

FEATS

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

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. In addition, the revised racial rules allow you to forgo a +2 modifier to an ability score to begin with a feat at level one. You can take each feat only once, unless the feat's description says otherwise.

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 Savage Combatant 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 Savage Combatant feat until your Strength is restored.

Whenever you choose a feat, you may pick any three of the features listed. A feature may only be selected once, unless the description says otherwise. Whenever you gain a level, you may change one of your selections.

Feats are listed below.

ARMOR SPECIALIST:

You have studied the use of armor, and have improved your ability to use armor effectively.

- **Light Armor Proficiency** You gain proficiency in light armor.
- **Light Armor Mastery** While wearing light armor which you are proficient in, and you are damaged by a melee attack, you can use your reaction to move 5 feet in any direction without provoking an opportunity attack.
- **Light Armor Versatility** You may wear a Chain Shirt or Hide armor as light armor for the sake of determining proficiency. When wearing a Chain Shirt or Hide armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.
- **Light Armor Mobility** While wearing light armor, opportunity attacks are made against you with disadvantage.
- **Light Armor Defense** While wearing light armor, you may add your armor's AC bonus to your Dexterity saving throws.
- **Medium Armor Proficiency** You gain proficiency in medium armor (you must be proficient in light armor through a source other than this feat to choose this feature).
- **Armored Stealth** Wearing medium or heavy armor which you are proficient in doesn't impose disadvantage on your Dexterity (Stealth) checks.
- **Armored Agility** When you wear medium armor you are proficient in, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.
- **Heavy Armor Proficiency** You gain proficiency in heavy armor (you must be proficient in medium armor from a source other than this feat to choose this feature).
- **Armor Mastery** While you are wearing medium or heavy armor you are proficient in, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by your proficiency bonus. If you select this feature a second time, the damage reduction applies to all bludgeoning, piercing or slashing weapons.
- **Heavy Armor Mobility** You may ignore the minimum Strength requirement of heavy armor you are proficient in.
- **Shield Proficiency** You gain proficiency in shields.

BATTLE MAGIC:

Prerequisite: Ability to cast at least one spell

Your magic has been honed to use in combat, your quick thinking and specialized training provide certain advantages while fighting with spells.

- **Elemental Adept** Choose one of the following damage types: acid, cold, fire, lightning, poison or thunder. Spells you cast ignore resistance to damage of the chosen type. You may select this feature more than once with your three selections, if you do so you choose a different damage type. Alternatively, if you select this feature a second time, creatures with immunity to the damage type selected with a previous selection of this feature may be damaged as if they had resistance instead.
- **Reliable Spells** When you roll damage for a spell you cast, you can treat any 1 on a damage die as a 2.
- **Spell Sniper** When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- **Spell Accuracy** Your ranged spell attacks ignore half cover and three-quarters cover.
- **Mystical Sharpshooter** Up to once on your turn, before you make a ranged spell attack, you can choose to forgo your proficiency modifier to the attack roll. If the attack hits, you add twice your proficiency modifier to the damage.
- **Hardy Concentration** You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- **Warcaster** You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
- **Battlecaster** When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

COMBAT REFLEXES:

Prerequisite: Dexterity 13 or higher

You are especially quick and nimble, and this provides you with benefits in your movement and reactions.

- **Nimble** When you are prone, standing up uses only 5 feet of your movement. Climbing doesn't cost you extra movement, and you can make a running long or high jump after moving only 5 feet on foot, rather than 10 feet.
- **Fast Reflexes** You gain a +5 bonus to initiative.
- **Alert** You can't be surprised while you are conscious.
- **Uncanny Senses** Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.
- **Fleet** Your speed increases by 10 feet.
- **Light Footed** Difficult terrain doesn't cost you extra movement.
- **Combat Mobility** You may take the disengage action as a bonus action. If you select this feature a second time, your movement does not provoke attacks of opportunity from creatures you can see.

DUAL WEAPON SPECIALIST:

You are a master of fighting with two weapons at once. Your specialized training has provided you with certain advantages when employing two weapon fighting.

