile creature within 60 feet of you suffers a level of strife. Creatures with an opposite alignment from yours or that worship a greater entity that does suffer two levels of strife instead. A creature cannot suffer more than two levels of strife from Preach Despair in the same 24 hours.

Preach Hope. For the battle hymn's duration, allies that can hear you gain advantage on saving throws made against fatigue and strife. You can end the battle hymn early to remove one level of strife from an ally within 15 feet, or two levels of strife if they share your alignment or worship a greater entity that does.

Primordial Caster

Prerequisite: *The ability to cast at least one spell*

Upon gaining this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder.

- When you cast a spell that deals damage, your spell's damage ignores damage resistance to the chosen type.
- When you cast a spell that deals damage of the chosen type, you deal 1 additional damage for every damage die with a result of 1.

This feat can be selected multiple times, choosing a different damage type each time.

Rallying Speaker

Prerequisite: *Charisma 13 or higher*

You are capable of awe-inspiring leadership, and that leadership gives your allies strength. When you spend 10 minutes speaking inspirationally, you can choose up to 6 friendly creatures (including yourself) within 30 feet that can hear and understand you. Each creature gains temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

Resonant Bond

You're able to form a greater bond with magic items. During a short rest, you can focus on a non-consumable magic item and create a unique bond with it called resonance. You can have resonance with only one item at a time. Attempting to resonate with another item fails until you end the resonance with your current item. When you resonate with an item, you gain the following benefits:

- If the resonant item requires attunement and you meet the prerequisites to do so, you become attuned to the item. If you don't meet the prerequisites, both the attunement and resonance with the item fails. This attunement doesn't count toward the maximum number of items you can be attuned to. Unlike other attuned items, your attunement to this item doesn't end from being more than 100 feet away from it for 24 hours.
- As a bonus action, you can summon a resonant item, which appears instantly in your hand so long as it is located on the same plane of existence. You must have a free hand to use this feature and be able to hold the item. Once

you summon the item in this way, you can't do so again until you finish a short or long rest.

- If the resonant item is sentient, you have advantage on Charisma checks and saving throws made when resolving a conflict with the item.
- If the resonant item is an artifact, you can ignore the effects of one minor detrimental property.

You lose resonance with an item if another creature attunes to it or gains resonance with it. You can also voluntarily end the resonance by focusing on the item during a short rest, or during a long rest if the item is not in your possession.

Rite Master

Prerequisite: *Intelligence or Wisdom 13 or higher*

You gain a ritual book containing spells that you can cast as rituals while holding it.

Choose one of the following classes: bard, cleric, druid, herald, sorcerer, warlock, or wizard. When you acquire this feat, you create a ritual book holding two 1st-level spells of your choice from that class' spell list. These spells must have the ritual tag. The class you choose also determines your spellcasting ability for these spells: Intelligence for wizard, Wisdom for cleric or druid, Charisma for bard, herald, or sorcerer, or your choice of Intelligence, Wisdom, or Charisma for warlock.

If you come across a spell with the ritual tag in written form (like on a *spell scroll* or in a wizard's spellbook), you can add it to your ritual book if the spell is on the spell list for the class you chose and its level is no higher than half your level (rounded up). Copying the spell into your ritual book costs 50 gold per level of the spell and takes 2 hours per spell level.

Shadowdancer

Prerequisites: *3 levels in rogue, 3 levels in warlock*

Those that steal gold and those that steal power from the otherworldly must both walk among the shadows. The darkness consumes some, the light catches others, but some special few manage to slip through and like them you dance unseen along reality's edge.

You gain the following benefits:

- You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Unlike other forms of darkvision you can see color in this way as if you were seeing normally. If you already had darkvision or would gain it later from another feature, its range increases by 30 feet.
- You can use a bonus action and spend 1 spell point to teleport up to 30 feet to an unoccupied area of darkness or dim light you can see. You must currently be in an area of darkness or dim light to teleport in this way. You can bring along objects if their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller, provided it isn't carrying gear beyond its carrying capacity and is within 5 feet. You can increase the range of this teleport by 30 additional feet per each additional spell point you spend.

Shadowmancer

Prerequisites: *Shadowdancer feat*

Those lost dancing in the dark eventually find comfort in those in between places, and learn the baffling shades and colors that light has never touched. You gain the following benefits:

- You regain 1 spell point whenever you cast a spell from the shadow school.
- You gain a Stealth skill specialty for hiding while in areas of darkness or dim light, and you have advantage on Dexterity (Stealth) checks made to hide while in areas of darkness or dim light.
- Whenever you use your Shadowdancer ability to teleport, after teleporting you can use your reaction to take the Dodge action.

