

PROFICIENCIES, SKILLS, & FEATS

PROFICIENCIES, SKILLS, AND FEATS HELP TO SHAPE and customize your character. Characters begin with weapon proficiencies, and skill proficiencies determined by their People, Background, and Class. Humans are the only people who get to start with a feat, but all characters may choose a feat at 4th level and again at 8th level.

WEAPON PROFICIENCY

There are two main categories of weapon types: simple and martial. Simple weapons include clubs, maces, and other weapons often found in the hands of commoners, but most people cannot use even simple weapons very well without training. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Your people, class, and background grant you starting proficiencies with certain weapons or categories of weapons. Proficiency in a weapon means you suffer no penalty for using it. If you use a weapon in which you are not proficient (called Untrained), you suffer Disadvantage to attack rolls using it.

Your class will may also grant starting weapon specializations in specific weapons of your choice. This specialization allows you to add your proficiency bonus to attack and damage rolls when you use the weapon.

As you advance in level, your class and/or subclass grants you more weapon proficiencies. You may use that weapon proficiency to become proficient in a specific weapon or becomes specialized in a weapon in which you are already proficient.

Furthermore, certain classes and subclasses (notably, the berserker, fighter, paladin, ranger, and college of valor bards and war domain clerics) grant abilities that allow you to spend a weapon proficiency to unlock the mastery features for a weapon in which you are already specialized [see *Weapon Mastery*]. Your specific class or subclass will explain when and if you can spend a weapon proficiency in this way.

ARMOR PROFICIENCY

Your people, class, background, and feats can grant you proficiency with certain classes of armor. You are either trained or untrained with armor. There are three classes of armor: light, medium, and heavy. If you wear armor that you don't have proficiency with, you'll have Disadvantage on any ability check, saving throw, or attack roll that uses Strength or Dexterity. You also won't be able to cast spells.

Furthermore, some physical tasks are just more difficult in armor even if you are proficient. Wearing medium armor applies Disadvantage to Strength (Athletics) checks to swim and Dexterity (stealth) checks. In addition, wearing heavy armor applies Disadvantage to Dexterity (Acrobatics or Stealth) checks, and on Strength (Athletics) checks to climb, swim or run long distances.

WEAPON PROFICIENCIES

Class	Starting Proficiencies	Starting Specializations	Proficiency Advancement	Mastery (y/n) / Level
Bard	Simple Weapons + 2 one-handed martial weapons	Any 2 proficient weapons	levels 4, 8	Y/3 (college of valor only)
Berserker	Simple Weapons + any 4 martial weapons	Any 3 proficient weapons	levels 3, 6, 9	Y/1, 9
Cleric	<i>determined by god/domain choice</i>			
Druid	<i>choose 3: club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, or spear.</i>	Any 2 proficient weapons	levels 4, 8	N
Fighter	Simple and martial weapons	Any 4 proficient weapons	levels 3, 6, 9	Y/1, 3, 6, 9
Mage	<i>choose 2: dagger, dart, sling, quarterstaff, light crossbow</i>	n/a	levels 5, 10	N
Monk	simple weapons + choose one: scimitar, short sword	unarmed strike + 1 proficient weapon	levels 5, 9	Y/5, 9
Paladin	Simple weapons + 4 martial weapons + sacred weapon (if any)	Any 3 proficient weapons	levels 4, 8	Y/1, 4, 8
Ranger	Simple weapons + 4 martial weapons	Any 3 proficient weapons	levels 3, 6, 9	Y/2, 3, 6, 9
Rogue	Simple Weapons + <i>choose 2: hand crossbow, rapier, shortbow, short sword, or long sword</i>	1 proficient weapon	levels 4, 8	Y/4, 8 (swashbucker, light or finesse only)
Warlock	3 simple weapons	n/a	levels 4, 7	N

WEAPON MASTERIES

Weapon Mastery is an ability associated expert use of specific weapons. In order to gain a mastery in a weapon you must already be specialized in it. Mastery abilities are triggered by making an attack and can only be used once per turn. Thus, if you were wielding a short sword and a dagger, you'd only be able to use either X or Y on your turn. Not both.

When a weapon mastery calls for a saving throw, the DC equals 8 + ability modifier used to make the attack + proficiency bonus.

