

Specialties and Feats

When you create your character, you can choose a specialty. You may take the specialty suggested by your class or choose a different one.

A specialty represents specialized knowledge and training that helps define your character's approach to adventuring. A typical specialty represents knowledge of certain tricks of the trade frequently used by adventurers, such as training in special magical techniques or mastering particular combat tactics.

Two characters might both be fighters, for example, yet behave in different ways based on their specialties. One is an ambusher, making use of cover and striking from hiding, while the other is a defender, shielding allies from harm. Your character's specialty helps define your play style and preferred techniques.

Feats

A specialty comprises a handful of feats, which provide special abilities to your character. Your character gains a feat at level 1, 3, 6, and 9.

Each feat's entry describes the feat's effect in the game world and includes a **benefit**, which explains how the feat works in the game rules.

Some feats have **prerequisites**. For example, the Ambush feat requires a Dexterity of 11 or higher. A character must meet a feat's prerequisites to take that feat. If the character ever loses a feat's prerequisites, he or she cannot use that feat until the prerequisites are regained.

A feat can be taken only once, unless it says otherwise.

Customizing a Specialty

After you select a specialty, you can deviate from the feats it provides by choosing any feat for which your character qualifies. You aren't required to take the next feat in a specialty, and you can even skip to a feat that is listed at a higher level, as long as your character meets its prerequisites.

Your DM might customize specialties to represent different organizations and cultures within the campaign setting.

Choosing Feats on Your Own

At your DM's discretion, you can ignore the provided specialties altogether. If you do so, simply choose a feat each time your character gains one, regardless of specialty.

Your character must meet the feat's prerequisites as normal. It's also a good idea to think about what the feats you choose say about your character. How did he or she pick up these abilities?

You can also take feats that reflect your character's experiences. If your rogue witnesses a miracle and becomes a devotee of a god of mercy, the Healing Initiate feat can represent that change.

Optional Rule: Retraining

Sometimes a feat isn't as useful in your campaign as you expected, or the feat doesn't quite fit the concept you have for your character. This optional rule is designed for such cases.

With your DM's approval, you can swap one of your character's feats for a new one when the character gains a level, but not if the old feat is a prerequisite for one of the character's other feats or abilities. The main reason for limiting how many feats you can change at once is to help preserve your character's identity and the believability of his or her evolution.

Example Specialties

Ambusher

You have trained in hit-and-run tactics and excel at maximizing the benefits of surprise. Your abilities help you get the drop on your enemies, make the most of hiding, and fight on the run.

These abilities are usually earned through hard-won experience. You might have grown up in the shadow of a great evil that made regular forays into your homelands. Faced with an overwhelming foe, you learned from a young age to set traps, wait in ambush, and defeat a much more powerful enemy by using your knowledge of your homeland to your advantage. Or you might have been a bandit or raider yourself, but given up that life for a career on the right side of the law.

Level 1: Improved Initiative

Level 3: First Strike

Level 6: Ambush

Level 9: Covert Strike

Defender

Through conscious effort or menacing presence, you command attention on the battlefield. You protect those who cannot protect themselves, often putting yourself at great risk by intercepting enemies' attacks. Alert, wary, and often selfless, you stand as a bulwark against the tide of enemy combatants.

Defenders arise from many different backgrounds and professions. You might have been a professional soldier, having learned techniques from fighting in military formations. Alternatively, you could be a valiant knight, and the act of protection arises from a singular commitment to a chivalric code.

Level 1: Interposing Shield

Level 3: Hold the Line

Level 6: Combat Reflexes

Level 9: Combat Superiority

Hedge Magician

You are a self-taught magic user, colloquially referred to as a hedge magician. You learned magic on your own, teaching yourself using lore you managed to scrounge and constant trial and error—not to mention a healthy dose of what can best be described as mystic insight. The abilities you gain as you progress along this path include learning to combine material components to create potions, securing the assistance of a helpful spirit, internalizing the basic formulas of the simplest spells, then learning how to defend yourself from other magicians who might come calling.

You might be a hermit, teaching yourself the basics of magic while exiled from civilization. Alternatively, you might be one of the cunning folk (or a witch, depending on how the local villagers feel about you), learning magic according to ancient rites and teachings handed down over the generations.

