# Черты выданные мной на первом уровне

[Черты выданные мной на первом уровне 1](#_Toc67962035)

[Campaigner 1](#_Toc67962036)

[Fight Dirty 1](#_Toc67962037)

[Fighting Initiate 1](#_Toc67962038)

[Forester 1](#_Toc67962039)

[Gambler 2](#_Toc67962040)

[Steady at the Helm 2](#_Toc67962041)

[Twin Sword Style + 2](#_Toc67962042)

[*Ambidexterity* 2](#_Toc67962043)

[Offhand Steel 2](#_Toc67962044)

[Riposte 2](#_Toc67962045)

[Concentrated Mind 2](#_Toc67962046)

[Forester 2](#_Toc67962047)

[Magic Initiate (cleric) 2](#_Toc67962048)

## Campaigner

Armies, merchants, refugees or convicts, many people push themselves farther than they could naturally go, and some who are regulars at this have adapted to be so.

You gain the following benefits:

- You have advantage on saving throws against exhaustion from extensive travel.

- You can comfortably travel 12 hours in a day, without making saving throws against exhaustion.

- When you finish a short or long rest, you gain your proficiency bonus in temporary hitpoints.

## Fight Dirty

Sembia and Waterdeep might be known for their flashy fencers, but the true spectacle of combat is unleashed when you get a room full of drunken pirates fighting over cheating at cards, divvying up treasure, or just realizing that it's Thursday.

You gain the following benefits:

• If you use your environment to aid in your movement (such as swinging from a rope or leaping from a mount) at least 10 feet towards a foe, you may use your bonus action to make a melee weapon attack against that target with advantage.

• After making a successful melee attack, you can use your bonus action to attempt to shove or grapple.

• Using your bonus action, if you're holding a weapon you can fling small objects nearby at a target within 5 feet of you. The target must succeed on a dexterity saving throw with a DC of 10 + your proficiency modifier, or the next attack against them has advantage.

## Fighting Initiate

Prerequisites: Proficiency with a martial weapon

Your martial training has helped you develop a particular style of fighting. As a result, you learn one Fighting Style option of your choice from the fighter class. If you already have a style, the one you choose must be different.

Whenever you reach a level that grants the Ability Score Improvement feature, you can replace this feat's fighting style with another one from the fighter class that you don't have.

## Forester

E5E Regional feat

Past cruelties gave your ancestors good reason to distrust the ambitions of “civilized” nations, so their descendants make secret homes in deep forests inaccessible to outsiders. Growing up in such a refuge taught you ancient ways of oneness with nature, granting you the following benefits: Choose one of the following ability scores: Dexterity, Constitution, or Wisdom. Increase the chosen score by 1, to a maximum of 18. You gain proficiency in one of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, or Survival. When you make a Dexterity (Stealth) or Wisdom (Perception) check, you can roll a d4 and add the number rolled to the ability check. You gain advantage on all Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates.

## Gambler

Spending countless hours winning and losing coin in alestained taverns has forged you into a consummate gambler and chance-seeking addict.

You gain the following benefits and features:

• Increase your Charisma score by 1, to a maximum of 20.

• You gain proficiency with two types of gaming sets of your choice.

• You have advantage on Charisma (Deception) checks to bluff opponents in games of chance, and Charisma (Persuasion) checks to convince others to join you for a game.

• You have a reputation as a card shark in some circles. Some folks may avoid playing you for this reason, while other higher-stakes gamblers may seek you out specifically.

• When you take the Carousing downtime action, you may reroll your result once, but must keep the results of the second roll

## Steady at the Helm

E5E Regional feat

You are highly skilled in steering vessels that travel by sea, such as ships, sailboats, fishing boats, yachts, and other types of maritime vessels. This feat grants you the following benefits:

Increase your choice of either your Dexterity or Wisdom score by 1, to a maximum of 20. You gain proficiency with navigation tools and with vehicles (water).

## Twin Sword Style +

Martial School Feat, Regional

You have mastered a defensive style based on wielding a blade in each hand.

Prerequisite: Elf (Menzoberranyr or Waterdeep), half-elf (Waterdeep), or human (Sembia or Waterdeep), proficient with martial weapons

Weapons: any two blades (dagger, shortsword, scimitar, longsword, rapier) Primary ability: Dexterity Physical Training: Dexterity or Strength Expert maneuvers: Riposte

Expert techniques: Offhand Steel, Ambidexterity

## *Ambidexterity*

Two weapon fighting, stance

You can use two-weapon fighting even when the one-handed melee weapons you are wielding are not light.

## Offhand Steel

Two melee weapons

You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.

## Riposte

When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

## Concentrated Mind

Your mind is honed to a razor's edge, and your attention can be split between two areas. You gain the following benefits:

Increase you Intelligence, Wisdom, or Charisma by 1 point

While you have a spell active that requires concentration and are casting another spell that requires concentration, you may use your bonus action to maintain concentration on both spells the turn you cast the spell and each subsequent turn until one of the spell's effects ends or concentration is lost.

## Forester

Past cruelties gave your ancestors good reason to distrust the ambitions of “civilized” nations, so their descendants make secret homes in deep forests inaccessible to outsiders. Growing up in such a refuge taught you ancient ways of oneness with nature, granting you the following benefits:

Increase Wisdom score by 1, to a maximum of 18.

You gain proficiency in Stealth. When you make a Dexterity (Stealth) or Wisdom (Perception) check, you can roll a d4 and add the number rolled to the ability check.

You gain advantage on all Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates.

## Magic Initiate (cleric)