Feats

First Responder

You have been specially trained in magical triage and are able to identify the signs of shock and fatigue in those suffering from injuries. You are always ready to provide aid to those in need. You gain the following benefits:

l You can tell by looking at a creature if it is missing any of its hit points and whether or not it has more than half of its hit points. You also instantly determine if the creature is cursed, diseased, possessed, or afflicted by any of the following conditions: blinded, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, or stunned.

l You learn the spare the dying cantrip and can cast it as a bonus action.

l You gain the ability to cast the spell cure wounds without using a spell slot, up to a number of times equal to half your proficiency bonus. You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

Flamewoken

Living in the Scorched Grove or other areas touched by elemental fire can sometimes cause strange abilities to manifest among their inhabitants. Known as “flamewoken” by the Tenders, these gifted few have an ability to communicate

with fire-aspected creatures and have power over flames. Tenders teach flamewoken among their order to hone their talents in service of nature. However, those outside of the order usually choose to keep their abilities hidden, as such powers are often seen as a curse. You gain the following benefits:

l You can speak, read, and write Ignan.

l You learn the produce flame cantrip. Wisdom is your spellcasting ability for this spell.

l As a bonus action, you can strengthen the power of your flames. The next time you deal fire damage to one or more creatures before the end of your next turn, you can deal an additional 2d10 fire damage to one of those creatures. Once you use this feature, you can’t use it again until you complete a short or long rest.

l You can whisper magical words in Ignan toward any nonmagical flames you can see within 30 feet of you that could fit within a 5-foot cube. As a bonus action, you can cause these flames to either grow by 5 feet in a single direction, provided there is fuel of some sort present in the new location, or you can extinguish the flames present in this space.

Forest Sage

Prerequisite: Druid or wizard

The Tenders value diversity among ideas, and although they began as a purely druidic order, they have since learned to accept many different ways of thinking about the natural world, especially regarding the application of magic. You are either a wizard who has learned to temper your arcane research with an eye to maintaining the delicate balance of natural forces, or you are a druid who has learned a new understanding of natural magic through study and experimentation.

You gain the following benefits:

l Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
l You can use your choice of Intelligence or Wisdom to make Animal Handling, Arcana, Nature, or Survival checks.
l You can choose to learn two spells from either the druid or wizard spell list. Spells you choose must be of a level you can cast. The chosen spells count as spells of your class and are added to your spellbook if you are a wizard. The chosen spells use your spellcasting ability.

Plantmender

Prerequisite: Wisdom score of 13 or higher
One of the basic forms of Tender magic, plantmending is often taught to acolytes of the order. Plantmending can be used either to help the forest recover from disasters or to defend against hazards that might be encountered while traveling. You gain the following benefits:
l You can touch a plant or tree as an action to determine what has occurred to it and the area within its immediate vicinity within the last 24 hours. These events are revealed to you in visions which appear as though you were present as they occurred. After using this ability on a plant, you instantly become aware of its status and health, including any blights or conditions currently affecting it.
l You learn the mend plants and shillelagh cantrips. Wisdom is your spellcasting ability for these spells.
l You can cast either the barkskin or spike growth spell once, and you must complete a long rest before you can cast either spell again. Wisdom is your spellcasting ability for these spells.

AERIAL EXPERT

Prerequisite: Glide trait
Years of practice or an innate talent have made you adept at

gliding. You gain the following benefits:

ll You no longer need to move at least 10 feet to perform long and high jumps. You may choose whether the jump uses your Strength or Dexterity score for determining height or distance, and you double the distance you would normally leap in either case.

ll You may take the Dash action while gliding to fly an additional distance up to your movement speed.

ll You may change direction freely while gliding, and may gain up to 10 feet of altitude once before you finish your descent.

BANDIT CUNNING

Your time as a bandit has granted you a sense for danger, and made you skilled at sizing up opponents. You gain the following benefits:

ll When you are asked to make a saving throw, you may spend your reaction to add your Intelligence modifier as an additional bonus to the saving throw. You cannot use this ability again until you have completed a long rest.

ll During combat, you can use your action to make an Intelligence (Investigation) check against any creature you have seen fight. As long as you succeed against a DC of 10 + their challenge rating, you can learn one useful fact of your choice about the target’s combat abilities. Choose from:

• one damage resistance or immunity

• one condition immunity

• one special ability possessed by the creature that either does damage, or prevents damage

• one option under their attack, legendary, or reaction actions

• one special sense they possess

HEAVY GLIDER

Prerequisite: Glide trait

You were either born with great strength, or trained hard to allow yourself to glide under circumstances most would find impossible. You gain the following benefits:

ll You may glide while holding a heavy weapon and wearing heavy armor as long as you aren’t encumbered.

ll You may choose to land your glide in a space occupied by a hostile creature that is Large or smaller. If you do so, you may roll an opposed Strength check against the creature. On a success, you push them 10 feet away and knock them prone with the force of your impact. On a failure you land in the nearest un-occupied space.

