

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 ambush specialist, making use of cover and striking from hiding, while the other is an endurance specialist, shielding his or her 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 levels 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 Ambusher 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 deity, the Initiate of the Faith 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 development.

Example Specialties

Ambush Specialist

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

You make the most of the confusion and chaos that erupts at the start of a battle. While others fumble for their gear, you attack.

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

Level 3: Bushwhacker's Tactics

Your quick reflexes allow you to take advantage of a foe's fumbling attempts to react to danger.

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

Level 6: Ambusher

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 that turn, even if you are revealed beforehand.

When you are hidden from a creature, if you miss with a ranged attack against that creature, the attack does not reveal your location.

Level 9: Guerrilla Tactics

Your swift movement and deft ability to dash behind cover create confusion on the battlefield and leave your enemies guessing about your current position and where you will strike next.

Prerequisite: Dexterity 11 or higher

Benefit: When you hit a creature within 5 feet of you with an attack, your movement does not provoke opportunity attacks from that creature until the start of your next turn.

Arcane Magic Specialist

You have studied and learned the basics of magical theory. You learned spells, not through rote practice and memorization, as many wizards do, but by careful study of mathematical formulas and geometric patterns underlying the workings of spells—and a healthy dose of what can best be described as mystic insight. The abilities you gain as you progress along this path include internalizing the basic formulas of the simplest spells, securing the assistance of a helpful familiar spirit, then learning to alter those formulas to produce unusual effects that defy the rude boundaries of space and time.

You probably studied arcane magic under the guidance of an eccentric mentor or at a very nontraditional school of magic. Or you might be entirely self-taught, learning magic through your own research. If you are not a wizard, you might have been expelled from your study—perhaps because of your unorthodox methods—or perhaps you simply decided that a different path was a better match for your interests and abilities.

Level 1: Arcane Initiate

You know a few secrets of spellcasting, enough to produce a minor magical effect.

Prerequisite: Intelligence 11 or higher
Benefit: Once per day, you can use your action to cast *detect magic*, *light*, or *mage hand*.

Level 3: Find Familiar

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

Prerequisite: Able to cast at least one spell from the wizard's spell list

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 9 (2d8)

Speed 20 ft.

Str 2 (−4) **Dex** 12 (+1) **Con** 6 (−2)

Int 2 (−4) **Wis** 10 (+0) **Cha** 2 (−4)

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 checks made to avoid detection; 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 checks made to climb and a +5 bonus to checks made to sneak and hide.

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 chittering).

Snake: Gains a +5 bonus to checks to avoid detection, and a +5 bonus when rolling its initiative.

Toad: Can jump up to 10 feet.

Weasel: Gains a +5 bonus to checks made to climb and a +5 bonus to checks made to sneak and hide.

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.

Level 6: Maximize Spell

You have mastered a spell so completely that you wring every ounce of power out of it.

Prerequisite: 6th level

Benefit: Once per day, you can maximize the result of all dice you roll for a spell you cast.

Level 9: Quicken Spell

Your mastery of magic allows you to cast the least powerful spells with barely any effort.

Prerequisite: 9th level

Benefit: Once per day when you take an action, you can cast a 0-level or a 1st-level spell as part of the same action, provided you have the spell prepared. You cast the spell immediately before or after the action.

Divine Magic Specialist

You are an initiate of a particular religion, sect, or cult, and you have been blessed with the ability to manifest some tiny fragment of your deity's power. You are sworn to support your community, to spread healing and goodwill, and to uphold the teachings of your faith. In return, you gain magical abilities to heal and protect your allies.

Your early training and initiation into your faith might have been just one step along the way to becoming a cleric, or you might be simply an especially devout member of another class.

Level 1: Initiate of the Faith

You can call on divine forces to create minor miracles.

Prerequisite: Wisdom 11 or higher

Benefit: Once per day, you can use your action to cast *cure minor wounds*, *light*, or *resistance*.

Level 3: Divine Healing

The blessings of your deity grant you additional healing powers.

Prerequisite: 3rd level, able to cast at least one spell from the cleric's spell list

Benefit: Once per day, you can use your action to cast *cure light wounds*.

Level 6: Divine Blessing

You can call on the gods to aid yourself and your allies.

Prerequisite: 3rd level, able to cast at least one spell from the cleric's spell list

Benefit: Once per day, you can use your action to cast *bless*.

Level 9: Superior Divine Healing

Your healing powers, a gift of your deity, have grown strong indeed.

Prerequisite: 6th level, able to cast at least one spell from the cleric's spell list

Benefit: Once per day, you can use your action to cast *cure moderate wounds*.

Endurance Specialist

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

You are uncommonly tough.

Prerequisite: Constitution 11 or higher

Benefit: Whenever you roll a die to increase your hit point maximum (such as when you gain a level) or to regain hit points by spending a Hit Die, you can roll twice and use the higher result.

Level 3: Toughness

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.

Level 6: Resilient

You recover from your injuries more quickly than other people.

Prerequisite: Constitution 11 or higher

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

Level 9: Iron Hide

You shrug off minor injuries with ease.

Prerequisite: 9th level, Constitution 11 or higher

Benefit: Whenever you take bludgeoning, piercing, or slashing damage, the damage is reduced by 1.

