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Just random feats

Blackpowder Expert (GrimHollow)

Prerequisite: Proficiency with advanced weapons

You are well-versed in the use of Blackpowder weapons and wield them with deadly efficiency. You gain the following benefits:

- You ignore the loading property of Blackpowder weapons with which you are proficient.
- Whenever a hostile creature moves within 10 feet of you, and you did not move on your last turn, you can use a reaction to make a ranged weapon attack against that creature.

Blood Hound (GrimHollow)

Prerequisite: Wisdom 13 or higher

Your keen senses are heightened beyond that of most people. Whether these senses were heightened through training, through the loss of other senses, or they simply matured as you did, you gain the following benefits:

- While conscious, whenever a creature that is small or larger moves, within 10 feet of you, you immediately become aware of its presence.
- Your attack rolls do not have disadvantage against invisible creatures that you are aware of.
- You have advantage on Wisdom (perception) and Wisdom (survival) checks that rely on sound or smell.

Docker's Jank (Zeitgeist)

In a band, every musician has to know his bandmates' parts in case they need to switch places or pick up the slack. Choose up to four allies; you may change your chosen allies if you spend a few hours training with them. You and those allies can each use Help as a bonus action, but only to aid you or one of your chosen allies. Once a character uses this ability, he or she must take a short or long rest before doing so again.

Additionally, once per day as a bonus action you can shout a line from an inspiring song to grant an ally a Bardic Inspiration die, a d6.

The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level. Except for the limited use, this functions as the Bardic Inspiration feature.

Hulking Figure (GrimHollow)

Prerequisite: Strength 13 or higher

You are a broad and formidable size for your race, either due to extensive training or natural build.

You gain the following benefits:

- You count as one size larger (to a maximum size of large) when determining your carrying capacity and the weight you can push, drag, and lift.
- When you hit a creature with a melee attack, if you used your strength modifier to hit the creature, you deal an additional 1d4 damage. This damage is of the same type as the weapon attack.
- Whenever you attempt a Charisma (intimidation) check against a creature of your size or smaller, you can add your Strength modifier to the result.

Iron Gut (GrimHollow)

Prerequisite: Constitution 13 or higher

You eat like a giant and drink like a fish. Years of punishing your stomach and liver have led to a powerful fortitude. You gain the

following benefits:

- You have advantage on Saving Throws against being poisoned.
- Upon completing a long rest, you regain 1 additional spent Hit Dice.
- As an action, you can spend Hit Dice to heal yourself, as if you have taken a short rest. You can use this ability a number of times equal to your Constitution modifier (minimum of 1) per long rest.

Lightning Caster (GrimHollow)

Prerequisite: The ability to cast at least one cantrip

Your rapid-fire style of casting cantrips allows you to weave magic with uncanny speed, granting you the following benefit:

- Whenever you cast a cantrip that can only target a single enemy, you can use your bonus action to target two enemies within 5 feet of one another instead.

Nimble Physique (GrimHollow)

Prerequisite: Dexterity 13 or higher

You are small and thin for your race. You have a mysterious and consistent ability to avoid danger.

This feat grants the following benefits:

- As long as you are not wearing armour, you may take the dodge action as a bonus action. You

can use this feature a number of times equal to your Dexterity modifier (minimum of once) per long rest.

- You can fit and squeeze through spaces as though you were one size smaller than you are.
- Moving through spaces occupied by allies does not impose movement penalties.

Nocturnal (GrimHollow)

Due to extensive exposure to the dark, and possible supernatural abilities, you have an unmatched ability to fight adversaries in the dark. You gain the following benefits:

- You gain Darkvision with a radius of 60 feet. If you already have darkvision, then the radius of your darkvision increases by 30 feet, to a maximum of 120 feet.
- You have advantage on Dexterity (Stealth) checks while in dim light or nonmagical darkness.

Proper Ending (Zeitgeist)

With the dire knowledge that the world shall end in ice, you do what you can to prevent such fate from befalling your allies. As a bonus action, you can touch a dying creature or a creature that died in the past round. That creature is restored to life if dead, stabilizes, and is considered to have failed no death saving throws, but remains unconscious. The body must be relatively intact. This ability doesn't function on decapitated or disintegrated creatures, for example.

