



## FEATS

At certain levels, your archetype gives you the Character Improvement feature. You can choose whether you raise ability scores, or choose one feat, either an open feat or a cultural feat from your chosen culture. You can take each feat only once, unless the feat's description says otherwise.

Some feats have prerequisite specified, and you must meet all that are specified in the feat's description to take that feat. If for some reason you no longer have all prerequisites, you can no longer use that feat or enjoy the feat's benefits.

### OPEN FEATS

#### Battle Experience

**Prerequisite:** Constitution 13 or higher

You have been in battle many times and learned how to react, fight, and to attempt risky things. You gain the following benefits:

- ♦ You ignore the effects of being Lightly Wounded, the first step of the Wound Track.
- ♦ You have advantage when rolling for Initiative.

#### Combat Movement

**Prerequisite:** Dexterity 13 or higher

You are adept at moving in combat. You gain the following benefits:

- ♦ You gain proficiency in the Acrobatics skill.
- ♦ As a bonus action, you can make a DC 15 Dexterity (Acrobatics) check. If you succeed, for 1 round you treat hostile creatures space as two size categories larger than you.

#### Commander

**Prerequisite:** Charisma 13 or higher

You are an experienced commander and a great inspiration to your allies. When you hit with an attack, you can use a bonus action to move a single creature within 30 feet of you up one step on the Wound Track. Once you use this feature, you must finish a short or a long rest before using it again.

#### Expert Craftsman

**Prerequisite:** Proficient with artisan's tools

You have mastered your craft. You gain the following benefits:

- ♦ Double your proficiency modifier when using artisan's tools that you are proficient in.
- ♦ Choose one Artisans tool, you gain proficiency in that tool.

#### Faithful

**Prerequisite:** Being able to cast Prayers

Your faith is strong. You gain the following benefits:

Choose one 1st level prayer. You can cast that prayer without expending a spell slot. Once you use this feature, you must finish a short or long rest.

When you abuse Divine Points and the GM rolls for Wrath of the Gods, you roll twice on the table and choose either result.

#### Fearless

You have nerves of steel and gain the following abilities:

- ♦ You ignore the effects of being Anxious.
- ♦ You have advantage on saving throws against fear.

#### Great Healer

**Prerequisite:** One or more dweller die

You have mastered your healing skills. You can add your proficiency modifier to all dweller dice used to heal damage.

#### Great Leader

**Prerequisite:** One or more leadership die

Your leadership is unquestioned by your followers. You can add your Charisma modifier to any roll made with a leadership die.

#### Heavy Armor Master

**Prerequisite:** Medium armor proficiency

You have learned how to use armor to defend yourself. You gain the following benefits:

- ♦ You are proficient with heavy armor.
- ♦ You gain a +2 bonus to your Wound Threshold







## Hunting Experience

You are a skilled hunter and gain the following benefits:

- ♦ You have advantage on Survival and Stealth checks when hunting.
- ♦ You double the number of rations you get from hunting.

## Indomitable

Your Honor means everything to you. When you spend Raud to move up one step on the Wound Track or remove one level of fear, you can make a single melee attack.

## Ironclad

**Prerequisite:** Proficient in medium or heavy armor.

You know how to use your armor and make the most of it. When wearing armor, you gain the following benefits:

- ♦ When wearing medium or heavy armor, bludgeoning, slashing and piercing damage you take from non-magical weapons is reduced by 3.
- ♦ You gain a +4 bonus to your Wound Threshold.

## Jester

You have made a name for yourself as a court jester. You gain the following benefits:

- ♦ You have advantage on Performance checks.
- ♦ You earn twice as much from your performances.
- ♦ You have advantage on Charisma checks made to gain audience with nobles and lords.

## Light Armor Proficiency

You have learned how to use armor to defend yourself. You gain proficiency with light armor.

## Lindwurm's Kin

**Prerequisite:** Constitution 13 or higher

The blood of Lindwurm flows in your veins. You gain the following benefits:

- ♦ As a bonus action, you can move up one step on the Wound Track once per short rest.
- ♦ When you are at 0 hit points you can keep on fighting for a number of rounds equal to your Constitution modifier, to a minimum of 1. You must still make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points.

## Literate

**Prerequisite:** Intelligence 13 or higher

You know how to read and write one of the languages you speak. You gain the following benefits:

- ♦ Increase either your Intelligence or Wisdom score by 1, to a maximum of 20.
- ♦ You gain proficiency with Scribe's kit.

## Master Herbalist

**Prerequisite:** Proficient with herbalist tools.

You have mastered creating potions and extracts. You gain the following benefits:

- ♦ You add double your proficiency modifier when making potions and extracts.
- ♦ You only need half the time needed to create potions and extracts.

## Medium Armor Master

**Prerequisite:** Light armor proficiency

You have learned how to use armor to defend yourself. You gain the following benefits:

- ♦ You have proficiency with medium armor.
- ♦ You gain a +1 bonus to your Wound Threshold.