- **Heavy Dual Wielder** You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.
- **Defensive Dual Wielder** You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- **Quick Dual Wielding** Whenever you use your interact with an object to draw or stow a weapon, you may do so with two one handed weapons at the same time. If you select this feature a second time, you may also stow an object you are holding or draw it as part of the same interaction.
- **Bonus Attacks** You may use your bonus action to make an attack with a light weapon you are holding on your turn as long as you made a weapon attack with a different light weapon you are holding, even if you didn't take the Attack Action. If you have the Heavy Dual Wielder feature, you may ignore the light weapon restriction.
- **Multi Attacker** When you use a bonus action to attack using two weapon fighting, you may make an additional attack with that weapon if you made more than one attack with another weapon you are holding on that turn.
- **Weapon Versatility** You gain proficiency in three one handed weapons of your choice.

EDUCATED:

You have studied with a capable teacher, or at a college, perhaps learning lore, languages, or perhaps learning other skills through a mentor.

- **Linguist** You learn three languages of your choice. Your understanding of communication allows you to communicate with a creature who speaks a language you don't know on a rudimentary level after 10 minutes of interaction. In addition you may decipher a written language you don't know on a rudimentary level after 10 minutes of study.
- **Coder** You can ably 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. Your spellbook, if you have one, may be written in such ciphers preventing it from being copied by anyone who you have not taught the cypher to.
- **Skill Training** Gain proficiency in a skill in which you are not proficient. This feature may be selected more than once.
- **Tool Training** Gain proficiency in three sets of tools for which you are not proficient. You may add half your proficiency modifier on any ability check to use a set of tools for which you are not proficient.
- **Expert Education** Gain expertise in a skill or tools for which you are proficient.
- **Studied** You gain advantage on any intelligence ability check to recall information about any type of creature.

MAGICAL TRAINING:

You have learned the basics of magic, either through a teacher, or on your own initiative. This has given you rudimentary magic skills and/or the training to deal with spellcasters.

- **Magical Adept** Choose one 1st-level spell from any spell list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again using this feat. You use the same ability score as the class from which list you chose the spell. You may select this feature more than once.
- **Hedge Magic** Choose 2 cantrips from any one spell list. You may cast those cantrips using the same ability score as the class from which you chose the cantrips. You may select this feature more than once.
- **Ritual Caster** You gain the ability to cast 2 1st-level spells of your choice as a ritual. Choose one of the following classes: bard, cleric, druid, sorcerer, warlock, or wizard. 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 bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard. If you select this feature a second time, you may also select a 2nd level ritual spell from the same class that you may cast as a ritual.

- **Ritual Book** You have learned to cast wizard rituals from a ritual book that you possess. If you come across a wizard spell in written form, such as a magical spell scroll or spellbook, you might be able to add it to your ritual book. The spell must 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. Intelligence is your spellcasting ability for these spells. If you select this feature a second time, you may select another ritual casting class and may add their ritual spells to your ritual book. The spellcasting ability used for these rituals matches the class for which the rituals belong.
- **Mage Slayer** When a creature within 5 feet of you casts a spell, you can use your reaction to make a melee weapon attack against that creature. If you select this feature a second time the reaction can be taken while the creature is in the process of casting a spell, and the attack hits, the spell is lost.
- **Spell Interruption** 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.
- **Universal Spell Focus** If you have the Spellcasting Focus feature from a class you have levels in, that spellcasting focus becomes an applicable focus for all spells from any class.

MOUNTED COMBAT SPECIALIST:

You are a master of fighting while mounted. Your specialized training has provided you with certain advantages when fighting on horseback or another applicable mount.

- **Cavalry Attack** You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount. If you select this feature a second time, you also have advantage against unmounted creatures of equal size to your mount.
- **Mount Defender** You can force an attack targeted at your mount to target you instead. If you select this feature a second time, that attack is made with disadvantage.
- **Durable Mount** 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. It may use your saving throw modifier if it is higher. If you select this feature a second time, your mount gains the same benefit against effects that allow it to make a Constitution saving throw.
- **Lance Charge** If your mount moves at least 10 feet towards an enemy on your turn and you use the attack action to attack that enemy with a lance, you can choose to forgo your proficiency modifier to the attack roll. If the attack hits, you add twice your proficiency modifier to the damage. If you hit with your initial attack and have the extra attack feature, you may forgo your second attack and the hit is considered a critical hit and the enemy is knocked prone if they are no larger than your mount.
- **Mounted Combat Mastery** If your mount is controlled, it is not restricted in the actions you can have it make. (normally a controlled mount is restricted to the Dodge, Dash or Disengage actions). If you select this feature a second time, you may control a mount even if it is not trained for combat.
- **Weapon Versatility** You gain proficiency in the Lance, and two other martial weapons of your choice.