As an action, you can concentrate on your own mortality in order to manifest a zone of cold in a 10-foot radius around you. Once manifested, the zone is stationary, and it lasts until you dismiss it as a bonus action, or you fall unconscious.

At the start of your turn, creatures in the zone take 1d6 cold damage. This increases to 2d6 at 5th level, 3d6 at 11th level, and

4d6 at 17th level. Creatures in the zone cannot heal or gain temporary hit points. Since you manifested this fragment of the world's

icy end, you are affected by the zone even if you are not inside it, and you cannot reduce the damage this power deals to you by

any means. Other creatures' resistances and immunities can still protect them.

Once you manifest this zone, you cannot use it again until you complete a long rest.

Scatter Weapon Master (GrimHollow)

Prerequisite: Proficiency in Advanced Weapons

Through many hours spent using these destructive weapons, whether on the training grounds or setting hag huts ablaze, you have gained immense experience with scatter weapons and gain the

following benefits:

- Critical hits double the damage dealt by the Scatter property on a failed save.
- When making an attack with a weapon with the Scatter property, you may choose any number of targets to gain advantage on saving throws caused by your attack.
- You ignore the Loading quality of Scatter weapons with which you are proficient.

Skyseer Vision (Zeitgeist)

As a bonus action you may touch an ally and give them insight into future actions. The touched ally chooses one of the following — attack roll, saving throw, ability check, or skill check — and then rolls a d20. The next time the ally would make the same type of roll before the end of the encounter, they may use the previously rolled result or opt to make a new roll. If the ally has advantage or disadvantage, only the first roll is replaced.

After using this ability you must take a short or long rest before you can use it again.

As part of a long rest during which the night sky is visible, you may focus your mind on the future and receive a prophetic dream regarding one question. Upon completion of your rest you awaken with insights into the future as though you had cast a divination spell regarding a task you plan to take the following day.

The Man with Two Guns Is God (Zeitgeist)

You have discovered the coolest fighting style in the world. You can draw and stow two firearms when you would normally be able to draw or stow only one. You can use two weapon fighting with dual pistols (or target pistols) just as with light melee weapons. Any creature you attack with a firearm cannot make opportunity attacks until the start of your next turn.

You are proficient in gunsmithing tools. Crafting common firearms only requires time and money. Crafting a grenade takes 25 gp of materials. Doing it safely takes 10 days of work, or you can rush it in 1 day, but then must succeed on a DC 10 Intelligence check or else the grenade explodes and injures you.

Likewise, you can craft target pistols, rifled carbines, or rifled muskets by paying half their price for raw materials, then spending a day for every 5 gp of total price to craft the item from scratch. Or you can take a normal firearm, spend 25 gp on a rifling kit, and successfully make a DC 10 Intelligence check to upgrade the weapon in a single day. If you fail this check, the weapon is ruined. Whenever you take a long rest, choose two firearms in your possession to maintain. Those weapons cannot misfire for 24 hours.

Thrown Weapon Master (GrimHollow)

You excel at thrown weapons and gain the following benefits:

- When you take the attack action to throw a weapon with the Thrown property, you may immediately use a bonus action to make two more attacks with a Thrown weapon. These must also be thrown attacks. You may use this ability a number of times equal to your dexterity or strength modifier per short rest.
- If you throw a weapon as part of an attack, you may immediately draw another onehanded weapon as part of that attack.

Weaver of Maledictions (GrimHollow)

Prerequisite: The ability to cast at least one spell

You have learned how to use effigy dolls when cursing your targets. These dolls take 8 hours to create and can only be used on the target that the effigy was created to resemble. Only you can benefit from dolls you have created. When you use an effigy doll you gain the following benefits:

- The target of the curse has disadvantage on their initial saving throw.
- The target of your curse does not know that you tried to curse them upon a successful save against being cursed.

Witch Hunter (GrimHollow)

You have honed and perfected your skills fighting against spellcasters. You gain the following benefits:

- Whenever a hostile creature targets you with a spell, make a Wisdom saving throw against the spellcaster's spell save DC. On a success, the creature must choose a new target or lose the spell. This does not protect you from area effects, such as the explosion of a fireball.
- Whenever you hit a spellcaster with a melee attack, the target's speed is reduced by 10 feet until the beginning of your next turn.
- You have advantage on saving throws against being cursed.