Shadow Assassin

Prerequisites: *Shadowmancer feat*

Inevitably, all shadowdancers learn that the dark's only noble purpose is to snuff out the light. While you are hidden from a target and are in an area of darkness or dim light, you may apply your Sneak Attack damage to an eldritch blast.

Shield Focus

You can use your shield both offensively and defensively. You gain the following benefits while wielding a shield:

- When you take the Attack action on your turn, you can use a bonus action to use your shield to make a Shove maneuver against a creature within 5 feet of you.
- When you make a Dexterity saving throw against a spell or harmful effect that only targets you, if you aren't incapacitated you gain a bonus equal to your shield's Armor Class bonus.
- When you succeed on a Dexterity saving throw against an effect that deals half damage on a success, you can use your reaction to take no damage by protecting yourself with your shield.

Skillful

You have a versatile skillset. Choose any three skills, tools, languages, or combination of these. You gain proficiency with each of your three choices. If you already have proficiency in a chosen skill, you instead gain a skill specialty with that skill.

Skirmisher

You've trained yourself to be especially mobile, no matter the situation. You gain the following benefits:

- Your Speed increases by 10 feet.
- You can Dash through difficult terrain without requiring additional movement.
- Whenever you make an attack against a creature, you don't provoke opportunity attacks from that creature until the end of your turn.

Spellbreaker

You have learned specialized techniques to fight against magic users more effectively. You gain the following benefits:

- You gain proficiency with the Purge Magic maneuver and do not have to spend exertion to activate it.
- When a creature concentrating on a spell is damaged by you, it has disadvantage on its concentration check to maintain the spell it is concentrating on.
- You have advantage on saving throws made against spells cast within 30 feet of you.

Stalwart

Uncommonly resilient, you gain the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- You regain a minimum number of hit points equal to double your Constitution modifier (minimum 2) whenever you roll a hit die to regain hit points.



Stealth Expert

Prerequisite: *Dexterity 13 or higher*

You are skilled at hiding and operating from the shadows. You gain the following benefits:

- You can try to hide even while you are only lightly obscured from the creature you are trying to hide from.
- Your position isn't revealed when you miss with a ranged weapon attack against a creature you are hidden from.
- You do not have disadvantage from dim light when making Perception checks.

Street Fighter

You're skilled at fighting unarmed and unprepared, gaining the following benefits:

- Your Strength or Constitution score increases by 1, to a maximum of 20.
- You can roll 1d4 in place of your normal damage for unarmed strikes.
- You are proficient with improvised weapons.
- You can use a bonus action to make a Grapple maneuver against a target you hit with an unarmed strike or improvised weapon on your turn.

Surgical Combatant

Your knowledge of anatomy and physiology is a boon to your allies and a bane to your foes. You gain the following benefits:

- You gain proficiency with the Dangerous Strikes maneuver and do not have to spend exertion to activate it.
- You gain proficiency in Medicine. If you are already proficient, you instead gain an expertise die.
- You gain an expertise die on Medicine checks made to diagnose the cause of or treat wounds.

Survivor

You use every last ounce of energy to survive, even in the worst of circumstances.

- When you are reduced to 0 or fewer hit points, you can use your reaction to move up to your Speed before falling unconscious. Moving in this way doesn't provoke opportunity attacks.
- On the first turn that you start with 0 hit points and must make a death saving throw, you make that saving throw with advantage.
- When you take massive damage that would kill you instantly, you can use your reaction to make a death saving throw. If the saving throw succeeds, you instead fall unconscious and are dying.
- Medicine checks made to stabilize you have advantage.
- When a creature successfully stabilizes you, at the start of your next turn you regain 1 hit point. Once you have used this feature, you can't use it again until you finish a long rest.

Swift Combatant

Prerequisite: *8th level or higher*

You are naturally quick and use that to your advantage in battle. You gain the following benefits:

- Your Speed increases by 5 feet.
- You gain proficiency with the Charge, Rapid Drink, and Swift Stance maneuvers, and do not have to spend exertion to activate them.

Tactical Support

Your tactical expertise gives your allies an edge in combat.

- When using the Help action to aid an ally in attacking a creature, the targeted creature can be up to 30 feet away instead of 5 feet.
- If an ally benefiting from your Help action scores a critical hit on the targeted creature, you can use your reaction to make a single weapon attack against that creature. Your attack scores a critical hit on a roll of 19–20. If you already have a feature that increases

the range of your critical hits, your critical hit range for that attack is increased by 1 (maximum 17–20).

- When a creature is damaged by an attack that was aided by the use of your Help action, you don't provoke opportunity attacks from that creature until the end of your next turn.