RANGED COMBAT SPECIALIST:

You are a master in the art of ranged attacks in combat. Your specialized training has provided you with certain advantages when using weapons that attack at range.

- **Fast Loader** You ignore the loading property of ranged weapons with which you are proficient.
- **Point Blank Shot** Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- **Fast Firing** When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a one handed ranged weapon or thrown weapon that you are holding or may draw as part of the bonus action.
- **Long Range Sniper** Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls and your ranged weapon attacks ignore half cover and three-quarters cover. If you select this feature a second time, you may attack with your weapon up to twice the weapons maximum range, attacks over the maximum range of the weapon impose disadvantage on the attack roll.
- **Deadly Aim** Before you make a ranged attack with a weapon that you are proficient in and holding with two hands, you can choose to forgo your proficiency modifier to the attack roll. If the attack hits, you add twice your proficiency modifier to the damage. If you select this feature a second time, you may choose to forgo any amount up to your proficiency modifier to the attack roll, adding twice the amount of the penalty to the damage.
- **Fast Thrower** You may draw weapons with the thrown property as part of the attack with that weapon.
- **Weapon Versatility** You gain proficiency in three ranged weapons or weapons with the thrown property.

SAVAGE COMBATANT:

Prerequisite: Strength 13 or higher

You are a crazed attacker on the battlefield. Your bloodlust has granted you certain advantages while fighting with unmatched zeal.

- **Brutal Charge** When you use your action to take the Dash action and end your movement within range of a target with a melee weapon you are holding, you may make the attack action as part of the same action. If you chose to shove a creature with the attack action gained as part of a Dash, you may choose to shove the creature up to 10 feet and knock them prone with the same shove attack.
- **Street Fighter** You are proficient with improvised weapons and 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 shove the target.
- **Grappler** You may use a bonus action to grapple an opponent that is prone.
- **Athlete** You gain proficiency in Athletics, if you are already proficient, you gain expertise.
- **Savage Attack** Once per turn when you roll damage for a melee weapon attack, you may roll the weapon's damage dice twice and select the better result. If you are adding additional dice to the damage roll (such as after scoring a critical hit or a sneak attack), those dice are rolled normally. If you select this feature a second time, you may inflict the maximum possible result of the weapon's damage dice rather than rolling.

SHARP INTELLECT:

Your mind is always working, allowing you to notice the finer details, remember relevant facts, the speech and mannerisms of others, and process your thoughts quickly.

- **Perfect Memory** You always know the number of hours left before the next sunrise or sunset, and you always know which way is north, you have advantage on any ability checks to avoid getting lost, in addition, you can accurately recall anything you have seen or heard within the past month. If you select this feature a second time, your memory becomes so acute you can accurately recall even the most finite details of anything you've seen or heard within the last month to the point that you could duplicate a key or a spellbook that you have observed.
- **Lip Reader** If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips. In addition, you can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

- **Intuitive Assessment** If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to its Intelligence and Wisdom scores. If you select this feature a second time, you may know precisely the Intelligence and Wisdom scores of an observed creature.
- **Versatile Intellect** Whenever you make a Wisdom ability check, you may substitute your Intelligence score if it is higher.
- **Versatile Intuition** Any time you make an Intelligence ability check, you may substitute your Wisdom score if it is higher.
- **Arcane Intellect** You understand the nature of magic, allowing you to identify spells when cast by a spellcaster. If you perceive a spell being cast, the spell's effect, or both, you can make an Intelligence (Arcana) check to identify the spell being cast. The DC equals 15 + the spell's level. If you select this feature a second time, you make the roll with advantage.

SINGLE HANDED WEAPON SPECIALIST:

You are a master of fighting with one handed melee weapons and versatile weapons. Your specialized training has provided you with certain advantages when employing these weapons.

