

ARCANE ARCHERY

Prerequisite: at least 3rd level ranger or fighter and at least 3rd level sorcerer, warlock, or bard

You've mastered the act of imbuing your arrows with arcane power, gaining the following benefits:

- You add your spellcasting ability score modifier to attack and damage rolls with ranged weapon attacks instead of dexterity.
- When you hit a creature with a ranged weapon attack, you can expend one spell slot to deal force damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

BOUNDING ASSAULT

Prerequisite: 14 Dexterity

An acrobatic combatant, you gain the following benefits:

- You can dash on your turn as a bonus action. If another feature allows you to use your bonus action to take the dash action, increase the range you move with your dash by 10 feet.
- Once on your turn when you make an attack against a creature using a weapon with the *finesse* property, your gain a +2 bonus to AC against attacks made by that creature until the beginning of your next turn.

CHAOTIC MUTATION

You've spent a sufficient amount of time bathed in the energy from another plane that you've been permanently changed by it. You can take this feat multiple times, choosing a different mutation each time:

- Increase one ability score of your choice by 1.

- Choose one of the mutations listed below and apply its affects to your character.
 - **Acidic Saliva.** Your saliva glands become bulbous and produce acid. Your bite is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal slashing acid equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
 - **Adrenal Overload.** A large, pulsating adrenal organ grows somewhere on your body. As a bonus action, you can increase your strength by 1d4+1 or increase your movement speed by 10 feet. This effect lasts for one minute and can be used a number of times equal to your Constitution modifier (minimum 1). You regain all uses of the feature when you finish a long rest.
 - **Aquatic Adaptation.** You grow fins and gills which give you a swim speed of 20 feet and allow you to breath underwater.
 - **Chitinous Shell.** You grow dark, chitinous plates all over your body. When not wearing armor, your AC is equal to 13 + your dexterity modifier
 - **Digitigrade Legs.** Your legs become canid in appearance, increasing your walk speed by 10 feet.
 - **Extra Eye.** You grow a third eye in the center of your forehead which grants you advantage on perception checks relying on sight.
 - **Horns.** You grow large, goring horns giving you a natural horn attack which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier.
 - **Tail.** You grow a long, lizard-like tail that grants you advantage on acrobatics and athletics checks.

CONCENTRATED PROJECTION

Prerequisite: at least 1st level monk, Ki Projection feat or Radiant Sun Bolt feature

You can spend a moment focusing your ki in order to create more powerful blasts. As a bonus action on your turn, you can spend 2 ki to begin focusing energy. While concentrating on your ki, you cannot use your action or move and any damage you take will prompt a concentration check which, if failed, cancels this ability causing you to lose all ki spent. On your next turn, you can use your action to unleash the blast, targeting one creature or object within 60 feet. Make a ranged spell attack using Wisdom as your casting ability. On a hit, the attack deals 2d8 force damage.

When you spend ki on this feature, you can spend 1 additional ki for every 4 monk levels you possess. When you spend additional ki on this feature, the damage is increased by 1d8 for each additional ki spent.

CONCEPTUAL DEVOTEE

Prerequisite: No cleric levels

While champions and exemplars dedicate their lives to their chosen concepts, less dedicated devotees exist whose devotional efforts yet bear fruit gaining them the following benefits:

- Increase your Wisdom score by 1.
- Choose one of the 1st level features from a single divine domain. You gain that feature.



CHILD OF LIGHT & DARK

Prerequisite: The ability to cast one spell that deals necrotic damage and one spell that deals radiant damage or restores hit points

Many spellcasters straddle the line between the light and the dark, striking a balance between diametrically opposed forces in a bid to gain power, discipline, or both.

When you take this feat, you gain the following effects:

- Spells you cast ignore resistance to radiant and necrotic damage.
- When you roll damage for a spell you cast that deals radiant or necrotic damage, you can treat any 1 on a damage die as a 2.
- Whenever you successfully deal necrotic damage to a creature with a spell or magical effect, you may increase the radiant damage or healing of the next spell you cast by an amount equal to your Intelligence, Wisdom, or Charisma modifier (your choice).
- Whenever you successfully deal radiant damage to or heal a creature with a spell or magical effect, you may increase the necrotic damage of the next spell you cast by an amount equal to your Intelligence, Wisdom, or Charisma modifier (your choice).