Level 1: Herbalism

Level 3: Find Familiar

Level 6: Arcane Dabbler

Level 9: Defensive Ward

Metamagician

You know how to manipulate magical energy to alter your spells. Many spellcasters train in the art of metamagic in order to get the most out of their spells. You understand better than anyone else how to twist your spells to get the desired effect, surprising your foes with your versatility.

You likely spent some time studying magical theory, for example as a student in a wizard's academy or a scholar in a magical library. Alternatively, you might have learned how to manipulate your spells through painful trial and error, leaving you with scars of failed experiments.

Level 1: Distant Spell

Level 3: Energy Admixture

Level 6: Maximize Spell

Level 9: Heighten Spell

Mystical Healer

Having studied the healing arts, you work to ease suffering, mend wounds, and cure sickness. You know how to conjure magical healing to seal wounds and purge the body of poisons. Your ministrations bring hope to the hopeless, health to the sick, and perhaps even life to the dying.

You might have been an apprentice to a village herb gatherer, a wise one who tended to the villagers' ills. Or perhaps you learned at the side of a wealthy family's personal physician. You could have served as a medic in a military company, aiding injured soldiers while battle raged around you. Or perhaps you are an initiate of a deity such as the Lifegiver, charged with offering healing wherever it is needed.

Level 1: Healing Initiate

Level 3: Magical Rejuvenation

Level 6: Purge Magic

Level 9: Restore Life

Polearm Master

Polearms, such as glaives, halberds, and other reach weapons, are typically the weapon of choice for well-armed masses of infantry. Their length allows tightly packed ranks of warriors to deliver many attacks at once, and they also excel at creating defensive formations against larger creatures.

You have trained with polearms, likely as part of a militia or other military unit, and have learned to apply what you know to the small, desperate skirmishes that adventurers face. Many adventuring fighters with a background as mercenaries practice this specialty.

Level 1: Polearm Training

Level 3: Hafted Weapon

Level 6: Two-Weapon Defense

Level 9: Warding Polearm

Reaper

Some warriors rely on elegance and speed. You prefer using the biggest weapon you can find to deliver the most devastating blows possible.

You likely trained in a mercenary company or other group that focused on battling large creatures. Hill giants and ogres rely on their endurance to overwhelm their foes. Your training has taught you to bring such foes down.

Level 1: Weapon Mastery

Level 3: Cleave

Level 6: Combat Reflexes

Level 9: Relentless

Sharpshooter

Sharpshooters have keen eyes and steady hands, letting them hit the most difficult targets. They have perfected their techniques with ranged weapons, letting them launch missile after missile with incredible speed and precision. While many sharpshooters favor bows, some use thrown weapons, slings, and even crossbows.

As a sharpshooter, you may be an archer in the king's army, a crossbow-toting assassin ever-ready for assignment, or a hunter whose life and livelihood depend on your ability to bring down prey with a streaking arrow.

Level 1: Precise Shot

Level 3: Weapon Mastery

Level 6: Sniper

Level 9: Called Shot

Skirmisher

The best way to avoid being a target is to never stand still. You know that being fast, mobile, and slippery is sure to guarantee your enduring safety. Likewise, your speed catches your enemies off-guard, allowing you to slip in, strike, and then retreat before your enemies have a chance to pin you down.

You might be a scout, used to traveling over long distances and evading danger instead of confronting it head-on. Alternatively, you might have lived as a street urchin, where your ability to move quickly through dangerous areas saved you from being snatched up by the city watch, or worse, having your meager possessions stolen by other street toughs.

Level 1: Charge
Level 3: Tumbling Movement
Level 6: Spring Attack
Level 9: Evasive Movement

Skulker

A subtle approach sometimes is the best way to deal with a powerful opponent or a touchy situation. Why trouble the giants guarding an enormous ruby when you can slip in and take it without disturbing them? Your approach makes things easier for everyone. You're a master of stealth, hiding in circumstances that others would find impossible and learning to avoid the common mistakes that scouts and sneak-thieves make to give themselves away.

The life of an adventurer is probably not all that different from what you did before. You might have been a scout, sneaking up on enemy forces to learn details of their movements or sabotage their supplies. Perhaps you were a messenger tasked with crossing dangerous regions where it was better to avoid predators than to fight them. Or you might have been a pickpocket or a spy, using your stealth for unsavory ends.