- *Cleave*. When your attack reduces an enemy to 0 hps, you may immediately make another attack at an enemy adjacent to that enemy and within your reach. Example Weapons: glaive, greataxe, halberd.
- *Flex*. This mastery allows you to make a one-handed attack with a versatile using the damage die as if it were being used two-handed. Example Weapons: battleaxe, long sword.
- *Graze*. If your attack misses a target, but is not a natural '1', you may still deal damage to it equal to the ability score modifier used with the attack. Example Weapons: great sword, short bow.
- *Lacerate*. On a successful attack against a Bloodied creature, it starts to bleed more. If the creature does not receive a DC 15 Medicine check or any magical healing before the end of its next turn, it takes an additional die of damage dealt by the weapon type. You do not apply your ability score modifier or any other pluses to this additional damage roll. Certain creatures, such as constructs, oozes, and undead are immune to this feature. Example Weapons: dart, scimitar, sickle, warpick.
- *Lunge*. On one attack for your turn, you can extend the reach of your weapon by 5 feet, but the attack is made at Disadvantage. Example Weapons: spear, pike.
- *Nick*. The Nick mastery property allows you to make the additional attack you receive from wielding two Light weapons as part of the initial attack action. This frees your bonus action which cannot be used to make another attack with those weapons (unless a different ability allows it). Example Weapon: dagger.
- *Push*. On a successful attack you can force a Large size or smaller enemy to make a Strength saving throw or be pushed directly backward 10 feet or until they strike an obstacle. Weapons: great club, heavy crossbow, lance.
- *Sap*. You masterful moves and threatening stance tire and confuse your opponent. On a successful attack, your opponent's next attack or saving throw before the beginning of your next turn is made at Disadvantage. Example Weapons: flail, light hammer, mace, morningstar.

- *Slow*. When you make a successful attack against a Huge-size or smaller creature, they must make a Dexterity saving throw or their speed is reduced by 10 feet until the end of their next turn. Example Weapons: light crossbow, javelin, long bow.
- *Topple*. When you make a successful attack against a Large-size or smaller creature, they must make a Strength saving throw or fall prone. Example Weapons: club, maul, heavy morningstar, quarterstaff, sling, warhammer, whip.
- *Vex*. When you hit a creature and deal damage, this mastery property gives you Advantage on your next attack roll before the end of your next turn. Example Weapons: hand axe, hand crossbow, short sword.

SKILLS

Skills are trainable and improvable capabilities whose use is usually tied to a talent in a particular ability score. While each skill can be used with other ability scores in some cases (as determined by the DM) they also have a default associated ability score that covers most of its uses.

Strength: Athletics

Dexterity: Acrobatics, Sleight of Hand, Stealth

Intelligence: Arcana, Culture, Engineering, History, Investigation, Nature, Religion

Wisdom: Animal Handling, Insight, Medicine, Perception, Survival

Charisma: Deception, Intimidation, Performance, Persuasion

While Constitution has no default associated skills, the DM may call for Constitution-based skill check to determine a character's endurance in continually doing what otherwise might be a routine task over a long period of time. [See Using Skills]

SKILL SPECIALTIES

In addition to having proficiency in a skill, a character may be an expert at a narrow area of specialization within that skill. A character gains one skill specialties at 1st level (plus bonus knowledge granted by Intelligence [See *Bonus Knowledge*]), and gains an additional specialty whenever their proficiency bonus increases (at levels 4th, 7th, and 10th level). A character may choose any specialty in a skill in which they are proficient. Generally speaking, a character may not gain the same skill specialty twice (unless a class or subclass ability specifically provides an exception). When a character makes an ability check to which their skill specialty applies, they gain an expertise die for that ability check.

If more than one expertise die applies to a skill check, they are not both rolled, instead the higher die is advances up the dice chain one step. For example, a d4

would become a d6, or a d8 would become a d10. [See *Adding Dice & the Dice Chain*]

You may not gain a skill specialty in a tool kit, however, you can apply an expertise die gained from a skill specialty to a tool proficiency check, if your DM deems it applicable. For example, you might be able to apply the expertise die for the Pokerface specialty for the Deception skill when making a tool kit proficiency check with playing cards.

USING SKILLS

When a character attempts an action, the DM may decide that a specific skill is relevant to the accomplishing that goal and requires a skill check. Other times, a DM may ask for an ability check to accomplish some task, and a player might ask whether one of their specific skills applies to the check. The player must be able to narratively explain how the skill might be of use to the situation in a clear and reasonable way.

If an action is a routine one with no time pressure and no stakes, the DM may not ask for a check at all, and award an automatic success.

If a character is proficient in a skill, they may add their proficiency bonus to their ability check. While there are specific ability scores tied to a skill by default, the DM may rule in certain situations that a different ability score might be used in place of the typical one. Any skill can be used with any ability check, although some pairings are more common than others. For instance, the Deception skill is commonly used with Charisma ability checks, the DM might ask for a Dexterity-based Deception check for a character trying to fake his way through the steps of a ritual dance.

The amount of time required to attempt a skill can vary widely, but generally speaking, instigating a skill requires an Action. Thus, while it may require an action to attempt to Hide or attempt to pick a lock, hiding ostensibly begins immediately, while picking a lock may take several rounds depending on the quality of the lock and the circumstances of the attempt. In general, however, lore skills, do not require an action. You either know something or you don't.