Tools and Tool Feats

Detailed below are several new tool kits that can be used to enhance your game and bring new concepts and ideas to life. The world of Drakkenheim is a grim place full of cosmic horror and dark fantasy. These tools and tool feats look to explore the professions and expertise of many who dwell in the setting.

New Tool Kits

Characters may purchase these tool kits for 50 gp.

Each weighs 5 lbs.

Investigator's Kit

This small black satchel contains a spyglass, a notebook and a quill, pliers, tongs, a small blade, and a magnifying glass.

Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to investigate a crime scene, examine a dead body, or spy on someone from a distance.

Vampire Hunter's Case

This small wooden briefcase is engraved with holy glyphs and contains 3 vials of holy water, a wooden stake, a mallet, a small book of prayers, a holy symbol, and prayer beads. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to track a vampire, or protect an area from a vampire.

Exorcist's Kit

This leather bag contains various holy symbols of several different gods, prayer papers from several religions. A holy book of the prominent religion of your choice, a bottle of holy water, a jar of salts, three candles, a tinder box, a sachet filled with various dried herbs and flowers, and a few scraps of silver. Proficiency with this

kit lets you add your proficiency bonus to any ability checks you make to investigate or track undead or fiends, to protect a location from such creatures, or to aid in removing possession.

Occultist's Tools

This blood red case has three locks on it and a ring of keys. Inside is a sacrificial ornamental dagger, a shrunken head, a book of prayers in a dead language, a talisman representing an entity of unknown origin, a small statue of a bizarre being, three vials of blood, a set of incense and a censer, a chalice, a mortar and pestle and some dried herbs and flowers. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to determine the presence of celestials, fey, or fiends.

Cosmologist's Tools

This small lockbox contains a star map, a scroll of known constellations, an armillary sphere, sun dial, astrolabe, and a spyglass. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to determine time of day, location, or direction, as well as recalling any relevant information related to stars, cosmos, gods, or planes.

Doctor's Bag

This black leather medical bag contains a magnifying glass, pliers, a needle and thread, a jar of leeches, a bone saw, a pouch with 5 syringes and 3 scalpels, measuring cups, clamps, distilled alcohol, and various dried herbs. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to determine the symptoms of diseases, poisons, and debilitating conditions, as well as what is required to relieve them

Tool Feats

Advanced Palate

Requires proficiency in cook's utensils or brewer's supplies

Whenever you take a short rest, you and up to 6 allies can enjoy a quick meal prepared by you. When they do, any hit dice they use during that rest count as if they had rolled their maximum. Once you use this feature, you must finish a long rest before you can use it again.

During a long rest, you can prepare a hearty meal for up to eight creatures using any ingredients at hand. Creatures who consume the meal gain a hearty resistance for 24 hours. While a creature has this hearty resistance, if that creature fails a saving throw, it can choose to succeed instead. It can use this benefit once, then the hearty resistance expires.

Arcane Fletcher

Requires proficiency in carpenter's tools, tinker's tools, or woodcarver's tools

Whenever you take a long rest, you may spend 1 hour using your tools to imbue a number of arrows or bolts with elemental
“While it's important for everyone to know how to use tools, you should avoid acting like one.”

power. The maximum number of magical arrows or bolts you can imbue is equal to twice your proficiency bonus.

You choose the damage type from either fire, cold, lightning, acid, or poison. The arrows or bolts deal an additional 1d4 damage of the chosen type. Any previously imbued arrows or bolts lose this magic if you use this feature again.

At 12th level, the additional damage increases to 1d6.

Demolitions Expert

Requires proficiency in alchemist's supplies

Once per day after finishing a long rest, you can spend one hour working with your chosen tools to create a special concoction or infusion using materials harvested or found in the field. You must have access to your tools during this time. As you gain

levels, you learn how to create a more powerful item, as shown on the table below. This creation becomes inert after 24 hours. See the Core Rules for more information on the items below.

Level 1 — Alchemist's fire

Level 5 — Bomb

Level 11 — Grenade

Expert Armorsmith

Requires proficiency in smith's tools or leatherworker's tools

Your advanced knowledge of your craft allows you to barter and talk shop with others in your profession, you gain proficiency in Charisma checks you make when speaking with armorsmiths. Additionally, you can identify the make, origin, and traits of any set of armor if you spend 1 minute examining it.