Level 1: Hide in Shadows
Level 3: Ambush
Level 6: Skill Focus (Sneak)
Level 9: Skill Supremacy (Sneak)

Specialist

This specialty represents perhaps the broadest range of characters. While others allow their skills to grow organically, you make a point of mastering your skills. As you progress along this path, you have the opportunity to learn more skills and to increase your proficiency with those you have.

Think about what environment might have fostered this devotion. Are you a dabbler in many varied skills, or deeply invested in a few key skills? Are you a sage seeking to increase the breadth and depth of your knowledge? Or perhaps you're a charlatan who wants to be able to convincingly adopt many new identities.

Level 1: Superior Skill Training
Level 3: Superior Skill Training
Level 6: Skill Focus
Level 9: Skill Supremacy

Survivor

You are tough. You not only stand up to wounds that would fell a lesser adventurer, but also continue to push forward when others would need to stop for rest. You have a deep reserve of health that gives you the ability to recover more quickly than most people.

You likely had a harsh life before becoming an adventurer. You might have lived in an extreme environment, such as a tundra or a desert, where survival was a daily challenge. Perhaps you are an escaped slave who had to endure terrible conditions, or a prisoner on the run. Or your exceptional endurance could be supernatural in nature, the result of a fey blessing at your birth or a drop of giant blood in your ancestry.

Level 1: Durable
Level 3: Toughness
Level 6: Resilience
Level 9: Iron Hide

Swashbuckler

Elegant weapons are the mark of a civilized warrior, someone for whom precision and panache are elements of skill, not simple flourishes. Your style is all about fluidity, quick reactions, and being nimble enough to step away when things grow too dangerous.

You likely grew up in a city, since weapons such as the rapier are products of a civilized realm. You might also have been trained by a skilled tutor, one hired by your parents or guardian in hopes of teaching you the skills you need to defend yourself.

Level 1: Seize the Advantage
Level 3: Combat Reflexes
Level 6: Spring Attack
Level 9: Riposte

Two-Weapon Fighter

The art of fighting with two weapons can be difficult to master, but you have both the grace and the skill to pull off such a complex fighting style. Switching from offense to defense and back again, you keep your enemies unbalanced by striking from two directions at once, weaving your weapons in a complex pattern to turn aside strikes and set up swift counterattacks.

Level 1: Dual Wielding

Level 3: Two-Weapon Defense

Level 6: Weapon Mastery

Level 9: Two-Weapon Strike

Feat Descriptions

General Feats

Ambush
Combat Reflexes
Durable
First Strike
Herbalism
Improved Initiative
Iron Hide
Resilience
Toughness

Expert Feats

Charming Presence
Climb Sheer Surfaces
Disarm Traps
Hide in Shadows
Mimic
Open Locks
Pick Pocket
Read Lips
Restore Life
Skill Focus
Skill Supremacy
Superior Footwork
Superior Skill Training
Taunt
Track
Trap Sense
Tumbling Movement
Unflappable
Use Magic Device
Vault

Magic Feats

Arcane Dabbler
Defensive Ward
Distant Spell
Energy Admixture
Find Familiar
Healing Initiate
Heighten Spell
Magical Rejuvenation
Maximize Spell
Purge Magic

Martial Feats

Bull Rush
Called Shot
Charge
Cleave
Combat Superiority
Covert Strike
Disarming Attack
Dual Wielding
Evasive Movement
Hafted Weapon
Hold the Line
Interposing Shield
Lunge
Martial Arts
Polearm Training
Precise Shot
Relentless
Riposte
Seize the Advantage
Shove Away
Sniper
Spring Attack
Trip Attack
Two-Weapon Defense
Two-Weapon Strike
Warding Polearm
Weapon Mastery

Ambush

General feat

You strike foes with deadly precision when you catch them unaware.

Prerequisite: Dexterity 11 or higher

Benefit: When you start your turn hidden from a creature, you have advantage on your first attack roll against that creature during the same turn, even if you are revealed before the attack.

In addition, if you make a ranged attack against a creature from which you are hidden and you miss, the attack does not reveal your location.

Arcane Dabbler

Magic feat

You know some of the basics of magic use, and can cast some rudimentary spells.

Prerequisite: Intelligence 11 or higher

Benefit: You learn two of the following cantrips of your choice: *light*, *mage hand*, *minor illusion*, *prestidigitation*, and *read magic*.