While all skills can be attempted without training, there are some tasks associated with skills that can only ever be successfully accomplished by being proficient in them regardless of natural talent. For example, most tool kits require proficiency to be used with any hope of success. For a character to attempt a skill check as part of a skill challenge, they must be proficient in the skill. [See *Tool Kit Proficiencies*]

SKILL CHALLENGES

Skill challenges are a group activity that require the party as a whole to get a set number of successful skill checks towards a broader goal before they get a set number of failures as a means to fulfill a broader narrative scene or set of scenes, and structured through role-playing. PCs may use whatever skills they are proficient in towards this goal, either in response to an event/encounter or proactively, depending on the skill and situation. There might also be specific additional actions/activities that a DM may include as a means of earning a success (or failure).

Each skill can only be used once by each PC, and skills cannot be doubled up on in the same situation by different PCs. Thus, for example, if one character tries and fails a particular check, another cannot immediately try that same skill in that same situation. If multiple PCs attempt a group check, it counts as all involved trying that skill (though only one need be proficient to try it) with the results being counted as a single success or failure.

The key to using a skill in a skill challenge is not only the successful roll, but arguing for its relevance before an opportunity to roll is awarded by the DM.

For example, characters who are guests in a foreign court seeking to win allies for their cause might be told by their DM that they need to achieve 5 successes before garnering 3 failures. The characters can then, through their actions and activities while being guests, make skill checks to achieve these successes and pull off the broader goal. Thus, one character may try for a success by making a successful Culture check to guide his companions in the proper manners at a state dinner (or it could be made as a group check). Another might use Persuasion during an after-dinner conference to win over a reluctant noble to their side. Another still may attempt to sing a traditional song flattering to the lord during a ball, and so on.

SKILL DESCRIPTIONS & SPECIALTIES

Acrobatics. An Acrobatics check allows a character to perform gymnastic feats such as rolling under a closing gate, swinging across a chasm on a rope, or keeping their balance on a narrow ledge.

The most commonly used ability score is Dexterity. A character might use Strength to perform acrobatics while carrying a heavy burden or Constitution to do so against a heavy wind.

Specialties: balance, escape artistry, swing, tumble.

Reaction: As a reaction to falling off something 10 or more feet high you may make an Dexterity (Acrobatics) check to land in such a way to lessen the damage you take. You can subtract 10 feet from the

total height when determining damage. The DC is 10 + 1 per 10 feet of fall's height.

Animal Handling. Animal Handling allows a character to train or control a domesticated animal, to handle a steed, or to communicate nonaggression to a wild beast. The most commonly used ability score is Wisdom. A character might use Charisma to command an animal's attention, Strength to stay mounted on a rampaging bull, or Dexterity to stand on the back of a galloping horse.

Specialties: calming, driving, farming, riding, training.

Arcana. Arcana measures a character's knowledge of magic and magical creatures.

The most commonly used ability score is Intelligence. A character might use Dexterity to trace a complicated magical rune, or Wisdom to read very carefully and protect their sanity while interpreting forbidden eldritch secrets.

Specialties: aberrations, constructs, detection, dragons, elementals, fey, monstrosities, oozes, the planes., individual schools of magic (evocation, abjuration, necromancy, etc...)

Athletics. A character makes an Athletics check to perform unusually difficult feats of swimming, running, climbing, or jumping. The most commonly used ability score is Strength. A character might use Dexterity to climb a smooth wall for a short distance or to jump onto a moving creature, Constitution to perform an athletic activity for more than a minute, or Intelligence to keep track of opposing players in a complex sport.

Specialties: climbing, grappling, jumping, lifting, running, swimming, throwing.

Culture. A Culture check allows a character to know the customs, laws, trade in regional products, and etiquette of cultures other than their own (a character is presumed to know about their own culture and background without requiring an ability check). Culture can also be used to communicate simple concepts with creatures whose language is unknown to a character. The most commonly used ability score is Intelligence. A character might use Charisma to avoid social blunders, Dexterity to perform an unfamiliar dance, or Wisdom to track down a seller of a hard-to-find item.

Specialties: etiquette, laws, linguistics, regional goods, streetwise, trade.

Deception. The Deception skill is used when a character lies, misleads, or hides the truth whether verbally or otherwise. This ability check may be made against a DC set by the DM or may be opposed by a target's Insight check. The most commonly used ability score is Charisma. A character might use Intelligence to

compose a cipher or Constitution to conceal the effect of a wound or attack.

Specialties: boasting, ciphers, disguise, mimicry.

Engineering. An Engineering check allows a character to know a fact or advance a project involving building, invention, or mathematics. The most commonly used ability score is Intelligence. A character might use Dexterity to construct a tiny device or Strength to build a wall without assistance.

Specialties: architecture, chemistry, explosives, gadgetry, mathematics, mechanical traps, siegecraft.

History. The History skill measures a character's knowledge of past events. Intelligence is nearly always the ability score used with this skill.