Whenever you take a long rest, you are able to improve one piece of non-magical armor for you or an ally. You must spend 1 hour to do so, and have access to your tools during this time.

You may choose one of the following damage types: fire, cold, lightning, acid, or poison. The armor grants its wearer resistance to that damage type until you use this feature again.

Starting at 12th level, your smithing skills now grant immunity instead of resistance to the chosen damage type.

Expert Bowyer

Requires proficiency in carpenter's tools or woodcarver's tools

Your advanced knowledge of your craft allows you to barter and talk shop with others in your profession, you gain proficiency in Charisma checks you make when speaking to professional archers or bowyers. Additionally, you can identify the make, origin, and traits of any ranged weapon if you spend 1 minute examining it.

During a long rest, you may spend 1 hour working with your tools to tune up a non-magical ranged weapon. You increase

the long range of that weapon by an amount equal to $10 \times$ your proficiency bonus and no longer have disadvantage when firing your weapon at long range. Additionally, the weapon now scores a critical hit on a 19 or 20. The improvements last until you use this feature again.

Expert Weaponsmith

Requires proficiency in smith's tools

Your advanced knowledge of your craft allows you to barter and talk shop with others in your profession, you gain proficiency in Charisma checks you make when speaking with weaponsmiths. Additionally, you can identify the make, origin, and traits of any melee weapon if you spend 1 minute examining it.

Whenever you take a long rest, you are able to improve one non-magical melee weapon for you or an ally. You must spend 1 hour to do so, and have access to your tools and at least 100 gp worth of metal or other materials.

The improvement you grant is equal to one half your proficiency bonus (rounded down). For example, at level 5, with a proficiency bonus of +3, you may make a +1 weapon. The improvement lasts until you use this feature again.

Investigative Mind

Requires proficiency in exorcist's kit*, vampire hunter's case*, or investigator's kit*

Increase your Intelligence score by 1, to a maximum of 20.

You gain proficiency in the Intelligence (Investigation) Skill, and your proficiency bonus is doubled for any ability check you make that uses that proficiency.

When you are investigating an area, object, or creature, you can ask the Game Master a number of questions equal to your proficiency bonus. The Game Master must give a truthful reply, but will only respond with "Yes," "No," or "Unknown" if the answer to the question is unknowable or impossible for mortal

investigators to deduce.

Once you ask questions about an object, creature, or area, you can't ask any more questions using this ability again until you finish a long rest.

Medical Expert

Requires proficiency in occultist's tools*, exorcist's kit*, or doctor's bag*

Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

During a short rest you can tend to the sick or wounded.

You can remove one level of exhaustion, cure one disease, or remove the charmed, frightened, paralyzed, or poisoned condition from up to six creatures you can tend to during the rest. Additionally, you may choose up to 6 creatures you can hear and see, they gain a number of extra hit dice to use during the rest equal to your proficiency bonus.

Occult Practitioner

Requires proficiency in occultist's tools*, or exorcist's kit*, and the spellcasting ability

Increase your Intelligence or Charisma score by 1, to a maximum of 20.

When you finish a long rest, you may touch your tool kit and imbue a spell you know inside it. The spell must have a level equal to or lower than your proficiency bonus and a casting time of 1 action. While holding your tool kit, you can use an action cast this spell without expending a spell slot. You can cast the spell in this manner once, then must finish a long rest before you can do so again. The item remains imbued until you cast the imbued spell, or until you finish a long rest.

Potions Expert

Requires proficiency in alchemist's supplies,

occultist's tools*, or herbalism kit

Your practice with potion brewing has given you an eye for the small details that distinguish ingredients and effects within potions. You gain proficiency in Charisma checks you make when speaking to potion sellers, alchemists, or herbalists.

Additionally, you can determine the properties of potions by spending 1 minute examining them.

Once per day after finishing a long rest, you can spend one hour working with your chosen tools to create a special concoction or infusion using materials harvested or found in the field. You must have access to your tools during this time. As you gain levels, you learn how to create a more powerful item, as shown on the table below. This creation becomes inert after 24 hours. See the Core Rules for more information on the items below.