Bull Rush

Martial feat

You throw yourself into a full-fledged shove, driving your opponent across the battlefield.

Effect: Choose a Large or smaller creature within 5 feet of you. Contest your Strength against that creature's Strength. If you succeed, you push the creature up to 20 feet, provided you move with the creature along the same path. Doing so uses none of your regular movement, but you must be able to move.

Called Shot

Martial feat

You shoot or hurl a missile at a precise spot on an enemy's body.

Prerequisite: 9th level, Dexterity 15 or higher

Benefit: You can use your action to prepare a called shot against a target you can see. On your next turn, if your first ranged attack against that creature is a hit, it becomes a critical hit.

Charge

Martial feat

You can rush across the field of battle and still compose yourself enough to make an attack.

Benefit: As an action, you can move up to your speed and make a single melee attack. You cannot move any farther during the same turn.

Charming Presence

Expert feat

You are captivating in your charm, bringing others under your thrall with mere words.

Prerequisite: 6th level, Charisma 15 or higher

Benefit: When you make a Charisma check to persuade a creature that can understand you, the creature is charmed by you if your check succeeds. This charm lasts for 1 hour. If you or your companions are hostile toward the creature in word or deed, the charm ends immediately, and you cannot use this feat on the creature again for 24 hours.

Cleave

Martial feat

You can let the momentum from a deadly attack carry your weapon into another foe.

Benefit: Once on each of your turns, when you reduce a creature to 0 hit points or fewer with a melee attack, you can make a single melee attack against another creature within your reach as a part of the same action.

Climb Sheer Surfaces

Expert feat

You scramble nimbly up even the most sheer walls and cliffs.

Prerequisites: Strength 11 or higher

Benefit: Climbing doesn't cost you extra feet of movement, and you have advantage on Strength checks to climb.

Combat Reflexes

Martial feat

Your instincts take over when danger presents itself and can strike whenever you spot an opening.

Benefit: You can take an extra reaction each round, but no more than once per turn. The reaction can be used only to make an opportunity attack.

Combat Superiority

Martial feat

You can protect your allies and deliver a punishing counterstrike.

Prerequisite: 9th level, Interposing Shield feat

Benefit: When you use the Interposing Shield feat, you can make a single melee attack against

the attacking creature as part of the same reaction.

Covert Strike

Martial feat

When you dispatch a foe, you know how to make a hasty exit and vanish from sight.

Prerequisite: 9th level, First Strike feat

Benefit: Once on your turn, when you reduce a creature to 0 hit points or fewer with an attack, you can also attempt to hide as a part of the same action. If you have any movement left for this turn, you can use it to move before attempting to hide, and you must adhere to the normal restrictions for being able to hide.

Defensive Ward

Magic feat

You can quickly conjure defensive wards that protect you and your allies from harmful magic.

Prerequisite: 9th level, the ability to cast at least one 1st-level spell

Benefit: When you or a creature within 25 feet of you makes a saving throw against a magical effect, you can use your reaction to give that creature advantage on that saving throw.

Disarm Traps

Expert feat

You can disarm and otherwise nullify all kinds of traps.

Prerequisite: Dexterity 11 or higher

Benefit: You have proficiency with thieves' tools. When you use thieves' tools to attempt to disable a trap, you can add your skill die to the Dexterity check. Additionally, you do not trigger the trap if you fail your check by 5 or more.

Disarming Attack

Martial feat

You strike a blow that also batters at your opponent's weapon.

Effect: As an action, you can make a single melee attack against a creature within 5 feet of you. If you hit, you can also make a Strength check, contested by the target's Strength check, to disarm the target. If you succeed, the target drops one

object in its space. If you have a hand free, you can pick up that object.

If the creature is holding the object with two hands (or other appendages), it has advantage on the Strength check it makes to resist being disarmed.

Distant Spell

Magic feat

You have learned how to cast touch spells at a distance.

Prerequisite: The ability to cast at least one spell

Benefit: Once per day when you cast a spell that normally requires you to touch a target, you can instead choose a target within 25 feet of you.

Dual Wielding

Martial feat

You are skilled at fighting with two weapons at once—a light weapon in one hand and a heftier weapon in the other.

Benefit: When you fight with two melee weapons at the same time, one of them doesn't need to be a light weapon, provided you are proficient with both of the weapons.

Durable

General feat

You are uncommonly tough.