OPPORTUNISTIC THIEF

You have learned the tricks of the trade of thievery, allowing you to exploit opportunities for pick-pocketing both in and out of combat. You gain the following benefits:

ll Increase your Dexterity score by 1.

ll When a creature fails a melee attack roll against you in combat, you can make a Dexterity (Sleight of Hand) check against a DC equal to 10 + the target’s Dexterity modifier. On a success, you may steal any one item that is not being held or worn by the target.

ll Whenever you successfully use your Sleight of Hand skill outside of combat to steal an object, you may immediately conceal it flawlessly on your person, or put another object you possess in its place.

PERFECT LANDING

Years of living at great heights have taught you how to fall more gracefully. You gain the following benefits:

ll Increase your Dexterity score by 1

ll Reduce the damage die for fall damage from a d6 to a d4.

ll You do not fall prone after taking falling damage.

ll You do not take damage for the first 30 feet of your fall.

SPEECH OF THE ANCIENT BEASTS

You have a special connection with the natural world. Great beasts regard you as their kin, and you possess the ability to speak the languages of the most powerful and mystic of their kind. You gain the following benefits:
ll Increase your Charisma score by 1.
ll Beasts of Large size or larger have a friendly disposition toward you unless you have attacked them.
ll You have advantage on Charisma checks made against beasts that are of Large size or larger.
ll You can speak and understand Giant Eagle, Giant Elk, and Giant Owl. You can otherwise be understood by any beast of Large size or larger, whether or not they speak a language. Beasts with Intelligence scores of 4 or lower may only be able to understand simple concepts.

WOODWISE

You have lived your entire life in the gnarled, wooded areas of the world. You are adept at finding your way through even the most treacherous terrain. You gain the following benefits:
ll You gain proficiency in either the Survival or Nature skill.
ll You ignore difficult terrain.
ll You cannot become lost in natural surroundings except by magical means.

ALTERED

You have been changed through magic, science, or a volatile blend of the two. You have a blatant physical augmentation of your choice from the options below. The augmentation is obvious—such as with stitches, grafts

of other creature’s body parts, or implants—unless disguised.

Aquatic Adaptation. You have gills or mucus membranes that allow you to breathe water, and you have webbed extremities that grant you a swimming speed equal to your walking speed.

Natural Armor. You have scales, plates, or thick hide that grants you an AC of 13 + your Dexterity or Constitution modifier (choose the ability when you select this feat).

Natural Weapons. You have claws, fangs, horns, or some other natural weapon that you can use to make unarmed strikes that deal 1d8 damage on a hit. The damage is bludgeoning, piercing, or slashing as appropriate to the form.

Night Vision. You have darkvision with a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

CHARM TWISTER

You know hedge remedies and hexes passed down through Old Ways teachings, and you can impart them into small wicker charms you weave. You gain the following benefits.

Old Blessing. You can cast the Bless spell once using this benefit, targeting only creatures carrying a wicker charm you’ve woven, and you can’t do so again until you finish a long rest. You can also cast the spell using any spell slots you have. Your spellcasting ability for casting the spell in this way is Intelligence, Wisdom, or Charisma (choose the ability when you select this feat).

Twisted Hex. As an action, you can weave spite into a wicker charm you touch. Choose an ability. When another creature is carrying the charm, or while this charm is within an area that the creature considers home, it has disadvantage on ability checks and attack rolls using the chosen ability. When the creature fails one of these rolls, it can make a Charisma saving throw, destroying the charm on a success (DC = 8 plus your proficiency bonus and the ability modifier you chose for Old Blessing). You can only have one Twisted Hex charm at a time. If you make a new one, the previous one loses its magic.

CRIMSON RITUALIST

Your study of blood magic and life force has borne fruit, granting you the following benefits.

Blood Lash. You learn the Blood Bolt* cantrip.

Your spellcasting ability for it is Intelligence, Wisdom, or Charisma (choose the ability when you select this feat).

Bottled Life. When you finish a long rest, you can perform a 1-minute ritual to transfer some of your life essence into a vessel for later use. Expend a number of Hit Dice up to your proficiency bonus, and bleed into a vial of water or other liquid. As a bonus action, a creature can drink the vial to roll the Hit Dice you expended. The creature regains a number of hit points equal to the total rolled plus its Constitution modifier. The vial remains potent until you finish a long rest.

CULT INITIATE

Your cult instructs you in eldritch rites, granting you the following benefits.

Two Cantrips. You learn two cantrips of your choice from the warlock spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for this feat's spells (choose the ability when you select this feat).

Level 1 Spell. Choose a 1st-level spell from the warlock spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a short or long rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the warlock spell list.

DEATH DEFIER

Prerequisite: 4th Level or higher

When the hand of death reaches for your soul, you have found a way to reject its call. You gain the following benefits.

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 20.

Cling to Life. You add your Constitution modifier (minimum of 1) to death saving throws.

Enduring Vitality. If an effect would kill you outright without death saving throws or would reduce you directly to 0 hit points without dealing damage, you are instead reduced to a number of hit points equal to your level. You can’t use this benefit again until you finish a long rest.