Level 1 — potion of healing

Level 5 — potion of greater healing

Level 11 — potion of supreme healing

Proficient Poisoner

Requires proficiency in poisoner's kit,

occultist's tools*, or herbalism kit

You gain resistance to poison damage, and can detect the presence of poison by spending 1 minute examining a substance or object.

Once per day after finishing a long rest, you can spend one hour working with your chosen tools to create a special concoction or infusion using materials harvested or found in the field. You must have access to your tools during this time. As you gain levels, you learn how to create a more powerful item, as shown on the table below. This creation becomes inert after 24 hours. See the Core Rules for more information on the items below.

Level 1 — basic poison

Level 5 — serpent venom

Level 11 — wyvern poison

Scribe

Requires proficiency in calligrapher's supplies, investigator's kit*, or cartographer's tools, and the spellcasting ability

After finishing a long rest, you can spend one hour working with your chosen tools to create a spell scroll.

The scroll you create can be any spell you know of a level equal to or lower than your proficiency bonus. Any scroll created this way loses its magical potency if you use this feature again.

Trapmaker

Requires proficiency in tinker's tools or thieves' tools

After finishing a long rest, you can spend one hour working with your chosen tools to create a special trap using materials harvested or found in the field.

These traps can be placed on the ground as an action and take up a 5-foot-by-5-foot square. A creature who investigates the area must succeed on a DC 15 Wisdom (Perception) or Intelligence (Investigation) check in order to see the trap. If a creature steps on the space where a trap is located that creature immediately triggers the trap. You can make any of the traps listed below.

h Ensnaring trap. The triggering creature must make a Dexterity saving throw. On a failed save, it is restrained until it escapes by spending an action to make a strength check against your trap save DC.

h Spiked trap. The triggering creature must make a Dexterity saving throw. On a failed save, the creature takes 2d6 piercing damage.

h Sonic trap. The trap makes a sound audible out to 300 feet
Starting at 10th level, you can make the following advanced traps.

h Exploding trap. The triggering creature must make a Dexterity saving throw. On a failed save, the creature takes 4d6 fire damage and is knocked prone.

h Poison trap. The triggering creature must make a

Constitution saving throw. On a failed save, the creature takes 3d8 poison damage and becomes poisoned until the end of its next turn.

h Gas trap. The triggering creature must make a Wisdom saving throw. On a failed save, the creature is incapacitated until the end of its next turn.

The saving throw DC for your traps equals 8 + your proficiency bonus + your Intelligence or Dexterity modifier (your choice)

Alessia Feats

ADVANCED ARMOR TRAINING [REQ: LIGHT ARMOR TRAINING]

You've trained with some of the best armors in the Empire of Xian. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 21.
- When you spend a point of resolve as a bonus action, you can quickly don your advanced armor, reducing the time it takes to don in half.
- When you spend a point of resolve as a bonus action, you may eliminate the disadvantage your armor imparts to your Dexterity (Stealth) checks until the beginning of your next turn.

BASIC AUTO-RIFLE TRAINING

You've trained with the Peacekeepers, a police force, or similar professionals to learn the basics about semi-automatic, automatic, and single-fire rifles of all kinds. You know how to fire, clean, clear, maintain, and identify basic kinetic weapons of all kinds. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 21.
- You are proficient with simple and martial kinetic rifles.

BASIC MELEE WEAPONS TRAINING

You've trained with any number of monasteries, battle halls, or military units, exploring a number of traditional and non-traditional melee weapons. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 21.
- You are proficient with martial (melee) weapons.

COMBAT TRAINING [REQ: WISDOM 13]

You've been trained to look for opportunities to exploit in combat. When an enemy combatant provokes an opportunity attack from you by moving from a threatened square or otherwise performing a risky action, you can immediately attack them as a reaction, using either a weapon in hand or an unarmed strike.

BASIC ENERGY RIFLE TRAINING

You've trained with the Peacekeepers, a police force, or similar professionals to learn the basics about firearms. You know how to fire, clean, clear, maintain, and identify basic energy firearms of all kinds. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 21.
- You are proficient with simple and martial energy rifles.