Prerequisite: Constitution 11 or higher

Benefit: Whenever you roll a die to regain hit points by spending a Hit Die, you can roll twice and use the higher roll.

Energy Admixture

Magic feat

You specialize in a particular type of magical energy. You can alter your spells to call forth that energy whenever you like.

Prerequisite: The ability to cast at least one spell

Benefit: When you gain this feat, choose a damage type: acid, cold, fire, lightning, or thunder. When you cast a spell that deals one of those damage types, you can cause half of the spell's

damage to be its normal type and the other half to be the type you chose for this feat.

Str 2 (–4) **Dex** 12 (+1) **Con** 6 (–2)
Int 2 (–4) **Wis** 10 (+0) **Cha** 2 (–4)

Evasive Movement

Martial feat

You move so evasively that your enemies can't stop you even when you brush right by.

Prerequisite: 9th level, Spring Attack feat

Benefit: You can move through other creatures' spaces.

Find Familiar

Magic feat

You have a familiar, a spirit that takes animal form to serve you.

Prerequisite: The ability to cast at least one 1st-level spell

Benefit: You can bond with a familiar by mastering and performing a special ritual, as described in the "Bonding with a Familiar" sidebar. You can have only one familiar at a time.

Your familiar acts independently of you, but it always obeys your commands. In combat, it has its own turns and rolls its own initiative.

While you are within 100 feet of your familiar, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears for 1 round, and you also gain the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

Finally, while within 100 feet of your familiar, you can have it deliver a spell on your turn that requires touching a creature, so that it touches the creature on your behalf, provided nothing is preventing the familiar from taking actions. If the spell requires an attack roll, you use your attack modifier for the roll. The familiar cannot make attacks of its own.

Choose a familiar. Each familiar has the same statistics, modified by the type you choose.

Familiar

Tiny Celestial, Fey, or Fiend

Armor Class 12

Hit Points 6 + 2 hp for each of your levels beyond 1st

Speed 20 ft.

TRAITS

Familiar: When the familiar drops to 0 hit points or fewer, it disappears, leaving behind no physical form. The familiar cannot reappear until its master recalls it by spending 30 minutes performing a minor ritual.

TRAITS BY TYPE

Bat: Cannot be blinded; has darkvision with a range of 20 feet; has a speed of 5 feet and a fly speed of 20 feet.

Cat: Gains a +5 bonus to all Dexterity checks to sneak; takes no damage when falling 20 feet or less.

Hawk: Has a speed of 5 feet and a fly speed of 30 feet.

Owl: Has darkvision with a range of 40 feet; has a speed of 5 feet and a fly speed of 25 feet.

Rat: Gains a +5 bonus to all Strength checks to climb and a +5 bonus to all Dexterity checks to sneak.

Raven: Has a speed of 5 feet and a fly speed of 25 feet; can mimic simple sounds (such as a person whispering, a baby crying, or a small animal chattering).

Snake: Gains a +5 bonus to all Dexterity checks to sneak, and a +5 bonus when rolling its initiative.

Toad: Can jump up to 10 feet.

Weasel: Gains a +5 bonus to all Strength checks to climb and a +5 bonus to all Dexterity checks to sneak.

Bonding with a Familiar

A familiar is a simple spirit from another plane of existence that takes a physical form resembling a normal animal. To bond with a familiar, you must learn and master a special ritual that allows you to call it forth from its home plane, give it its animal form, and bind it to your service. At the time of the ritual's performance, you choose the type of animal form your familiar will take.

The process of calling a familiar is exhausting and expensive. To do so, you must stoke a brass brazier with charcoal and add 100 gp worth of incense, herbs, and fat. For the next day, you must perform an incantation, casting out your voice into the ether. At the end of this time, your new familiar crawls out from the smoking remains of the brazier's contents, bound to serve you.

First Strike

General feat

Your quick reflexes allow you to get the jump on your foes.

Benefit: On your first turn of combat, you have advantage on attack rolls against any creature that has not yet taken a turn during this encounter.

Hafted Weapon

Martial feat

You can strike with the blunt end of a polearm, treating it more like a quarterstaff.

Prerequisite: Proficiency with the glaive, halberd, or pike

Benefit: When you are wielding a glaive, a halberd, or a pike, the weapon functions as a double weapon that has a second end that deals 1d4 bludgeoning damage.

