

## **Aerial Surveyor**

Druid, Ranger

You are at home soaring at dizzying heights and peering towards the horizon. You have advantage on Perception checks made while flying or from great heights.

## **Agile Athlete**

Ranger, Rogue

You gain an expertise die on Athletics checks and a climb speed equal to your walking speed.

## **Amphibious Combatant**

Fighter, Berserker,

You gain a swimming speed equal to your walking speed, and may spend 1 exertion to reroll a failed Strength (Athletics) check to swim and may choose whether to use the new roll or the original. In addition, you add your proficiency bonus to the number of minutes you can hold your breath before suffocating, and can spend 1 exertion to hold your breath for an additional minute.

## **Aquatic Delver**

Druid, ranger

You are at home in the water. You gain a swimming speed equal to your walking speed. In addition, you gain an expertise die on any Athletics checks made to swim.

## **Beast Friend**

Berserker, druid, ranger

If you spend 10 minutes befriending and feeding a Medium or smaller beast of CR 1/8 or less, you become its guardian ranger. It follows you and is loyal to you, but it acts independently. In combat, it rolls its own initiative and acts on its own turn. The beast won't attack except as a reaction to being attacked, but it can take other actions as normal and makes death saving throws. You can only be a guardian ranger to one beast at a time.

## **Booby trapper**

Rogue,

You gain an expertise die on Sleight of Hand checks. You may make a Sleight of Hand check to conceal caltrops, ball bearings, a hunting trap, an alarm bell, or other Tiny traps. The result of your Sleight of Hand check is the DC for discovering these obstacles. They can be spotted without a check if they are not obscured.

## **Burst of Strength**

Fighter, Berserker

You have moments of incredible strength. When you make a Strength check you may choose to add your Proficiency bonus to the roll. Once you use this feature, you must finish a short or long rest before you can use it again.

## **Campaigner**

Fighter, Ranger

You have the ability to go for the long haul, carrying heavy equipment across long distances. You add your proficiency bonus to your Strength score when determining your carrying capacity, the weight you can lift, push, or drag, and the number of hours you can march before you risk exhaustion from a forced march.

## **Calls of the Wild**

Berserker, druid, ranger

Using verbal and nonverbal cues to communicate with beasts, you can gain basic information from them or make a simple request (like delivering a short message or small object).

## **Cavern Skulker**

Druid, Ranger, Rogue

You've grown accustomed to the echoing solitude of vast caverns. You always know

the actual direction of any sound you hear regardless of any echoes. In addition, you have advantage on Perception checks that rely on hearing that are made while in caverns or underground.

### **Delay Trap**

Rogue,

You gain an expertise die on checks made with thieves' tools. When you would trigger a mechanical trap on your turn, your alert senses warn you of danger before you complete the action. You may immediately end your turn in order to delay the trap's effects until the start of your next turn.

### **Desert Dweller**

Druid, Berserker, Ranger

Few choose to willingly live where the sun relentlessly burns the earth, but you find tranquility amongst the sands. Naturally acclimatized to hot weather and extremely high temperatures. In addition, while in a desert or similar arid environment you can find enough water to sustain yourself for a day by spending 1 hour digging for water or extracting moisture from harsh desert flora.

### **Ear to the Ground**

Ranger, rogue

By expending 1 minute remaining stationary, using sound and vibrations alone, until you move or take an action you are able to deduce information up to 30 feet in every direction, as if using blindsight or tremorsense.

### **Eldritch Survivor**

Druid, Ranger

You've grown to know the lands twisted by the fey, distorted by magical pollution, or places otherwise warped in unnatural ways. You may make Survival checks in place of Arcana checks regarding magical environments, foodstuffs, and creatures, and

gain an expertise die on any checks made this way.

### **Exacting**

Fighter, ranger, warlord

You've won more battles armed with a sextant and your keen intellect than you have any blade. You gain proficiency with navigator's tools, or if you are already proficient, an expertise die on checks made using them. When determining the distance you travel while journeying, you can make a DC 10 navigator's tools check to travel an additional number of miles equal to your proficiency bonus.

### **Expertise Training**

Ranger, Rogue,

You gain an expertise die on one of the skill or tool checks. You may choose this knack more than once.

### **Extra Skill Training**

All,

You gain proficiency with one skill or tool. You may choose this knack more than once.

### **Extreme Leap**

Berserker, fighter,

When you take the Dash action, your jump distance is doubled for the turn. You may spend 1 exertion to triple your jump distance for the turn instead, and may move the full distance of your jump even if it exceeds your speed.