DEAD EYE [REQ: WISDOM 13]

You've got an eye for deadly rhythm of combat and know how to place your shots to avoid hitting your allies. You gain the following benefits:

- You do not suffer disadvantage for shooting into melee combat.
- You may 'aim' as a bonus action to gain a bonus d4 on your d20 roll to hit with that weapon.

DEMOLITIONS TRAINING[REQ: INTELLIGENCE 13]

You were trained to use and handle explosives properly, and you know how to set charges, remove explosives, and to prepare most demolitions to ensure their destructive force is correctly (and safely) focused. You gain the following benefits:

- You are proficient with the Demolition Tool Kit.
- You do not suffer disadvantage when using the Technology skill to disarm, handle, or set explosive charges.

DERVISH

Your training with Fyrean Scythis Blades grants you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- While wielding two Fyrean Scythis Blades (or similar, GM-approved finesse weapons), you gain a +1 to all Attack rolls with those blades.
- While wielding two Fyrean Scythis Blades, you have advantage on Charisma (Intimidation) checks.

DODGE

You know how to avoid physical attacks. You gain the following benefits:

- You can spend a reaction in melee combat to dodge an incoming attack. When you do, you gain a +2 bonus to your Armor Class until the beginning of your next turn. This bonus applies to the attack that triggered it.
- You learn the stunt Side Step (see page 36). You do not need to meet the prerequisites of this stunt.

DRIFTER

You've spent hundreds of hours racing, repairing, and modifying drifters and dashers of all kinds.

You gain the following benefits:

- You gain a +2 bonus to all Dexterity (Drive) checks while operating drifters and dashers.
- Your resolve increases by 1.
- You learn the stunt Hard Stop, Go (see page 34). You do not need to meet the prerequisites of this stunt.

EXOSKELETON ARMOR TRAINING

You've trained to wear exoskeletons and similar body-enhancing frames. You know how to inspect, don, operate, and move in exoskeletons of all kinds. You gain the following benefits:

- Increase your Dexterity or Constitution score by 1, to a maximum of 21.
- You are proficient with exoskeletons.

EXPERT KNOWLEDGE [REQ: INTELLIGENCE 15]

You know a great deal about one thing in particular. Choose two of your skill proficiencies. Your Proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

FIGHTING STYLE: ASARÆ'S AERIAL WRATH[REQ: ABILITY TO FLY]

Originating in the Asaræ Monasteries of Southern Shiran, this fighting style incorporates maneuvers, attacks, and stunts that rely on altitude, height, and using one's ability to fly to best an opponent in combat. You gain the following benefits:

- While flying, you gain a +1 bonus to your Armor Class.
- While flying, you gain advantage on Dexterity (Acrobatics) proficiency checks to avoid hazards or being pulled to the ground by an enemy.
- You learn the stunt Asaræ's Assault (see page 33).

FIGHTING STYLE: EMPEROR'S WAY

Developed by the Imperial House of Xian, this fighting style focuses on submissive holds, grabs, and moves to redirect the target's attacks without using direct force. You gain the following benefits:

- Your physical strikes deal 1d8 points of damage + your Strength modifier, but you can never kill a character using this style; you must always choose to deal non-lethal damage and knock out the target instead.

- Your unarmed attacks deal an additional 1d4 points of bludgeoning damage. This damage is not multiplied on a critical hit.

FIGHTING STYLE: JÖTUNFOLK'S FURY

Developed in the northern tundras of Shiran among the jötunfolk tribes there, this brutal, violent style of fighting capitalizes on brute force and sudden strikes to quickly render an opponent immobile. You gain the following benefits:

- Your unarmed attacks deal an additional 1d4 points of cold damage. This damage is not multiplied on a critical hit.
- You know the cantrip ray of frost. Charisma is your casting modifier for it.
- When you make an unarmed attack against a target and critically hit, you can spend a point of resolve to immediately target them with the cantrip ray of frost spell, dealing 2d8 points of additional cold damage when you do.

FIGHTING STYLE: NEKOMATA CLAW FIGHTING

Developed on the hunting plains of Yerwin, long before the peace between the yōkai was struck, the nekomata were mastering their evolutionary advances, matching them with fighting styles that maximized their strengths. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 21.
- Your unarmed attacks deal an additional 1d4 points of slashing damage. This damage is not multiplied on a critical hit.
- You gain advantage on Dexterity (Stealth) proficiency checks while in the Plains of Yerwin or similar terrain (GM's discretion).