Specialties: arts, empires, genealogy, legends, localized history (choose a specific location or era), wars.

Insight. An Insight check can be used for reading a creature's intentions or motives. The most commonly used ability score is Wisdom. A character might use Charisma to use empathy in understanding a potential foe.

Specialties: detecting lies, reading emotions, sensing motives, intuitive thinking

Intimidation. A character makes an Intimidation check to alter someone's behavior by frightening or threatening them. A single Intimidation check can also be used as part of an interrogation. The DM sets the DC of the check based on the target's bravery and the circumstances of the check; some creatures can't be intimidated. The most commonly used ability scores for Intimidation checks are Charisma (for verbal threats) and Strength (for physical threats). A character might use Wisdom, for example, to discern a creature's weak point.

Specialties: authority, interrogation, subtle threats, weapon displays.

Investigation. Investigation is used for actively searching, looking for clues, gathering information, experimentation, and research. The most commonly used ability score is Intelligence. A character might use Charisma to gather rumors, Wisdom to intuit which tomes and books in a library will be the most efficacious, or Dexterity to feel for a tiny button or impression. Generally, speaking investigation requires hands on looking, while perception uses primarily sight when looking for traps, for example.

Specialties: appraisal, deciphering, forensics, gathering rumors, research, trapfinding.

Medicine. A character can perform a Medicine check to stabilize a dying creature, treat or diagnose a disease or poison, or determine a cause of death. The most

commonly used ability score is Wisdom. A character might use Intelligence to diagnose a rare poison or Constitution to nurse someone through a lengthy and dangerous illness.

Specialties: animals, autopsy, diseases, herbalism, poisons.

Action: A character tending to a Dying creature uses their Action and expends a use of their Healer's Kit to make a Medicine check. The Dying creature may use the check result in place of their Death Save the next time they make one. If the Dying creature is unconscious, it *must* use the check result. On roll of a natural '20' on the Medicine check, the patient is immediately stabilized. On a roll of a natural '1', the patient suffers an immediate failed Death Save.

Nature. The Nature skill measures a character's knowledge of natural terrains, beasts, plants, and hazards. It can also be used to sense whether a creature is the product of this world or of another plane of existence. Unlike Survival, the Nature skill doesn't necessarily imply practical experience with a phenomenon. The most commonly used ability score is Intelligence. A character might use Wisdom to recognize a hazard.

Specialties: astronomy, beast lore, farming, fey, plant lore, weather.

Perception. A character's Perception measures what they are able to see, hear, or otherwise sense (unlike Investigation, Perception doesn't involve approaching, searching, or handling an object of study.) The most commonly used ability score is Wisdom. A character might use Constitution for a long stretch of sentinel duty, or Intelligence to pick up on changes to the type of stone bricks used deeper than elsewhere in a dungeon. You can use Perception as an active skill (taking an action), but your Passive Perception Score is a more common way for Perception to come into play.

Specialties: farsight, invisible objects, listening, scent, spotting

Passive Perception: Passive Perception is a score that reflects a creature's general awareness of its surroundings. The DM uses this score when determining whether a creature notices something without consciously making a Wisdom (Perception) check. A creature's Passive Perception equals 10 plus the creature's Wisdom (Perception) check bonus. If a creature has a relevant expertise die, add 1 to its passive perception. If the creature has Advantage on such checks, increase the score by 5. If the creature has Disadvantage on them, decrease the score by 5.

Performance. A Performance check allows a character to entertain an audience with singing, acting, or the like. It also allows a character to write or compose music, literature, or other artistic endeavors to entertain future

audiences. The most commonly used ability score is Charisma, especially for performances before an audience. Writing, composing, or painting might instead use Intelligence or Wisdom. A display of martial prowess might require Dexterity or Strength.

Specialties: acting, composing, dancing, oration, painting, preaching, sculpting, singing, writing.

Persuasion. A character makes a Persuasion check to convince or influence someone through logic, flattery, or negotiation (unlike a Deception check, a Persuasion check is made in some degree of good faith.) The DM sets the DC of the Persuasion check based on what the character is asking for and how the target feels about the character; some persuasion attempts may be impossible. The most commonly used ability score is Charisma. Wisdom might be used for gauging what offers would sway a creature, or Intelligence if it is a matter entirely about logic.

Specialties: bribery, flattery, leadership, negotiation, peacemaking.

Religion. Religion measures a character's knowledge of gods, religions, rites, and systems of morality. The most commonly used ability score is Intelligence. Wisdom might be used for sensing alignment and determining whether an action is moral according to a particular philosophy. Charisma can be used for preaching.

Specialties: afterlife, celestials, cults, fiends, gods, holy symbols, holy days, morality, prophecy, rituals.

Sleight of Hand. A character makes a Sleight of Hand check to perform legerdemain, pickpocket, hide an object on another creature, make a concealed hand signal, or otherwise deceive the eyes with feats of agility. Dexterity is nearly always the ability score used with this skill.