## Potency

**Prerequisite:** Being able to use Divine Points

You are a potent dimwalker. You gain 3 extra Divine Points when you invoke your faith.

## Resilient

You are resilient and know how to use your abilities to persevere. Choose one ability score. You gain the following benefits:

- ♦ Increase the chosen ability score by 1, to a maximum of 20.
- ♦ You gain proficiency in saving throws using the chosen ability.







## Rigorous

**Prerequisite:** Being able to use Divine Points.

You know how to use your faith to complete the task at hand. As a reaction, you can expend 1 Divine Point to add a d6 to your next ability check, saving throw, or attack roll.

## Safe Weaving

**Prerequisite:** Being able to cast vitner spells

You can feel when the vitner is unstable and you know how to avoid the effects of Surge of Vitner. You gain the following benefits:

- ♦ Your active spell doesn't count towards the number of active spells.
- ♦ When you use Vitner Points, you roll for Surge of Vitner as if you had used 1 less Vitner Points to a minimum of 1, for an example if you used 2 Vitner Points to buy metaeffects, you roll for Surge of Vitner as if you had used 1 Vitner Point.

## Seaman

You know the sea and have spent time aboard ships. You gain the following benefits:

- ♦ You are immune to seasickness.
- ♦ You have advantage on Survival and Nature skill checks regarding sea and seamanship.
- ♦ You do not treat ships and boats in high sea as difficult terrain.

## Shadow World

You know the darker side of Trudvang. You gain the following benefits:

- ♦ You can't be surprised while you are conscious.
- ♦ You gain proficiency in Investigation.
- ♦ You have advantage on Charisma based skill checks when dealing with members of the underworld.

## Shield Proficiency

You have learned how to use a shield to defend yourself. You gain proficiency with shields.

## Skilled

You are skilled. Choose two skills from your archetype that you are not proficient in. You gain proficiency in those two skills.

## Veteran Warrior

**Prerequisite:** Being able to use battle maneuvers.



You have learned more maneuvers. You gain the following benefits:

- ♦ Choose one battle maneuver and add it to your list of known maneuvers.
- ♦ You can use your maneuvers a number of times equal to 2 + your Intelligence modifier (minimum 2).

## Vyrding

**Prerequisite:** Being able to cast spells.

You can cast a spell that has a verbal component, without uttering a word. Once you use this feature, you can't use it again until you have finished a long or short rest.

## Weathered

You are used to being out in the wilderness. You gain the following benefits:

- ♦ You have advantage on Saving throws for overcoming the hazards of weather and nature.
- ♦ You have advantage on Survival checks when finding a good spot to make camp.

## Weapon Proficiency

You have learned how to fight with a particular weapon. You gain the following benefits:

- ♦ You gain proficiency with two weapons of your choice.







- ✦ When rolling for damage with either of the weapons you choose and you roll a 1 on the damage die, you can roll again, but must accept the result of the second roll.

## CULTURAL FEATS

### Mittland Cultural Feats

#### Descended from Heroes

You are descended from heroes that performed great deeds which the skalds sing of. You gain the following benefits:

- ✦ You have a family heirloom and start the game with an item of Capital quality.
- ✦ You have advantage on Persuasion checks when dealing with Mittlanders.

#### Farmer

You know how to farm the land and take care of animals. You gain the following benefits:

- ✦ Your Strength score increases by 1, to a maximum of 20.
- ✦ You have advantage on Animal Handling and Nature checks.

#### Glorious End

You seek a glorious end in battle, one worthy of a song or poem, ensuring that your name lives on forever. You gain the following benefits:

- ✦ You ignore the effect of being Lightly Wounded.
- ✦ When you are Bloodied, you gain a +2 bonus to attacks and damage.

#### Shield Bash

**Prerequisite:** *Must be proficient with a shield*

You know how to fight with a shield. If you take the Attack action on your turn, you can use a bonus action to make a Shoving a Creature special attack with your shield against a creature within 5 feet of you.

#### Vitner Boon

**Prerequisite:** *Being able to use Vitner Points.*

You are a powerful vitner weaver. You gain an extra 3 Vitner Points after each long rest.

## Muspelheim Cultural Feats

#### Steadfast

You are steadfast and unwavering. You gain the following benefits:

- ✦ You can't be pushed or shoved by a creature that is one size category larger than you or smaller.
- ✦ You ignore the effect of being Anxious.

#### Son of Soot

You have spent most of your life toiling in the searing heat of the logi furnaces. You gain the following benefits:

- ✦ Your skin has hardened, your unarmored AC is 11.
- ✦ Choose one artisan's tools that you are proficient in. You have advantage when using those tools.

#### Heirloom

You have inherited an item that has been with your clan for years. One item of your choice has Masterful quality.

#### Trader

You have learned how to barter and work the market in your favor. You gain the following benefits:

- ✦ Your Charisma score increases by 1, to a maximum of 20.
- ✦ You have advantage on Persuasion checks when buying or selling items or objects.