### **Grub Hunter**

Druid, ranger

You can take 1 minute to collect a number of edible, non-poisonous grubs equal to your proficiency bonus. Availability of such grubs is dependent on the terrain and the GM's discretion. A creature can use its action to eat up to 5 grubs, each of which restores 1 hit point and provides enough nourishment to sustain a Medium or Smaller creature for one

day. Eating additional grubs has no effect until the creature finishes a short or long rest. The grubs die and spoil 24 hours after being collected.

## **Healing Salves**

Druid, ranger

Once between long rests you can spend an hour to collect natural ingredients and concoct an ointment that speeds healing. This salve is potent for 24 hours and has a number of uses equal to 1 + your Wisdom modifier. As an action, you can use the salve to restore 1d4 hit points to a creature within reach.

## **Herbal Apothecary.**

Druid, ranger

Forests and jungles are filled with natural medicines ripe for the picking. You have advantage on any checks made using an herbalism kit and for locating herbal ingredients while in a forest or jungle. In addition, you halve the time and gold costs when using an herbalism kit to create an antitoxin or potion of healing.

## **Herbal Bitters**

Druid, ranger

You can spend an hour to collect ingredients and brew two servings of a bitter drink that is potent for 24 hours. Imbibing a serving takes an action and reduces exhaustion by one level for 4 hours.

## **Hide in the Shadows**

Ranger, rogue

You gain an expertise die on Stealth checks. You can attempt to hide while you are in an area of dim light.

## **Lay of the Land**

Ranger, warlord

Knowledge of the terrain can be the difference between victory and defeat. By spending 10 minutes observing the area in a

2-mile radius you can spend 2 exertion points to pick out where there are choke points, large swathes of cover, watercourses, vegetations that can offer concealment, ridgelines, and so on. You gain an expertise die on Engineering and Survival checks made within the area, , and on checks made to prepare an ambush or realize you are being ambushed.

## **Lead the Pack**

Beserker, Druid, Ranger

Your unfaltering actions inspire your teammates to greater efforts. You gain an expertise die on Athletics or Acrobatics checks made to climb, jump, run, and swim. When your party makes a group Athletics or Acrobatics check, you may apply the results of your roll to yourself and one ally. You can choose which ally to apply your result to after everyone has rolled, but must do so before the GM says whether you succeed or fail.

## **Mark of the Wilderness**

Beserker, Druid, Ranger

You have traveled far and seen much, and those around you can tell. You gain an expertise die on Intimidation checks. In addition, you may always choose to use Strength when rolling an Intimidation or Persuasion check.

## **Marshland Guide**

Druid, ranger

Bogs and swamps are unpleasant to most but are filled with natural beauty to you. Moving through swamps, bogs, or muddy difficult terrain costs you no extra movement and you cannot become naturally lost while traveling through marshlands.

## **Master Forager**

Beserker, Druid, ranger

No matter the brush you always know how to harvest nature's bounty. You have advantage

on any check made to locate or harvest edible flora in the wild.

### **Master Tracker**

*Prerequisite: 9th Level*

Ranger,

You can spend 5 minutes looking at a 30-foot diameter outdoor area to study the ground and other clues. You learn all events which transpired in that area in the last 24 hours as though you had witnessed them yourself, although you do not learn secret information not obvious to an observer. The information you gain is only that which would be learned by sight; you do not gain sound-based information or learn what creatures in the area said to each other. Once you have used this feature, you can't use it again until you finish a long rest.

### **Monster Mimic**

Ranger,

By imitating how a beast or studied adversary sounds, looks, and moves, you gain advantage on Deception and Intimidation checks made to convince a creature that it is seeing or hearing that beast or studied adversary.

### **Mountain Climber**

Berserker, Druid, Ranger

You gain a climbing speed equal to your walking speed. You gain an expertise die on any Athletics checks made while climbing and you are also acclimated to high altitudes, including elevations above 20,000 feet.

### **Mountaineer**

Berserker, fighter, ranger

You gain a climbing speed equal to your walking speed, and may spend 1 exertion to reroll a failed Strength (Athletics) check to climb and may choose whether to use the new roll or the original. In addition, moving through nonmagical difficult terrain costs you no extra movement.

### **Nightwatch**

Fighter, ranger, rogue

You are used to sleeping light and making the most of your rest. When taking a long rest, add your proficiency bonus to the number of hours you can spend in light activity. In addition, one hour of that time can be spent in strenuous activity near the rest site (such as patrolling, fighting, or other adventuring activities) without interrupting your rest.