Specialties: distraction, juggling, pickpocketing, legerdemain.

Stealth. Stealth is used to hide or avoid notice. A creature's Stealth check is usually opposed by a potential observer's Perception check. When you try to move stealthily, your speed is halved and you cannot take the Hide action while you are in someone's line of sight. The most commonly used ability score for Stealth is Dexterity. Constitution might be used for staying still for a very long time, Intelligence for casing out an unfrequented route, and Charisma for blending anonymously into a crowd.

Specialties: anonymity, camouflage, casing, eavesdropping

Survival. The Survival skill allows a character to perform the tasks necessary to thrive in the wilderness: hunting, tracking, avoiding natural hazards, and navigating. The most commonly used ability score is

Wisdom. A character might use Constitution to weather a storm or Intelligence to follow a route marked on an old map.

Specialties: camp scouting, dungeoneering, foraging, hunting, tracking, wayfinding.

FEATS

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

Humans are the only People who can start with a Feat. This starting feat can only be from among those tagged “[origin].”

When your character reaches 4th level (and again at 8th level), you may choose a feat for them. The simplest and most common feat is “Ability Score Improvement,” which does exactly what it describes. Other feats introduce more complex abilities and can help you shape your character’s features to better match your vision of them. A mage who wants to be better at using a sword, a fighter who wants to learn some ritual magic, a rogue who wants to be better at languages, might all use a feat to achieve that goal.

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.

FEAT DESCRIPTIONS

ABILITY SCORE IMPROVEMENT

Through training and experience one or two of your ability scores have improved.

Prerequisite: Level 4

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1 each. If you are below 8th level this feat can’t increase an ability score above 18. If you are 8th level or higher, this maximum is increased to 20. You can take this feat more than once.

ACTOR [ORIGIN]

You disappear into your roles.

Prerequisite: Charisma 11, Proficient (Performance and Deception)

Skilled at mimicry and dramatics, you gain two Skill Specializations: Mimicry and Disguise

ALERT [ORIGIN]

You are always on the lookout for danger.

Prerequisite: Intelligence 13 or Dexterity 13

You gain the following benefits:

- You have Advantage on rolling initiative.
- When you normally would be surprised, you can make an Intelligence or Dexterity check (your choice) against a DC equal to the highest initiative rolled by an enemy, if you succeed you are not surprised.

ATHLETE [ORIGIN]

You were always good at sports and running around outdoors.

Prerequisite: Strength or Dexterity 11, Proficient (Athletics)

You have undergone extensive physical training to gain the following benefits:

- When you are Prone, standing up uses only 5 feet of your movement.
- Choose one of the following Skill Specializations: climbing, jumping, running, swimming

AXE-SHIELD

You are skilled at using your axe’s head as a rudimentary shield.

Prerequisite: Level 4, Strength 13+, Dexterity 11+, Specialization (greataxe)

You gain a +1 to Armor Class when fighting when fighting with a greataxe. This bonus increases to +2 when you take the Dodge action.

CHARGER [ORIGIN]

You barrel into opponents to cut them down or shove them away.

Prerequisite: Strength 13

When you use your action to Dash at least 10 feet, you can use a Bonus Action to either make one melee weapon attack or to shove a creature. If you succeed at a melee attack you deal an extra die of weapon damage. If you succeed at pushing the target, you can push them up to 10 additional feet away from you.

CROSSBOW EXPERT

You've had extensive practice with crossbows.

Prerequisite: Specialization (any crossbow), Level 4

You gain the following benefits:

- Being adjacent to a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you don't move on your turn and make a ranged attack with a light or heavy crossbow at a target 10 feet away or more you deal an extra die of damage on a successful hit.
- You can load crossbows in which you are proficient with increased speed. The loading time for a light crossbow becomes an object interaction, and the loading time for a heavy crossbow becomes a bonus action. You may use a hand crossbow with the extra attack feature and ignore the loading quality altogether.

DEDICATED CASTER

You have intensely practiced manifesting the power of a particular cantrip.

Prerequisite: Level 4, ability to cast any cantrip

Choose a cantrip you know. You may take this feat more than once. Each time you choose a different cantrip.

You gain the following benefits:

- You gain an expertise die (+1d4) on the spellchecks to maintain access to the chosen cantrip.
- If you fail your cantrip spellcheck, you regain use of the chosen cantrip after a Short Rest.

DEFENSIVE DUELIST

Your duelist's stance presents the smallest possible quick moving target for enemies.

Prerequisite: Level 4

When you are wielding a finesse weapon with which you are proficient and nothing in your other hand, you may spend a Bonus Action to adopt a duelist's stance. Add your proficiency bonus to your AC until the beginning of your next turn.

DUAL WIELDER

Two hands are better than one...