- **Nimble Warrior** When you use a melee weapon one handed, and nothing in the other, it is treated as if it had the finesse property.
- **Disable** Before you make a melee attack with a weapon that you are proficient with, and you are holding nothing in your other hand, you can choose to forgo your proficiency modifier to the attack roll. If the attack hits, the target of the attack suffers disadvantage on the next weapon attack roll it makes before the end of its next turn. If you select this feature a second time, the target of the attack suffers disadvantage on its next two weapon attack rolls it makes before the end of its next turn.
- **Parry** When you are wielding a weapon with which you are proficient and nothing in your other hand, and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you. If you select this feature a second time, after you use this feature, you retain a +2 to your AC against melee attacks until the beginning of your next turn.
- **Deadly Swing** Before you make an attack roll with a melee weapon with the versatile property you are wielding in two hands, you can choose to forgo your proficiency modifier to the attack roll. If the attack hits, you add twice your proficiency modifier to the damage. If you select this feature a second time, you may choose to forgo any amount up to your proficiency modifier to the attack roll, adding twice the amount of the penalty to the damage.
- **Extended Reach** When you make an attack roll with a melee weapon with the versatile property and holding nothing in your other hand, you may make the attack as if the weapon had the reach property.

- **Parry Missile** When wielding a melee weapon that lacks the heavy or two handed property, you may use the weapon to attempt to deflect a missile attack. After the attack roll is made, you may use your reaction to add your proficiency modifier to your AC against that attack, potentially causing the attack to miss you. If you select this feature a second time, after you use this feature, you retain a +2 to your AC against ranged attacks until the beginning of your next turn.
- **Close Quarters Fighting** After making an attack with the benefit of your proficiency modifier against a creature within 5 feet with a melee weapon you are holding in one hand, you may use your bonus action to make a shove or grapple attack with your free hand.
- **Weapon Versatility** You gain proficiency in three one handed weapons of your choice.

SKULKER:

You are an expert at skulking and scouting in dangerous locations, like dungeons, dark hallways in an enemy lair, or caverns.

- **Stealthy** You gain proficiency in the Stealth skill, if you already have proficiency, you gain expertise. If you select this feature a second time, moving stealthily does not hamper your movement.
- **Inventive Sneaking** You can try to hide when you are lightly obscured from the creature from which you are hiding.
- **Hidden Sniper** When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position. If you select this feature a second time, you may use your reaction to make another hide check if your position is revealed after hitting with a ranged weapon attack.
- **See in the Shadows** Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight. If you select this feature a second time, you may see in darkness as if you had darkvision (60 feet), or if you already have darkvision, the range is increased by 30 feet.
- **Sharp Hearing** You have advantage on Wisdom (Perception) checks relying on sound.
- **Trap Avoidance** You have advantage on saving throws made to avoid or resist traps.
- **Trap Resistance** You have resistance to the damage dealt by traps.
- **Alert Traveler** Traveling at a fast pace doesn't impose the normal -5 penalty on your passive Wisdom (Perception) score.

SURVIVOR:

You have a knack for surviving the most harrowing of situations, and you have a talent for keeping those in your care alive.

- **Combat Medic** When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point.

- **Doctor** As an action, you can spend one use of a healer's kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.
- **Inspiring Leader** You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to ½ your level (rounded up). A creature can't gain temporary hit points from this feat again until it has finished a short or long rest. If you select this feature twice, the temporary hit points are equal to your level. If you select this feature three times, the temporary hit points are equal to your level + your Charisma modifier.
- **Fortunate** You have a luck point. Whenever you make an attack roll, an ability check, or a saving throw, you can spend the luck point to roll an additional d20. You can choose to spend your luck point after you roll the die, but before the outcome is determined. You choose whether to use your roll or the initial result. You can also spend your 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 more than one creature 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 point when you finish a long rest. You may select this feature more than once.

TACTICIAN:

In combat you are careful and employ enhanced tactics that make you especially deadly.