### **Observer**

All,

You gain an expertise die on Perception checks and increase your passive Perception score by 3.

### **Poisons and Antidotes**

Druid, ranger

Once between long rests you can spend 10 minutes to extract 3 doses of liquid poison (when ingested, a creature makes a DC 10 Constitution saving throw or is poisoned for 1 hour) from poisonous plants you've foraged with an hour of searching and DC 10 Survival check. Alternatively, using the same plants you can spend an hour making a dose of antitoxin (see Chapter 4: Equipment).

### **See the Unseen**

*Prerequisite: 5th Level*

Ranger, rogue

Once between long rests you can focus your attention on peripheral sights, sounds, and other signs of unseen passage. For the next hour, you can detect invisible creatures and objects, their location, movement, and actions, and even sense creatures and objects in the Ethereal Plane.

### **Path of Lean Winters**

Berserker, Druid, Ranger

You gain advantage on saving throws made to resist the effects of cold weather as though

you were wearing cold weather gear, but without the disadvantages in hot weather. Additionally, you can go without food for a number of days equal to 3 + twice your Constitution modifier (minimum 1) before taking a level of exhaustion.

## **Path of Scorching Summers**

Beserker, Druid, Ranger

You gain advantage on saving throws made to resist the effects of hot weather as though you were wearing hot weather gear, but without the disadvantages in cold weather. You also gain advantage on saving throws made to resist the effects of thirst.

## **Read the Room**

Ranger, rogue

By spending 10 minutes observing facial expressions, body language, and vocal intonation, you can detect minute details which give you insight into the creatures within 30 feet of you. For the next minute, you can direct your focus on any one creature that you can see within 30 feet. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. You learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can shift your attention to another creature's thoughts.

## **Relentless Pursuit**

Ranger,

Once you have successfully picked up the tracks of a creature, you are able to follow those tracks without any need for further checks for a period of up to 7 days.

## **Rewarding Repute**

Fighter, ranger, rogue, warlord

Your deeds have heroically won over the hearts and minds of people everywhere or cowed them into submission. Whenever you visit a settlement, the commoners there tell you all the valuable information they can

about their home including nearby ruins, the general environment of nearby wilderness, and how populated the region is. You gain an expertise die on Nature and Survival checks made within 10 miles of any settlement you have visited.

## **Scout Leader**

Ranger, rogue

You gain an expertise die on Stealth checks. When your party makes a group Stealth check, you may apply your result to yourself and one ally after seeing the results of all rolls. Additionally, when you are traveling, you can move stealthily at a normal pace.

## **Sense for Secrets**

rogue

You gain an expertise die on Investigation checks. You have a sense for finding hidden things. You can spend a minute observing an area. If there are tricks, traps, secret doors, or other unusual features of a nonmagical nature within 30 feet of you on an unobscured surface you can see, you know something nearby is worth investigating, but not what or where it is. You can't use this ability twice on the same area.

## **Sharpened Senses**

Beserker,

Your time spent drawing on your rage has brought the world into sharp, relentless focus. You gain an expertise die on Investigation, Perception, or Survival checks made to follow a creature's trail.

## **Soldier Kitting**

Fighter, warlord

The weapons of war are rarely small, light, or easy to carry but you've learned tricks to lessen the burden. You and a number of creatures equal to your proficiency bonus are able to carry one additional bulky item

## **Team Tactics**

warlord

With your directions to help there is very little your companions can't accomplish. When more than one creature takes the Help action to aid an ally, for each additional creature helping the check is made with a +2 bonus. Only a number of additional creatures equal to half your proficiency bonus are able to Help in this way.

## **Tuck and Roll**

Beserker, Ranger, rogue

You gain an expertise die on Acrobatics checks. When you would take falling damage, make an Acrobatics check and reduce the damage by an amount equal to the result of the check

## **Tundra Explorer**

Beserker, Druid, Ranger

Snowbound tundra is inhospitable to most but you embrace the cold. You are naturally acclimatized to cold weather and extremely low temperatures. In addition, you ignore the disadvantage to Perception checks imposed by blizzards and automatically succeed on concentration checks imposed by blizzards. naturally acclimatized to hot weather and extremely high temperatures. In addition, while in a desert or similar arid environment you can find enough water to sustain yourself for a day by spending 1 hour digging for water or extracting moisture from harsh desert flora.

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