Prerequisite: Level 4

You master fighting with two weapons, gaining the following benefits:

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

- You can use two-weapon fighting even if one of the weapons you are wielding isn't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

DURABLE [ORIGIN]

Hardy and resilient, you can recover quickly.

Prerequisite: Constitution 11+

You gain the following benefits:

- You roll Hit Dice to regain hit points with Advantage.
- You regain a bonus Hit Die with each Long Rest (up to your maximum).

ELDRITCH ADEPT

You delve into forbidden arcana.

Prerequisite: Level 4, Spellcasting or Pact Magic feature

Studying occult lore, you learn one Eldritch Invocation option of your choice from the warlock class. Your spellcasting ability for the invocation is the same as it is for your primary spellcasting ability score. If you have more than one then choose from between them when you select this feat. If the invocation has a level prerequisite, you must meet this requirement with a spellcasting class, otherwise you can choose that invocation only if you're a warlock who meets the prerequisite. Whenever you gain a level, you can replace the invocation with another one from the warlock class.

FIGHTING INITIATE [ORIGIN]

You have learned a thing or two about fighting.

Prerequisite: Proficient (any 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.

GRAPPLER

You are good at wrestling.

Prerequisite: Level 4, Strength 13+

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

- When you break out of a grapple, you may use your Reaction to attempt to grapple your opponent back.
- You can use your action to try to pin a creature grappled by you, that is your size or smaller. To do so, make another opposed grapple check. If you succeed, you the creature is restrained until the grapple ends.
- You can use your action to squeeze and twist a grappled creature you have restrained. Make another opposed grapple check, if you win, they take 1d4 + Str bludgeoning damage.

HEALER [ORIGIN]

You are an able physician, allowing you to mend wounds and get your allies back in the fight.

Prerequisite: Proficient (medicine)

You gain the following benefits:

- As long as they used your medicine check for a successful Death save even once, a Dying creature you tended to gains 1 hit point upon stabilizing.
- You may spend a Short Rest tending to a number of willing wounded creatures up to 1 + your Wisdom modifier (minimum 1, can include yourself), spending one use of a healer's kit for each patient in the process. Roll a Medicine (Wisdom) check for each patient at the end of the Short Rest. You gain a +1 to the check for every Hit Die that patient spends as part of the Short Rest. The number of Hit Dice spent also modifies the number of bonus hit points restored. The check result determines the additional hit points restored. The creatures cannot regain hit points from this feat again until they finish a Long Rest. This does not function on elementals, undead or constructs.

HEALER FEAT TENDING BONUS

Medicine Check Result	Bonus Hit Points Restored
9 or less	0
10 to 14	1d6 +1/HD
15 to 19	1d6 +2/HD
20 to 24	2d6 +2/HD
25 to 29	3d6 +3/HD
30+	3d6 +4/HD

HEAVILY ARMORED

You have trained to master the use of heavy armor.

Prerequisite: Level 4, Proficient (medium armor)

You may take this feat up to two times, once to gain heavy armor proficiency and once to gain the additional benefit. - If you are not already proficient in heavy armor, you gain proficiency with heavy armor. - If you are already proficient in heavy armor, then, while you are wearing heavy armor, piercing and slashing damage

that you take from nonmagical attacks is reduced by 1d3.

HEAVY WEAPON MASTER

You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes.

Prerequisite: Level 4, Proficient (any heavy weapon)

Once per turn, before you make a melee attack with a heavy weapon that you are proficient with, you can choose to roll with Disadvantage. If the attack hits, you add +10 to the attack's damage.

LIGHTLY ARMORED

You have trained to master the use of light armor.

You gain proficiency with light armor.

LINGUIST [ORIGIN]

You have studied languages and codes.

Prerequisite: Intelligence 11+

You gain the following benefits:

- You learn two additional languages of your choice.
- You have Advantage on Intelligence checks to understand or decipher languages related to the ones you know.
- You can create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to decipher it.

LUCKY [ORIGIN]

You have inexplicable luck that seems to kick in at just the right moment.

Prerequisite: Wisdom of 9 or less.

You have 3 luck points. Whenever you make an attack roll, ability check, or a saving throw, you can spend 1 luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used.

You can also spend one luck point when an attack roll is made against you. Roll a d20 and then choose whether the attack uses the attacker's roll or yours. If the attacker spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You regain your expended luck points when you finish a Long Rest.