FIGHTING STYLE: PANDREN'S PATH

Originally exclusive to the Pyrrin Isles, this style and tradition has been taught by pandren monks to any willing to uphold its tenets. Today, this style is taught throughout the Empire of Xian. You gain the following benefits:

- Your unarmed attacks deal an additional 1d4 points of piercing damage. This damage is not multiplied on a critical hit.
- You know the spell hideous laughter. Charisma is your casting modifier for it.
- When you make an unarmed attack against a target and critically hit, you can spend a point of resolve to immediately target them with the spell hideous laughter, increasing the DC by 1 when you do.

FIGHTING STYLE: ELVEN PATH OF WAR

Taught throughout Velestra long before the War of Sovereigns rocked their shores, the Elven Path of War is a brutal and vicious combat style designed to destroy Galgaræ's servants before they can close the gap. You gain the following benefits:

- Your unarmed attacks deal an additional 1d4 points of radiant damage. This damage is not multiplied on a critical hit.
- While on Velestran soil (or while defending an elven outpost in another land), you gain a +2 bonus to Dexterity (Acrobatics) and Dexterity (Stealth) proficiency checks.
- You learn the stunt Elven Deflection (see page 34).

HACKER [REQ: COMPUTERS PROFICIENCY]

You know how to examine, defend, attack, and navigate computer networks; you can use a specialized suite of tools to test and penetrate these networks, recovering vital information or delivering viral payloads (sometimes both). You gain the following benefits:

- You gain advantage on Intelligence (Computers) proficiency checks to navigate computer networks.
- You gain proficiency with Hacker Tools.

HEAVY ARMOR TRAINING[REQ: MEDIUM ARMOR TRAINING]

You've trained with the Peacekeepers or a similar group of professionals, learning to wear most of the heavy armors on the market. You know how to wear, care for, don, and inspect heavy body armor of all kinds. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 21.
- You are proficient with heavy body armor.

MAGITECH INITIATE

You've got a little magic up your sleeve. You gain the following benefits:

- You know two cantrips from the Arcanist spell list, and Intelligence is your spellcasting ability for both of them.
- You gain a +1 bonus to Intelligence (Arcana) and Intelligence (Technology) proficiency checks to identify, operate, repair, or modify magitech devices of all kinds.

MEDIUM ARMOR TRAINING[REQ: LIGHT ARMOR TRAINING]

You've trained with the Peacekeepers or another group of military professionals, learning to wear a wide assortment of medium armors. You know how to wear, care for, don, and inspect medium

body armor of all kinds. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 21.
- You are proficient with medium body armor.

INVESTIGATOR'S EYE

You've got an eye for the details everyone else misses. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 21.
- You gain advantage on Wisdom (Perception) proficiency checks while searching the scene of a crime.
- You gain advantage on Intelligence (Insight) proficiency checks while searching the scene of a crime.

KAIMA SIGHT

You've learned, through a combination of training, magical attunement, or through the gifts of the kaima who live there, to Pierce the Veil between Alessia's prime material plane and Yù Xing, the Realm of the Jade Stars. You gain the following benefits:

- You can spend a Bonus action to activate your kaima sight, gaining the ability to see the realm of Yù Xing and its visible inhabitants within 30 feet of you. This sight lasts for 1d4 minutes. You must complete a short rest before activating this ability again.
- You gain advantage on Wisdom (Perception) proficiency checks while observing the realm of Yù Xing.
- You gain advantage on Intelligence (Insight) skill checks when interacting with the kaima who live in the realm.

LIGHT ARMOR TRAINING

You've trained with the Peacekeepers or another group of military professionals, learning the basics about most light armors. You know how to wear, care for, don, and inspect light body armor of all kinds. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 21.
- You are proficient with light body armor.

LUCKY

You're luckier than most. You gain the following benefits:

- Choose one of your skill proficiencies. You gain a +1 bonus to proficiency checks with that skill.

Whenever you make a proficiency or ability score check with that skill, you can spend a point of

resolve as a reaction to gain advantage on that roll.

- Increase your Resolve by 1.