Tenacious

Choose one ability score. The chosen ability score increases by 1, to a maximum of 20, and you gain proficiency in saving throws using it.

Thespian

You are skilled in the dramatic arts, granting you the following benefits:

- Your Charisma score increases by 1, to a maximum of 20.
- You have advantage on Deception and Performance checks made when attempting to mimic another creature's looks, mannerisms, or speech.
- You have a natural talent for perfectly mimicking the sounds of other creatures you've heard make sound for at least 1 minute. A suspicious listener can see through your perfect mimicry by succeeding on a Wisdom (Insight) check opposed by your Charisma (Deception) check.

Untamed

Prerequisites: 3 levels in berserker, 3 levels in druid (Skinchanger archetype)

The untamed harness the berserker's rage while in the wild shapes of the druid, combining a mortal's blind fury with nature's infinite unbridled wrath. You gain the following benefits:

- Your Strength or Wisdom score increases by 1, to a maximum of 20.
- You may enter a rage and assume a wild shape using the same bonus action.

- Any temporary hit points you gain from assuming a wild shape while raging become rage hit points instead.
- You may cast and concentrate on druid spells with a range of Self or Touch while raging.

Living Stampede

Prerequisites: Untamed feat

The untamed have a connection with nature and the very world itself can feel the heat of their fury. Whenever you enter a rage you may choose up to a number of creatures equal to your Wisdom modifier within 60 feet that are beasts, fey, or plants. These chosen creatures gain the following benefits for as long as you rage, but are unable to take the Fall Back reaction:

- Advantage on Strength checks and Strength saving throws.
- Resistance to bludgeoning, piercing, and slashing damage.
- Temporary hit points equal to your level.
- A bonus to damage rolls equal to your proficiency bonus.

Wild Rioter

Prerequisites: Living Stampede feat

Your wrath bursts the dams of even your connection with nature, outpouring from you and your stampede like a plague of fury.

While raging, you and any creatures benefiting from your Living Stampede emit 5-foot auras of fury. When a creature other than you or your allies enters a fury aura or starts its turn there it makes a Wisdom saving throw against your druid spell save DC. On a failed save, a creature becomes confused, except instead of rolling to determine their actions as normal for the confused condition, they are always considered to have rolled the 7 or 8 result. At the end of each of a confused creature's turns it repeats the saving throw, ending the effect on itself on a success. Once a creature successfully saves against this effect, it is immune to it for the remainder of your rage.

Vendetta

Something or someone has had a profound impact on your life—and earned your unending rancor. You are utterly dedicated to defeating the source of your vendetta, often an organization like a thieves' guild, the minions of a dreadful foe like a dragon or lich, or the army of a powerful ruler like a tyrant king. You gain an expertise die on attack rolls and initiative checks made against creatures that are part of your vendetta, and when making a saving throw to resist an attack, feature, maneuver, spell, or trait from a creature that is part of your vendetta. Whether or not a creature is part of your vendetta is at the Narrator's discretion.

Revenant

Prerequisites: *Vendetta, one other feat or previous Ability Score Improvement, dead*

You may choose to select this feat when you die, replacing your most recently chosen feat other than Vendetta or reducing your ability scores to reverse your last Ability Score Improvement. The next midnight your corpse rises and your soul returns to it. You gain the undead type in addition to being a humanoid, as well as the following benefits:

- Your destiny changes to Revenge.
- You gain resistance to necrotic and psychic damage.
- You gain darkvision to a range of 60 feet (or if you already have it, its range increases by 30 feet).
- You become immune to poison damage and the poisoned condition.
- If your vendetta has not ended, you regain all of your hit points when you finish a short rest or 1 hour after you are reduced to 0 hit points.
- You gain an expertise die on saving throws made against spells and other magical effects, and on saving throws made to resist being charmed, fatigued, frightened, paralyzed, or stunned.

- You gain an expertise die on ability checks made to find or track a creature that is part of your vendetta.

True Revenant

Prerequisites: *Revenant*

Even though it has carried you beyond the mortal pale and back again, your mission has become do or die as you exchange the last vestiges of your soul for more power so that you can finally destroy your foes. One year and one day after you select this feat or when your vendetta has ended, you are doomed. Until then, you gain the following benefits:

- You cannot be charmed, fatigued, frightened, paralyzed, or stunned.
- You have advantage on saving throws against spells and other magical effects.
- You regain all of your hit points after you do not take any damage for 1 minute.

In addition, you also gain the Fearsome Pursuit and Burning Hatred features.

