

Storm's Thunder (Storm Giant). When you take damage from a creature within 60 feet of you, you can take a Reaction to deal 1d8 Thunder damage to that creature.

Large Form. Starting at character level 5, you can change your size to Large as a Bonus Action if you're in a big enough space. This transformation lasts for 10 minutes or until you end it (no action required). For that duration, you have Advantage on Strength checks, and your Speed increases by 10 feet. Once you use this trait, you can't use it again until you finish a Long Rest.

Powerful Build. You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

Halfling

Creature Type: Humanoid

Size: Small (about 2–3 feet tall)

Speed: 30 feet

As a Halfling, you have these special traits.

Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition.

Halfling Nimbleness. You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

Luck. When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll.

Naturally Stealthy. You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.

Human

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice.

Versatile. You gain an Origin feat of your choice (see "Feats"). Skilled is recommended.

Fiendish Legacies

Legacy	Level 1	Level 3	Level 5
Abyssal	You have Resistance to Poison damage. You also know the <i>Poison Spray</i> cantrip.	<i>Ray of Sickness</i>	<i>Hold Person</i>
Chthonic	You have Resistance to Necrotic damage. You also know the <i>Chill Touch</i> cantrip.	<i>False Life</i>	<i>Ray of Enfeeblement</i>
Infernal	You have Resistance to Fire damage. You also know the <i>Fire Bolt</i> cantrip.	<i>Hellish Rebuke</i>	<i>Darkness</i>

Orc

Creature Type: Humanoid

Size: Medium (about 6–7 feet tall)

Speed: 30 feet

As an Orc, you have these special traits.

Adrenaline Rush. You can take the Dash action as a Bonus Action. When you do so, you gain a number of Temporary Hit Points equal to your Proficiency Bonus.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Darkvision. You have Darkvision with a range of 120 feet.

Relentless Endurance. When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 Hit Point instead. Once you use this trait, you can't do so again until you finish a Long Rest.

Tiefling

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Tiefling, you have the following special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Fiendish Legacy. You are the recipient of a legacy that grants you supernatural abilities. Choose a legacy from the Fiendish Legacies table. You gain the level 1 benefit of the chosen legacy.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the legacy).

Otherworldly Presence. You know the *Thaumaturgy* cantrip. When you cast it with this trait, the spell uses the same spellcasting ability you use for your Fiendish Legacy trait.

Feats

Feat Descriptions

The feats that follow are organized by category—Origin, General, Fighting Style, or Epic Boon—and alphabetized in each category.

Parts of a Feat

The description of a feat contains the following parts, which are presented after the feat's name.

Category. A feat is a member of a category, which is noted in the feat. If you're instructed to choose a feat from a specific category, such as the Origin category, that category must appear under the feat's name. If you're instructed to choose a feat and no category is specified, you can choose from any category.

Prerequisite. To take a feat, you must meet any prerequisite in its description unless a feature allows you to take the feat without the prerequisite. If a prerequisite includes a class, you must have at least 1 level in that class to take the feat.

Benefit. The benefits of a feat are detailed after any prerequisites are listed. If you have a feat, you gain its benefits.

Repeatable. A feat can be taken only once unless its description states otherwise in a "Repeatable" subsection.

Origin Feats

Alert

Origin Feat

You gain the following benefits.

Initiative Proficiency. When you roll Initiative, you can add your Proficiency Bonus to the roll.

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

Magic Initiate

Origin Feat

You gain the following benefits.

Two Cantrips. You learn two cantrips of your choice from the Cleric, Druid, or Wizard spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for this feat's spells (choose when you select this feat).

Level 1 Spell. Choose a level 1 spell from the same list you selected for this feat's cantrips. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

Repeatable. You can take this feat more than once, but you must choose a different spell list each time.

Savage Attacker

Origin Feat

You've trained to deal particularly damaging strikes. Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

Skilled

Origin Feat

You gain proficiency in any combination of three skills or tools of your choice.

Repeatable. You can take this feat more than once.

General Feats

Ability Score Improvement

General Feat (Prerequisite: Level 4+)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This feat can't increase an ability score above 20.

Repeatable. You can take this feat more than once.

Grappler

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Punch and Grab. When you hit a creature with an Unarmed Strike as part of the Attack action on your turn, you can use both the Damage and the Grapple option. You can use this benefit only once per turn.

Attack Advantage. You have Advantage on attack rolls against a creature Grappled by you.

Fast Wrestler. You don't have to spend extra movement to move a creature Grappled by you if the creature is your size or smaller.

Fighting Style Feats

Archery

Fighting Style Feat (Prerequisite: Fighting Style Feature)

You gain a +2 bonus to attack rolls you make with Ranged weapons.