DREAD SPEECH

You have articulated a few words of forbidden truth that resonate with—and fray—the fabric of creation, granting you the following benefits.

Eldritch Word. As a bonus action, you can speak a magical word aloud to force a creature within 60 feet of yourself to make a Wisdom saving throw (DC = 8 plus your proficiency bonus and Intelligence, Wisdom, or Charisma modifier; choose the ability when you select this feat). On a failed save, the target is frightened of you until the start of your next turn.

You can use this benefit safely once, and you regain the ability to do so when you finish a short or long rest. You can use it again before resting, but you take 1d6 necrotic damage, which can’t be reduced or prevented in any way.

Shred Fate. Your dread secrets can unravel the destiny of your foes. You can cast the Bane spell using this benefit without requiring a material component, and your spellcasting ability for it is the ability you chose for Eldritch Word. Once you cast the spell using

this benefit, you can’t cast it that way again until you finish a long rest. You can also cast the spell using any spell slots you have.

FATE GAMBLER

Coming out ahead, whether in games of chance or in life-or-death contention, fills you with resolve and vigor. You gain the following benefits.

Bet Big. If you don’t already have it, you gain inspiration whenever you succeed on an ability check made against another creature, when you reduce a creature to 0 hit points, or when a creature fails a saving throw you forced it to make. If, in any of these cases, the creature has a CR of 0 or lacks a CR (such as another player character), you don’t gain inspiration.

Win Big. As a bonus action, you can expend your inspiration to gain a number of temporary hit points equal to your level.

GHOSTLIGHT MEDIUM

You formed a mystical connection to the Ghostlight Express that affords you insight into the nature of spirits, granting the following benefits.

Ghostly Touch. When you damage a creature with

the Incorporeal Movement trait, you can ignore the creature’s damage resistances, if any.

Spirit Sense. As a bonus action, you can sense any Undead within 60 feet of you, or any creatures in the Ethereal Plane that overlaps that area. You learn the distance and direction to any creatures you detect (or an Ethereal creature’s equivalent position on your plane). Once you detect a creature with this benefit, you can’t use it again until you finish a short or long rest.

GRAVE KEEPER

Studying funeral rites and tending the dead’s rest has made you a conduit between the worlds of the living and the dead. You gain the following benefits.

Divine Channel. You gain one use of the Channel Divinity feature from the cleric class, and you can create the Turn Undead effect with it. If you already have Channel Divinity, you add this use to the feature from one class of your choice. Your save DC for this benefit is 8 plus your Wisdom modifier and proficiency bonus.

Last Rites. You can enact a 10-minute ritual to prepare the corpse of a Medium or smaller creature, expending at least 10 gp worth of incense, oils, linen wraps, or similar trappings. The prepared corpse can’t become Undead.

HUNTER OF HUNTERS

You are adept at hunting monstrous prey, granting you the following benefits.

Dead Aim. As a bonus action, you can scrutinize a creature to

spot its vulnerable points. The next time you deal damage to the creature before the start of your next turn, you ignore the creature's damage resistances, if any.

Studied Quarry. You have advantage on ability checks made to recall information about a creature.

MEMORY STARVED

Your mind ravenously gathers details and desperately clings to its memories and faculties, granting you the following benefits.

Desperate Detail. You have advantage on Intelligence (Investigation) checks.

Iron Mind. You have advantage on saving throws made to avoid or end the charmed condition, and to avoid having your memories read or altered.

REVELING FOOL

You joined a troupe of madcap revelers and learned to take on the guise of a fool, channeling otherworldly laughter and joviality. You gain the following benefits.

Fool's Mask. By donning a jovial mask and a fool's, jester's, or clown's costume, you take on a new identity that hides your own. In the guise of the fool, you can get away with minor transgressions against people in positions of authority or station.

Jester's Repartee. You can cast the Hideous Laughter

spell using this benefit without requiring material components, and your spellcasting ability for it is Intelligence, Wisdom, or Charisma (choose the ability when you select this feat). Once you cast the spell using this benefit, you can’t do so again until you finish a long rest. You can also cast the spell using any spell slots you have.

UNREFLECTED

Your image is separated from you, making you unable to cast a reflection or a shadow, but you’re able to easily slip notice. You gain the following benefits.

Inscrutable. Creatures have disadvantage on Wisdom (Insight) checks made against you.

Unremarkable. The loss of some part of yourself leaves you able to fade into the background. While you are within a group of at least two other creatures of your type and that there are no more than one size larger or smaller than you, you can take the Hide action from creatures outside that group by making a Charisma (Deception) check instead of Dexterity (Stealth), with no need for being behind cover or heavily obscured. If you are ever more than 5 feet from at least two other such creatures while hiding this way, you are revealed.

SWIFT WITCHCRAFT

Prerequisite: 4th Level or higher, Spellcasting or Pact Magic Feature

You have honed your skills in the rituals of witchcraft and can quickly weave your magic in times of need. You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma

score by 1, to a maximum of 20.

Swift Invocation. You can use an action to cast a spell that has a casting time of 1 minute. Once you use this benefit, you can’t do so again until you finish a long rest.

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