Healing Initiate

Magic feat

You have learned the basics of magical healing.

Prerequisite: Wisdom 11 or higher

Benefit: You learn the *cure minor wounds* and *resistance* cantrips.

Heighten Spell

Magic feat

You know how to modify your spells to make them harder to resist, or more accurate in seeking out their target.

Prerequisite: The ability to cast at least one spell

Benefit: Once per day, you can choose to gain advantage on a single attack roll made as part of a spell or to give one target disadvantage on any saving throws made against the spell.

Herbalism

General feat

You have studied the medicinal and poisonous qualities of plants and can use that knowledge to create various remedies.

Prerequisite: Intelligence 11 or higher

Benefit: You can spend one hour to create up to three items, chosen in any combination from this list.

- antitoxin (25 gp)
- healer's kit (2 gp, 5 sp)
- *potion of healing* (25 gp)

To create an item, you must expend material components (herbs, vials, cloth, and the like) worth the amount given for each item.

Additionally, you can automatically determine by sight or smell whether an herb is poisonous.

Hide in Shadows

Expert feat

You have learned to keep to the shadows and to see clearly within them.

Prerequisite: Dexterity 11 or higher

Benefit: You gain training in the Sneak skill. In addition, you gain the ability to hide in dim light and other lightly obscured areas, and you gain low-light vision with a range of 10 feet.

Hold the Line

Martial feat

You can use your shield to stop oncoming enemies in their tracks.

Prerequisite: Proficiency with shields

Benefit: When a creature of your size or smaller moves within your reach while you are wielding a shield, you can use a reaction to cause the creature to end its movement for the turn.

Improved Initiative

General feat

You make the most of the chaos that erupts at the start of a battle.

Benefit: You gain a +4 bonus to initiative. If your initiative total is less than 10, treat it as 10.

Interposing Shield

Martial feat

You can disrupt an attack by bashing the attacker with your shield.

Prerequisite: Proficiency with shields

Benefit: While you are wielding a shield, you can use your reaction to impose disadvantage on the attack roll of a creature within 5 feet of you, provided the creature is attacking a target other than you.

Iron Hide

General feat

You shrug off minor injuries with ease.

Prerequisite: 9th level, Constitution 15 or higher

Benefit: You gain a +1 bonus to your AC.

Lunge

Martial feat

You stretch out to strike at an enemy just out of your normal reach.

Benefit: As an action, you can make a single melee attack, and increase your reach for that attack by 5 feet.

Magical Rejuvenation

Magic feat

You have mastered advanced magical healing techniques.

Prerequisite: 3rd level, Wisdom 11 or higher

Benefit: Once per day, you can cast *cure light wounds* or *lesser restoration*.

Martial Arts

Martial feat

You have learned to fight using your body as a weapon.

Benefit: Your unarmed strike functions as a light finesse weapon with which you have proficiency. It deals 1d6 bludgeoning damage.

Maximize Spell

Magic feat

You can alter your spells to get the maximum possible result out of the damage that they deal.

Prerequisite: The ability to cast at least one spell

Benefit: Once per day before you roll damage for a spell, you can maximize the damage, rather than rolling it.

Mimic

Expert feat

You can expertly mimic a person's voice, mannerisms, and quirks.

Prerequisite: Charisma 11 or higher

Benefit: When making a Charisma check to bluff, you can perfectly mimic the sound of another humanoid's voice, as well as its physical motions and mannerisms. You can sustain this mimicry for as long as you wish. You must have observed the person previously to perform this mimicry.

Open Locks

Expert feat

You have a knack for getting into things that others want to protect, even bypassing magical wards.

Prerequisite: Dexterity 11 or higher

Benefit: You have proficiency with thieves' tools.

When you use thieves' tools to pick a lock, you can add your skill die to your Dexterity check to do so. Additionally, you can attempt to bypass magical locks using thieves' tools.

Pick Pockets

Expert feat

You can secretly dip into the pockets, pouches, and packs of other creatures, using your light fingers to steal from them.

Prerequisite: Dexterity 11 or higher

Benefit: As an action, you can attempt to covertly take a stowed item off another creature. You make a Dexterity check to conceal an object, contested by your target's Wisdom check to spot. If your target wins the contest, you fail to retrieve the stowed item you sought and the creature notices your attempt. If you win the contest, you retrieve the stowed item you sought without alerting that creature.