Healing Specialist

Having studied the healing arts, you work to ease suffering, mend wounds, and cure sickness. You know how to brew antidotes for most poisons. You can prepare herbal remedies to promote healing. 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: Herbalism

You have mastered the techniques that allow you to create potions, bandages, and healing kits.

Benefit: You can spend 1 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.

Level 3: Expert Herbalist

Your curative concoctions are unusually potent.

Prerequisite: Herbalism feat

Benefit: A *potion of healing* that you create restores 1d4 + 2 extra hit points.

Level 6: Master Herbalist

You perfect your skills at herbalism to ensure that those under your care receive the full benefits.

Prerequisite: Herbalism and Expert Herbalist feats

Benefit: When you create a potion that heals, that potion restores the maximum number of hit points that it can.

Level 9: Restore Life

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

Prerequisite: 9th level, Herbalism feat

Benefit: You can spend 1 minute tending to a creature that died within the last minute and that has at least one unspent Hit Die. The creature's body must be intact, and the creature has to have died as a result of taking damage.

At the end of the minute, make a DC 15 Wisdom check. If you succeed, the creature is revived and spends a Hit Die, regaining hit points from spending that die as normal. If you fail, the creature cannot be revived with this feat.

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

Investigation Specialist

You have a keen awareness for detail, one that arose through a combination of practice and natural talent. You are good at picking out subtle clues and hidden items, and few details of your environment escape your notice. The almost inaudible creak of a bowstring being drawn might alert you to an imminent ambush, and the slightest twitch of an eye might tell you that a suspect is lying.

You might have worked with the town watch to investigate crimes, or carried out such investigation on your own—to the acclaim or consternation of the watch. Perhaps you served as a scout, protecting military forces or exploration teams from ambushes in the wild. You might have been a spy for some monarch or aristocrat, or gathered information for a local crime lord.

Level 1: Alertness

You have worked to sharpen your senses. You notice details quicker than others, particularly the telltale signs that herald the start of a fight.

Benefit: You gain a +2 bonus to initiative and to checks to detect hidden creatures and objects.

Level 3: Keen Intuition

Your senses and intuition allow you to notice details that others would prefer that you did not notice.

Benefit: Whenever you engage in a contest to spot a hidden creature, discern a lie, or otherwise notice a creature's presence or disposition, your d20 roll is treated as a 10 if you roll a 9 or less.

Level 6: Expert Investigator

You can scour an area to find clues and details to help you with your investigation.

Prerequisite: Intelligence 11 or higher

Benefit: If you have 5 minutes to search an area that measures up to 10 feet on each side, you treat all checks for finding hidden items in the area as if you rolled a 20.

Level 9: Master Detective

Your keen senses make it difficult to conceal clues from you or to get the jump on you.

Prerequisite: 9th level, Intelligence 11 or higher

Benefit: You can attempt to find hidden objects or creatures as part of any other action you take. If you use an action to make such a check, you have advantage on the check.

In addition, if you are surprised, you can make a DC 10 Wisdom saving throw to avoid being surprised.

Skill 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.

Levels 1 and 3: Superior Skill Training

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

Benefit: Choose two skills when you gain this feat. You gain training in a chosen skill, or if you already have training in it, the bonus you gain to checks with that skill increases by 2.

Special: You can gain this feat multiple times, but it can increase a particular skill's bonus only once.

Level 6: Skill Focus

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 a check with that skill, treat any d20 roll of 4 or less as a 5. If the

check is part of a contest, instead treat any d20 roll of 9 or less as a 10.

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

Level 9: Skill Supremacy

You are a master of a chosen skill.

Prerequisite: Skill Focus feat

Benefit: Choose a skill of yours that is associated with the Skill Focus feat. You have advantage on checks with that skill.

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

Stealth Specialist

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

You have learned to keep to the shadows, allowing you to sneak past creatures using nothing more than the cover of dim light.

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 you gain low-light vision with a range of 10 feet.

Level 3: Master Sneak

Moving quietly and keeping out of sight are second nature to you. Even in the most trying circumstances, your skill allows you to trump the vagaries of luck.

Prerequisite: Dexterity 11 or higher

Benefit: When you make a check to avoid detection, treat any d20 roll that is 9 or less as a 10.

Level 6: Hidden Movement

By timing your movement just right, you can slip from hiding spot to hiding spot without being detected, even if you move across a brightly lit room. But you must account for each observer that might spot you. Otherwise, one wrong step reveals your position.

Prerequisite: Dexterity 11 or higher

Benefit: As an action, you can move up to your speed and remain hidden during the move, provided you start the move hidden and you end in a spot where you can hide. If you move within 10 feet of a creature from which you were hidden when you started the move, you are instantly revealed to that creature.

Level 9: Stealthy Escape

You are so skilled at evading detection that you hide almost as reflex. Every action you take is a distraction that sets up your next move to the shadows.

Prerequisite: Dexterity 11 or higher

Benefit: If you move after taking your action, you can make a Dexterity check to hide at the end of that move, provided you are able to hide at your destination. Also, this check suffers disadvantage that cannot be canceled by advantage.