Fearsome Pursuit. You can spend 1 minute focusing on a creature that is part of your vendetta. If the creature is dead or on another plane of existence, you learn that. Otherwise, after focusing, you know the distance and direction to that creature, and so long as you're moving in pursuit of that creature, you and anyone traveling with you ignore difficult terrain. This effect ends if you take damage or end your turn without moving for any reason.

Burning Hatred. You can use an action to target the focus of your Fearsome Pursuit if it is within 30 feet. The creature makes a Wisdom saving throw (DC 8 + your proficiency bonus + your highest mental ability score modifier). On a failure, it takes psychic damage equal to 1d6 × your proficiency bonus and is stunned until the end of its next turn. On a success, it takes half damage and is rattled until the end of its next turn. Once you have used this feature a number of times equal to your proficiency bonus, you can't use it again until you finish a long rest.

Vengeful Protector

Prerequisite: *Proficiency with shields*

You hate seeing your comrades made to suffer and are ready to protect them. You gain the following benefits:

- You gain proficiency with shields as weapons.
- You gain proficiency with the Double Team maneuver and do not have to spend exertion to activate it.
- When a creature reduces a party member (not including animal companions, familiars, or followers) to 0 hit points, you gain an expertise die on attacks made against it until the end of combat.

Vigilante

Prerequisites: *3 levels in adept, 3 levels in ranger*

A vigilante may operate inside civilization but outside the law, combining survival techniques and highly trained physical prowess to enforce their own justice from behind the anonymity and fearsome authority of a mask.

You gain the following benefits:

- Your Wisdom or Dexterity score increases by 1, to a maximum of 20.
- You have an alter ego, an identity associated with a costume or disguise. This alter ego can be as complicated as a full outfit with a history or legends surrounding it or a simple mask or cowl. You can assume or remove this alter ego as an action and it can be worn with all types of armor.
- You gain a 1d8 expertise die and advantage on Deception checks made regarding your alter ego, Persuasion checks made to dissuade others from connecting you to your alter ego, and on disguise kit checks.
- Your alter ego has its own Prestige rating that may increase or decrease as you perform deeds while in your alter ego. In addition, while in your alter ego you gain a 1d8 expertise die on Prestige checks.

- While in your alter ego, you may make a Prestige check and use that result in place of any Intimidation or Persuasion check you would otherwise make.

Equipped for Justice

Prerequisites: *Vigilante feat*

A vigilante is prepared for anything, and in your hands common pieces of equipment become tools of your unique brand of justice.

You gain the following benefits:

- You gain proficiency with all types of artisan's tools and miscellaneous tools. If you already have proficiency with any of these tools, you instead gain an expertise die with those tools.
- You gain proficiency with Engineering and a 1d8 expertise die on Engineering checks. In addition, you build a nonmagical grappling gun (Chapter 9: Enchanted Gear in *Trials & Treasures*) that only functions in your hands. Replacing your grappling gun requires 3 days of crafting and 500 gold.
- You may add your Wisdom modifier to the DC of any saving throws used for miscellaneous adventuring gear items (page 331) and to attack rolls made using miscellaneous adventuring gear items.

A Symbol That Strikes Fear

Prerequisites: *Equipped for Justice feat*

All vigilantes eventually become symbols, and you are a legend that strikes fear into the hearts of those that would stand against you. Creatures with a CR lower than your alter ego's Prestige rating are frightened of you while you are in your alter ego.

In addition, you become particularly adept at subduing your enemies rather than outright killing them. Whenever you begin a turn grappling a creature, you can attempt to non-lethally subdue it. The grappled creature makes a Constitution saving throw against your maneuver DC.

On a failed saving throw, a creature is knocked unconscious for the next hour. A creature with more than 25% of its maximum hit points automatically succeeds on this saving throw.

Weapons Specialist

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You gain proficiency with four weapons of your choice. Three of these must be a simple or a martial weapon. The fourth choice can be a simple, martial, or rare weapon.

Well-Heeled

Prerequisite: *Prestige rating of 2 or higher*

You can maneuver effortlessly through the corridors of power and prestige. You gain the following benefits:

- You are treated as royalty (or as closely as possible) by most commoners and traders, and as an equal when meeting other authority figures (who make time in their schedule to see you when requested to do so).
- You have passive investments and income that allow you to maintain a high quality of living. You have a rich lifestyle and do not need to pay for it.
- You gain a second Prestige Center. This must be an area where you have spent at least a week of time.

Woodcraft Training

You have learned to survive in the wilds, a useful skill for almost any adventurer. You gain the following benefits:

- You gain proficiency with the herbalism kit, navigator's kit, a simple ranged weapon, or a martial ranged weapon.
- You gain two exploration knacks of your choice from the ranger class.