Polearm Training

Martial feat

You've been trained in the basics of using a polearm, and can use the lengthy weapon to turn the area around you into a whirlwind of violence.

Benefit: You gain proficiency with the glaive, the halberd, the pike, and the quarterstaff.

You have advantage on opportunity attacks using these weapons.

Precise Shot

Martial feat

You are skilled at timing and aiming ranged attacks.

Prerequisite: Dexterity 11 or higher

Benefit: You gain proficiency with shortbows and longbows.

In addition, when you make a ranged attack, creatures within 5 feet of you don't provide cover to your target.

Purge Magic

Magic feat

You know incantations that can free yourself or an ally of unwanted magic.

Prerequisite: 6th level, Intelligence or Wisdom 12 or higher, the ability to cast at least one spell

Benefit: You can use an action to cast the *dispel magic* spell on yourself or a friendly creature. You can use this benefit a number of times per day equal to your Intelligence or Wisdom modifier (whichever is higher).

Read Lips

Expert feat

You can understand what another creature is saying from a distance.

Prerequisite: Wisdom 11 or higher

Benefit: If you can see a creature's face and you understand the language it's speaking, you can read the subject's lips.

Relentless

Martial feat

Your unceasing assault makes it difficult for your target to continue evading your attacks.

Prerequisite: 9th level

Benefit: When you miss a creature with a melee attack, you have advantage on your next melee attack against that creature before the end of your next turn.

Resilience

General feat

You recover from your injuries at an unusually fast rate.

Prerequisite: Constitution 11 or higher

Benefit: Whenever you spend a Hit Die to regain hit points, you regain 2 extra hit points.

Restore Life

Expert feat

You can use your superior healing techniques to restore life to the recently dead.

Prerequisite: 9th level, Healing Initiate feat

Benefit: You can spend 1 minute tending to a creature that died within the last minute and that has at least 1 Hit Die. The body must be intact and the creature has to have died as a result of taking damage. At the end of this time, the creature spends 1 Hit Die and returns to life, regaining hit points from spending a Hit Die as normal.

You must have a healer's kit to use this feat. Using this feat expends 2 uses from the healer's kit.

Riposte

Martial feat

You use your opponent's missteps as an opportunity to strike.

Prerequisite: 9th level, Seize the Advantage feat

Benefit: When you use the Seize the Advantage feat, you can also make a single melee attack against that creature as part of the same reaction, expending the advantage granted by that feat.

Seize the Advantage

Martial feat

You can turn aside a blow with your weapon, using your opponent's momentum to your advantage.

Prerequisite: Dexterity 11 or higher

Benefit: When a creature within 5 feet of you misses you with a melee attack, you can use your reaction to gain advantage on your next attack against that creature before the end of your next turn.

Shove Away

Martial feat

Your attack drives your opponent away from you, sending them reeling.

Benefit: As an action, you can make a single melee attack. If you hit, you can also make a Strength check, contested by the target's Strength or Dexterity check, to push the target. If you succeed, you push the target 5 feet away from you, provided the target is no more than one size larger than you.

Skill Focus

Expert feat

Your study and mastery of your skills grows deeper as you focus your effort.

Benefit: Choose one of your skills when you gain this feat. When you make an ability check using that skill, treat any d20 roll of 9 or less as a 10.

Special: You can select this feat multiple times, but you must choose a different skill each time.

Skill Supremacy

Expert feat

You are a master of a chosen skill.

Prerequisite: Skill Focus feat

Benefit: Choose a skill you chose for the Skill Focus feat. You have advantage on all ability checks using that skill.

Special: You can select this feat multiple times, but you must choose a different skill each time.

Sniper

Martial feat

You can make shots with precision by sacrificing stopping power.

Prerequisite: 6th level, Precise Shot feat

Benefit: You ignore half cover and three-quarters cover when making ranged attacks.

Spring Attack

Martial feat

You make sudden, rapid movements to catch your enemy off guard.

Prerequisite: Dexterity 11 or higher

Benefit: As an action, you move up to 10 feet and make an attack at any point during the movement. This movement does not provoke opportunity attacks.

Superior Footwork

Expert feat

You have excellent footwork, and cannot be knocked down in battle.

Prerequisite: Dexterity 11 or higher

Benefit: When you would be knocked prone, you can use your reaction to remain standing.