- **Combat Tactician** You learn a maneuver of your choice from among those available to the Battle Master Archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuver. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest. You may select this feature more than once, each additional selection provides one additional maneuver known and d6 superiority die
- **Disabling Strike** When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- **Sentinel** Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

- **Opportunist** When a creature within range of a melee weapon you are holding makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

TOUGH AS NAILS:

Prerequisite: Constitution 13 or higher

You are especially hardy, you are wounded less and irrepressible even when wounded, recovering with surprising speed.

- **Tough** Your hit point maximum increases by an amount equal to your level when you select this feature. Whenever you gain a level thereafter, your hit point maximum increases by an additional one hit point. You may select this feature twice, if you do so, you gain twice the benefit.
- **Durable** When you spend Hit Dice to recover Hit Points, instead of rolling, you heal the maximum possible result. For example, if a Cleric (d8) spends 2 Hit Dice on healing, they automatically regain 16 Hit Points plus their modifier for Con on both dice.
- **Tenacious** Any saving throw to prevent your HP maximum from being lowered automatically succeeds.
- **Hardy** You do not suffer exhaustion when you fall to 0 Hit Points. If you select this feature a second time, you may recover up to two levels of exhaustion on a long rest.
- **Resilient** You gain proficiency in saving throws in the ability score of your choice.

TWO HANDED WEAPON SPECIALIST:

Prerequisite: Strength 13 or higher

You are a master of fighting with a weapon held in two hands. Your specialized training has provided you with certain advantages when employing a weapon this way.

- **Ferocious Strike** Before you make an attack roll with a melee weapon you are holding with two hands, you can choose to forgo your proficiency modifier to the attack roll. If the attack hits, you add twice your proficiency modifier to the damage. If you select this feature a second time, you may choose to forgo any amount up to your proficiency modifier to the attack roll, adding twice the amount of the penalty to the damage.
- **Merciless** On your turn, when you score a critical hit or reduce a creature to 0 hit points with a weapon held in two hands, you can immediately make one more melee weapon attack using your bonus action. If you select this option a second time, you may make the additional attack without using your bonus action. You may only benefit from Merciless once on your turn.
- **Pommel Strike** When you take the attack action and make all attacks with a melee weapon you are holding in two hands with the benefit of your proficiency modifier, you can use a bonus action to make a melee attack with another part 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 it deals bludgeoning damage.

- **Readied Weapon** While you are wielding a reach weapon you are holding in two hands, other creatures provoke an opportunity attack from you when they enter your reach. The weapon that provoked the attack must be used to make the attack in order to use this feature.
- **Weapon Versatility** You gain proficiency in three weapons with the two handed or versatile property.

WEAPON AND SHIELD SPECIALIST:

Prerequisite: Proficiency in shields

You are a master of fighting with a weapon and shield. Your specialized training has provided you with certain advantages when employing weapon combat while you have a shield equipped.

- **Shield Shove** You can use a bonus action to try to shove a creature within 5 feet of you with your shield. If you select this option a second time, you may, with a successful shove, both push the creature 5 feet and knock them prone.
- **Shielded Position** 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 you, and if that effect would inflict half damage on a successful saving throw, you can use your reaction to take no damage instead if you succeed on the saving throw. If you select this option a second time, you take only half damage if you fail the saving throw.
- **Shield Bash** You are proficient in the use of a shield as an improvised weapon, the shield has the light property and inflicts 1d4 bludgeoning damage on a successful hit. If you select this option a second time, a magical shield is considered a magical weapon for the purposes of overcoming resistance to bludgeoning damage.
- **Rapid Ready** You may equip or stow a shield with the same interact with an object you use to equip or stow a weapon. If you select this option a second time, you may stow a previously held weapon or draw it with the same interact with an object.
- **Defensive Fighting** Before you make a melee attack with a weapon that you are holding while wielding a shield in your other hand, you can choose to forgo your proficiency modifier to the attack roll. If the attack hits, the target of the attack has disadvantage on any attack rolls against you until the beginning of your next turn.
- **Weapon Versatility** You gain proficiency in three one handed weapons of your choice.

HALF FEAT VARIANT

Your Dungeon Master may allow you to forgo two of your three feature selections from any given feat to instead receive a +1 to an ability score of your choice. When you gain a level, you may remove the feat selection to instead receive a +1 to an ability score of your choice. When you do so, you may take that feat again using an ability score increase as normal.