MEDIA PERSONALITY

You're kind of a big deal. When you make an announcement online, post something to your Smiles or Holo Account, or blast someone in under 256 characters, thousands of people across Alessia listen. You have one, maybe more corporate sponsors. You gain the following benefits:

- You gain advantage on Intelligence (Culture) proficiency checks when using social media (your Smiles or Holo accounts) as a public figure.
- You gain advantage on Charisma (Perform) proficiency checks to entertain people using social media.

ONE HAND ON THE WHEEL [REQ: PROFICIENCY IN THE DRIVE SKILL]

Your look at traffic laws with the same disdain you do gravity – with a devil-may-care grin and a little too much coffee in your veins. You gain the following benefits:

- You gain advantage on Dexterity (Drive) proficiency checks while performing special maneuvers in a vehicle you are proficient operating
- Each round, you can elect to operate your vehicle as a move. When you do, you suffer disadvantage on any Drive proficiency checks the GM calls for during the following round. This resets at the beginning of your next turn.

PARKOUR [REQ: DEXTERITY 17]

You see walls not as barriers, but as challenges. You've run the walls of Capital City, leaped through the Floating Markets of Qingshan, and thrown your body into places most people would consider insane. You gain the following benefits:

- You gain advantage on Dexterity (Stealth) proficiency checks in urban environments.
- You gain advantage on Strength (Athletics) proficiency checks in urban environments.
- Provided you aren't wearing armor, aren't encumbered, and aren't otherwise restricted (you can't be tied up), your Armor Class is naturally 12 + your Dexterity modifier while in an urban environment.

PILOT [REQ: INTELLIGENCE 13]

You know how to pilot a specific type of vehicle. When you select this feat, select a vehicle from the following list:

- Commercial Skyship, Aeris Class Transport.

- Commercial Skyship, Dragonfire Assault Class
- Commercial Skyship, Executive Class Transport
- Commercial Skyship, Provision Class Survey
- Commercial Skyship, Ronin Class Transport
- Commercial Skyship, Shadow Class Assault
- Commercial Skyship, Victor Class Assault
- Commercial Skyship, Xian Class Survey
- Dashers (all)
- Dreadnaughts (all)
- Drifters (all)
- Imperial Skyship, Cruiser
- Imperial Skyship, Destroyer
- Imperial Skyship, Dreadnaught
- Imperial Skyship, Fast Attack Cruiser
- Imperial Skyship, Junker Transport
- Imperial War Skiff

You gain the following benefits while operating this vehicle:

- You gain advantage on Intelligence (Spacefaring) proficiency checks.
- You gain advantage on Wisdom (Perception) proficiency checks while you are operating, searching, or working on this vehicle.

RIFLE EXPERT

[REQ: PROFICIENCY WITH A RIFLE]OR PILOT SKILLS]

You know how to use a rifle. You've spent a lot of time practicing with a wide variety of rifles in close combat situations, allowing you to enjoy the following benefits:

- You ignore the loading quality with rifles with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on ranged attacks you make with that rifle.
- When you use the Attack action with a rifle with which you are proficient, you can spend 1 point of resolve to gain a +2 bonus on that roll.

STUNT DRIVER

[REQ: PROFICIENCY IN DRIVE [REQ: PROFICIENCY WITH A RIFLE]OR PILOT SKILLS]

You've been trained to handle vehicles in ways others can't hope to comprehend. You can use the Drive skill to perform acts of daring, stunts, and tricky maneuvers. You gain the following benefits:

- Increase your Resolve by 2.
- When executing, attempting, or otherwise performing special maneuvers in a vehicle with which you are proficient, apply double your proficiency modifier.

SKYSHIP GUNNER

You've trained on skyships, skiffs, and dreadnaughts – you not only know how to operate the shipboard weapon systems on most skyships, you have a knack for them. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You have advantage on attacks against enemy vessels who are charging, ramming, or attempting to board your skyship.
- You gain proficiency with the gunsmithing kit.

SURGEON [REQ: INTELLIGENCE 17]

Provided you have the tools, supplies, and staff, you can use the Medicine skill to perform surgery, including removing bullets, repairing and replacing damaged organs, and making physical alterations to the creature's body. When you select this feat for the first time, select 3 species you've previously encountered or studied; you can perform surgery on these species. Each time you select this feat, you can add 3 additional species to your list.