FEATS

Feat Name	Prerequisite
Ability Score Increase	Level 4
Actor [origin]	Cha 11+, Proficient (performance and deception)
Alert [origin]	Int or Dex 13+
Athlete [origin]	Str or Dex 11, Proficient (athletics)
Axe-Shield	Level 4, Str 13+, Dex 11+, Specialization (greataxe)
Charger [origin]	Str 13+
Crossbow Expert	Level 4, Specialization (any crossbow)
Dedicated Caster	Level 4, ability to cast any cantrip
Dual Wielder	Level 4
Durable [origin]	Con 11+
Eldritch Adept	Level 4, Spellcasting or Pact Magic feature
Fighting Initiate	Proficient (any martial weapon)
Grappler	Level 4, Str 13+
Healer [origin]	Proficient (medicine)
Heavily Armored	Level 4, Proficient (medium armor)
Heavy Weapon Master	Level 4, Proficient (any heavy weapon)
Lightly Armored	n/a
Linguist [origin]	Int 11+.
Lucky [origin]	Wis of 9 or less.
Mage Slayer	Level 4
Magic Initiate	Int, Wis, or Cha 13+
Metamagic Adept	Level 4, Spellcasting or Pact Magic feature, Intelligence 11+
Mobile [origin]	Dex 13+
Moderately Armored	Proficient (light armor)
Mounted Combatant [origin]	Proficient (animal handling)
Opportunistic Technique	Level 4, Int 11+, Dex 13+, Proficient (perception)
Pack Mule [origin]	Con 13+
Piercer	Proficient (any piercing weapon)
Pole-Arm Master	Level 4, Str 11+ and Dex 11+
Prodigy [origin]	Int or Wis 13+
Resilient [origin]	n/a
Ritual Caster [origin]	Int, Wis, or Cha 13+
Runner [origin]	Str or Dex 9+
Savage Attacker	Str 11+
Sentinel	Level 4, Wis 11+
Shake it Off	Level 4, Con 13+
Sharpshooter	Level 4, Dex 13+
Shield Master	Level 4, Proficiency in shields
Skill Expert	Level 4, 11+ in associated ability score
Skilled [origin]	11+ in associated ability score
Spell Sniper [origin]	Level 4, the ability to cast a spell requiring an attack roll
Tavern Brawler [origin]	Str 11+
Tough [origin]	n/a
War Caster	Level 4, ability to cast any spell
Weapon Master [origin]	n/a

MAGE SLAYER

You have practiced techniques useful in melee combat against spellcasters.

Prerequisite: Level 4

You gain the following benefits:

- When an adjacent creature casts a spell, you can use your Reaction to make a melee weapon attack against that creature.

- When you damage a creature that is concentrating on a spell, that creature has Disadvantage on the saving throw it makes to maintain its concentration.

MAGIC INITIATE [ORIGIN]

You have learned or been granted a way to cast some simple spells.

Prerequisite: Intelligence, Wisdom, or Charisma 13+

Choose a class: bard, cleric, druid, mage or warlock. You learn two cantrips of your choice from that class's spell list. (In the case of cleric cantrips, both must come from the same god's list). If you already have cantrips from this list due to a class feature, these do not count against the maximum number of cantrips. Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, or warlock; Wisdom for druid; or Intelligence for mage.

METAMAGIC ADEPT

You've learned how to exert your will on your spells to alter how they function.

Prerequisite: Level 4, Spellcasting or Pact Magic feature Intelligence 11+,

You learn one Metamagic options of your choice from the mage class. You can use only one Metamagic option on a spell when you cast it, unless the option says otherwise. If your subclass gives you sorcery points, you may use them to pay for this additional metamagic option.

MOBILE [ORIGIN]

You are exceptionally speedy and agile.

Prerequisite: Dexterity 13+

You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, opportunity attacks are made against you at Disadvantage.

MODERATELY ARMORED

You have trained to master the use of medium armor and shields.

Prerequisite: Proficient (light armor)

You may take this feat up to two times, once to gain medium armor and shield proficiency and once to gain the additional benefits. You gain the following benefits:

- If you don't already have proficiency in medium armor or shields: You gain proficiency with medium armor and/or shields.
- If are already proficient: Wearing medium armor doesn't impose Disadvantage on your Dexterity (Stealth) checks and when you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

MOUNTED COMBATANT [ORIGIN]

You are a dangerous foe to face while mounted.

Prerequisite: Proficient (animal handling)

While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

OPPORTUNISTIC TECHNIQUE

You take advantage of others' vulnerable moments.

Prerequisite: Intelligence 11+, Dexterity 13+, Proficient (perception)

Once per turn when an opponent within your reach misses you with a melee attack, you may use your Reaction to make a melee attack, if armed with a weapon you are specialized in. If the opponent's roll is a natural '1' you gain Advantage on the attack.

PACK MULE

You have strong shoulders and knack for knowing how to pack.

Prerequisite: Constitution 13+

Calculate your encumbrance as if your Strength were 3 points greater and even when Encumbered your speed is 10 feet.

PIERCER

You have achieved a penetrating precision in combat.

Prerequisite: Proficiency in any piercing weapon You gain the following benefits:

- Once per turn, when you hit a creature with an attack that deals piercing damage, you can reroll one of the attack's damage dice, and take the better result.
- When you score a critical hit with a weapon attack that deals piercing damage, you can roll one additional weapon damage die.