#### Stubborn

When you set your mind to something, there's no stopping you. You gain the following benefits:

- ✦ You have proficiency in Insight. If you already have proficiency, you double your proficiency bonus.
- You ignore the effect of being Lightly Wounded.

## Nhoordland Cultural Feats

#### Woodland Living

You have lived in woods your whole live and know how to survive. You gain the following benefits while in woodlands:

- ✦ When traveling alone or scouting ahead you have advantage on Stealth checks.
- ✦ When hunting, you have advantage on Survival checks.







### Winterborn

You were born during a harsh winter. You have resistance to cold damage from natural hazards and weather.

### Wild Spirit

You have a wild spirit, one closer to an animal, and take commands from no one. You gain the following benefits:

- ✦ You can't be charmed by non-magical means and have advantage on saving throws against being charmed by spells.
- ✦ You have advantage on Handle Animals checks.

### Traveled

You have traveled far and wide. You gain the following benefits:

- ✦ Your Wisdom score increases by 1, to a maximum of 20.
- ✦ You can speak one of the rare languages. Choose one of the following languages: Ancient Eika, Ancient Vrok, Bastjurnal, Eika, or Futhark.

### Barbaric

You are considered barbaric and wild. You gain the following benefits:

- ✦ You have advantage on Intimidation checks.
- ✦ You have advantage on saving throws against poison.

## Soj Cultural Feats

### One with Nature

You were born and raised in nature, among wild animals and birds. You gain the following benefits:

- ✦ You own a trained animal that knows 1 trick.
- ✦ You are proficient in the Handle Animal skill.

### Godless

The Vanir abandoned the Elves long ago and you have no need for them or any other religion. You trust in yourself. You gain the following benefits:

- ✦ Your Charisma score increases by 1, to a maximum of 20.
- ✦ You have advantage on Insight checks

### Star Harp

**Prerequisite:** Being able to use Divine Points.

You have a Star Harp. You gain the following benefits:

- ✦ The Star Harp can be used as a spellcasting focus and is an item of Masterful quality.
- ✦ You have advantage on Persuasion checks when dealing with Ilmalaini Elves

### Weapon Master

**Prerequisite:** Strength or Dexterity 13

You have perfected the art of fighting. Choose one type of weapon. While you wield that type of weapon you can add your proficiency bonus to damage rolls.

### Seeker of Knowledge

You seek out new knowledge and wisdom wherever you go. You gain the following benefits:

- ✦ You have advantage on History and Arcana checks.
- ✦ You gain proficiency in the Religion skill.

## Stormlands Cultural Feats

### Trollblood

You have Troll blood in your veins. Your eyes are yellow. You have darkvision up to 30 feet in dim light, but you can't see in total darkness.

### Shieldwall

**Prerequisite:** Proficient with shields.

You know how to fight in a shieldwall. You gain the following benefits:

- ✦ When fighting within 5 feet of an ally that is also carrying a shield, your shield bonus to AC is doubled.
- ✦ As a reaction, when a creature within reach misses an ally that is within 5 feet of you and carrying a shield, make a single melee attack.







### **Battleborn**

You were born on the battlefield, child to a warrior woman. You gain the following benefits:

- ♦ You gain proficiency in the Intimidation skill.
- ♦ Your maximum Raud is 3.

### **Hard**

You were born and raised by hard folk, and you know what it takes to survive in harsh and unforgiving environments. You gain the following benefits:

- ♦ Your Constitution score increases by 1, to a maximum of 20.
- ♦ You have advantage on saving throws against natural hazards and weather.

### **Skeptical**

You are superstitious and you don't trust vitner. You gain the following benefits:

- ♦ You have advantage on saving throws against illusions and enchantments.
- ♦ You have advantage on Investigation checks to see through illusions.

## **Westmark Cultural Feats**

### **Learned**

You have studied under the tutelage of a sage. You gain the following benefits:

- ♦ Your Intelligence score increases by 1, to a maximum of 20.
- ♦ You gain proficiency in one of the following skills: Arcana, History, Religion, or Medicine.

### **Veteran**

You have taken part in battles and received formal army training. You gain the following benefits:

- ♦ You are proficient in Handle Animal.
- ♦ Choose one martial weapon. You have proficiency with that type of weapon.

### **Cloistered**

You were brought up among Gavlian monks. Choose one 1st level prayer from the Gavlian prayer list. You can cast that spell using Wisdom as your spellcasting ability. Once you use this feature you must finish a long rest before using it again.

### **Urban**

You were brought up on the streets of one of the larger towns or cities of Westmark. You gain the following benefits:

- ♦ You are proficient in Sleight of Hand.
- ♦ You have advantage on Stealth checks in urban or man-made surroundings.

### **Missionary**

You grew up traveling and preaching the Tenets of Nid. You gain the following benefits:

- ♦ You know two common languages of your choice.
- ♦ You are proficient in the Religion skill.