Superior Skill Training

Expert feat

You have specialized training and experience that gives you an edge in certain situations.

Benefit: You gain two skills of your choice.

Special: You can select this feat multiple times, but you must choose two different skills each time.

Taunt

Expert feat

You know how to goad your enemies into attacking you, even when they wouldn't normally rise to the bait.

Prerequisite: Charisma 11 or higher

Benefit: As an action, choose a creature within 25 feet of you that can see or hear you, and contest your Charisma against its Wisdom. The creature automatically wins the contest if it is immune to being charmed.

If the creature loses, it must use its movement on its next turn to move closer to you before using its action. The creature uses as much of its speed as it can to reach you and avoids dangerous terrain.

Toughness

General feat

You are remarkably durable and can stand up to punishment that would send other people to death's door.

Prerequisite: Constitution 11 or higher

Benefit: You gain extra hit points equal to your level when you take this feat. For each level you gain after taking this feat, you gain 1 extra hit point.

Track

Expert feat

You can follow the path that one or more creatures have taken.

Prerequisite: Wisdom 11 or higher

Benefit: You can spend 1 minute looking for signs of other creatures' passage. You detect if any creatures have passed through the immediate vicinity (100 feet around you) within the last 24 hours. You learn the number of creatures, their sizes, and the speed and direction they were traveling.

Under certain circumstances, a Wisdom check is required to detect the signs of passage:

- if more than a day has passed since the creatures passed
- if the creatures intentionally obscured their trail
- if weather has obscured their trail, such as after hard rain, heavy snow, or wind-blown sand
- if the terrain makes discerning a trail difficult, such over a river or a solid rock shelf
- if the area has been heavily traveled by many creatures, such as along a road or inside a city

Trap Sense

Expert feat

You know when a trap is about to spring, and rarely take the full force of any trap you encounter.

Benefit: You have advantage on saving throws against traps, and traps have disadvantage on their attack rolls against you.

Trip Attack

Martial feat

You use your attack to drive your enemy to the ground.

Benefit: As an action, you can make a single melee attack. If you hit, you can also make a Strength check, contested by the target's Strength or Dexterity check, to knock the target down. If you succeed, the target falls prone.

The target must be no more than one size category larger than you in order to knock it down using this feat.

Tumbling Movement

Expert feat

When you move past your enemies on the battlefield, you tumble, roll and leap to make yourself a more difficult target.

Prerequisite: Dexterity 11 or higher

Benefit: Opportunity attacks against you have disadvantage.

Two-Weapon Defense

Martial feat

You can use the weapon you wield in your off hand to defend yourself.

Benefit: When you are wielding two weapons and you are proficient in both, you have a +1 bonus to AC. You never gain this bonus when you are wielding a shield (including a spiked shield).

Two-Weapon Strike

Martial feat

You can use both of your weapons to make it impossible for your enemy to easily dodge your attacks.

Prerequisite: 9th level, Dual Wielding feat

Benefit: If you hit the same creature using two-weapon fighting, you can add the relevant ability modifier to the damage of the second attack.

Unflappable

Expert feat

You never let anything bother you, and always manage to put on a good face even when the odds are stacked against you.

Prerequisite: Charisma 11 or higher

Benefit: You ignore the effects of disadvantage when making Charisma checks.

Use Magic Device

Expert feat

You have studied the use of magic items and know how to bypass many of their limitations and restrictions.

Prerequisite: Intelligence 11 or higher

Benefit: When you attempt to use a magic item that you normally cannot use because it requires you to be a member of a different class or race or to have spellcasting ability that you lack, you can

make an Intelligence check (DC 10). If you succeed, you can use that magic item despite not meeting its requirements.

Vault

Expert feat

You can spring and leap as well as any acrobat.

Prerequisite: Strength 11 or higher

Benefit: Add 15 feet to the length of any long jump you make, or 5 feet to the height of any high jump.

Warding Polearm

Martial feat

You can use your polearm to keep enemies at bay.

Prerequisite: 9th level

Benefit: While you are wielding a reach weapon with which you have proficiency, other creatures provoke opportunity attacks from you when they enter your reach.

Weapon Mastery

Martial feat

Your skill with weapons has been honed over the course of many battles, allowing you to further refine your talents.

Benefit: When you attack with a weapon and roll its damage dice, roll an extra die of the same type, drop the lowest roll, and then add up the damage.