POLEARM MASTER

You can keep your enemies at bay with reach weapons.

Prerequisite: Strength 11+ and Dexterity 11+, Level 4

You gain the following benefits:

- When you take the Attack action and attack with a glaive, halberd, or spear, you can use a Bonus Action to use it as a double weapon (see quarterstaff), attacking with the opposite end of the weapon. This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage.
- While you are wielding a glaive, halberd, pike, or spear, other creatures provoke an opportunity attack from you when they enter the reach you have with that weapon.

PRODIGY [ORIGIN]

You've always had a knack for learning new things.

Prerequisite: Intelligence or Wisdom 13+

You gain the following benefits: - You gain one skill proficiency or one tool proficiency of your choice, or fluency in one language of your choice.

- You gain one skill specialization in a skill in which you are proficient.

RESILIENT [ORIGIN]

You can grit your teeth through it.

Choose one ability score. You gain proficiency in saving throws using the chosen ability.

RITUAL CASTER [ORIGIN]

Once you have the instructions written down, you just have to learn how to follow them.

Prerequisite: Intelligence, Wisdom, or Charisma 13+

You have learned a number of spells that you can cast as rituals. These spells are written in a ritual book, which you must have in hand while casting one of them.

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

If you come across a spell in written form, such as a magical spell scroll or a wizard's spellbook, you might be able to add it to your ritual book. The spell must be

on the spell list for the class you chose, the spell's level can be no higher than half your level (rounded up), and it must have the ritual tag. The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

RUNNER [ORIGIN]

You are fast.

Prerequisite: Strength 9+ or Dexterity 9+

When you use the Run action, as long as you are not in Heavy Armor, you move five times your Speed.

SAVAGE ATTACKER

You attack with deadly abandon. **Prerequisite:** Strength 11+ Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

SENTINEL

You have mastered techniques to take advantage of every drop in any enemy's guard.

Prerequisite: Wisdom 11+, Level 4

You gain the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- You may use your Reaction to attack a creature that moves adjacent to you.

SHAKE IT OFF

You experience in battle has taught you how to shake off hard blows and regroup.

Prerequisite: Level 4, Constitution 13+

Whenever you take the Dodge action in combat you can spend one Hit Die to choose one of the following benefits:

- Heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).
- Get an immediate additional saving throw against an ongoing effect that allows a save on your turn. Roll the Hit Die, add half the result (rounded down, minimum 1) to the saving throw.

SHARPSHOOTER

You have mastered a particular ranged weapons and can make shots that others find impossible.

Prerequisite: Level 4, Dexterity 13+

When you gain this feat, choose a ranged weapon with which you are specialized. You gain the following benefits with that weapon:

- Attacking at long range doesn't impose Disadvantage on your ranged weapon attack rolls.
- When making ranged weapon attacks against targets engaged in melee with an ally, you roll your attack as normal (not at Disadvantage).

SHIELD MASTER

You use shields not just for protection but also for offense.

Prerequisite: Level 4, Proficiency in shields

You gain the following benefits while you are wielding a shield:

- If you take the Attack action on your turn, you can use a Bonus Action to attack an adjacent creature with your shield. If you hit, you may also push a Large size or smaller creature 5 feet away from you. You lose the shield bonus to your AC until the beginning of your next turn.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you or whose effect is a line or a cone.

SKILL EXPERT

You have honed your proficiency with particular skills.

Prerequisite: Level 4, 11+ in the ability score associated with the gained skill

You gain the following benefits:

- You gain proficiency in one skill of your choice.
- Choose one skill in which you have proficiency. You gain a skill specialization in that skill.

SKILLED [ORIGIN]

You have knack for learning stuff.

Prerequisite: 11+ in the ability score associated with the gained.

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

SPELL SNIPER

You have learned techniques to enhance your attacks with certain kinds of spells.

Prerequisite: Level 4, the ability to cast at least one spell that requires an attack roll.

You gain the following benefits:

- When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- When making ranged spells attacks against targets engaged in melee with an ally, you roll your attack as normal (not at Disadvantage).

TAVERN BRAWLER [ORIGIN]

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand.

Prerequisite: Strength 11+

You gain the following benefits:

- You are proficient with improvised weapons.
- Your unarmed strike uses a d4 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a Bonus Action to attempt to grapple the target.

TOUGH [ORIGIN]

You can take a lickin'

Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

WAR CASTER

You have practiced casting spells in the midst of combat.

Prerequisite: Level 4, ability to cast at least one spell

Your techniques grant you the following benefits:

- You have Advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

WEAPON MASTER [ORIGIN]

You have practiced extensively with weapons.

You can take this feat multiple times. Each time you take it, choose one of the following benefits:

- You gain proficiency with four weapons of your choice. Each one must be a simple or a martial weapon, or
- You gain specialization in one weapon in which you are already proficient, or
- You gain a weapon mastery in a weapon in which you are already specialized.