CRUSHING BLOW

Your blows are particularly forceful due to your great strength or masterful technique, granting the following benefits:

- Once per turn when you deal bludgeoning damage to a creature or object, you can force the target to roll a Strength saving throw with a DC equal to 8 + your Strength modifier + your proficiency bonus (objects automatically fail this saving throw). On a failure, the creature is forcibly thrown away from you a number of feet determined by the result of their saving throw, as shown in the table below.

Difference between roll & DC	Distance Moved
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< 5	10 ft.
5-9	20 ft. & prone
10-14	30 ft. & incapacitated*
15-19	40 ft. & stunned*
20+	50 ft. & unconscious*

*Until the beginning of the target's next turn

- Damage you deal to objects is doubled.

TOOL MASTERY

This feat represents your mastery with one artisan's tool, instrument, or gaming set and grants you the following benefits:

- Increase one of your ability scores by 1.
- When you gain this feat, choose one artisan's tool, instrument, or gaming set. Whenever you make an ability check using the chosen item, double your proficiency bonus.

NAMED WEAPON

History's greatest weapons have all carried names, sometimes given by their masters, other times bestowed upon them in legends long after their wielder has left the living world. When you gain this feat, designate one weapon you are proficient with and in possession of and name it. You can become attuned to that weapon and gain the following benefits while attuned to and wielding it.

- You gain a bonus to saving throws made to avoid becoming frightened equal to your proficiency bonus.
- The weapon is treated as magical for overcoming resistance to non-magical damage.
- When you gain this feat, choose one ability score. You can use the chosen ability score when making attack and damage rolls with the named weapon, instead of strength.

You can take this feat multiple times. Each time you take this feat after the first to alter the same named weapon, you gain one of the following benefits of your choice:

- When attuned to and wielded by you, you can command the named weapon to take on a new form. When you gain this benefit, choose one of the following damage types: Acid, fire, lightning, necrotic, poison, psychic, radiant, or thunder. As a bonus action, your weapon assumes a new aspect, perhaps becoming wreathed in flame or dripping with poison. While in that aspect, any bludgeoning, piercing, or slashing damage the weapon deals becomes the chosen damage type instead. Additionally, you gain resistance to the chosen damage type while this effect is active. The weapon retains this aspect until you use a bonus action to end the effect.
- The named weapon gains limited sentience, affecting it in the following ways. If you choose this benefit a second time, the benefits provided are increased as described:
 - It gains an Intelligence, Wisdom, and Charisma of 10. If you choose this benefit a second time, these scores increase to 16.
 - The item telepathically communicates thoughts and emotions with its wielder and understands spoken language, but cannot speak. If you choose this benefit a second time, the named weapon gains the ability to speak and read any language you can speak or read.
 - The named weapon has hearing and normal vision out to 30 feet. If you choose this benefit a second time the weapon's senses extend to 60 feet and it gains darkvision.
 - The weapon's alignment, personality traits, ideals, bonds, and flaws match your own.
- You gain a +1 bonus to attack and damage rolls you make with the weapon. The bonus to attack rolls increases by +1 when you reach 5th (+2) and 13th (+3) level. The bonus to damage rolls increases by +1 when you reach 9th (+2) and 17th (+3) level
- Choose and name a second weapon. When wielded in the off-hand while the first named weapon is wielded in the main-hand, it gains all the benefits that the first named weapon enjoys.

DEADLY MARTIAL ARTIST

Prerequisite: at least 1st level monk

Your unarmed blows are as precise and deadly as your weapon strikes. You gain the following benefits.

- Your unarmed strikes are considered melee weapons.
- Choose one weapon you are proficient with. That weapon counts as a monk weapon.

KI AURA

Prerequisite: at least 10th level monk, concentrated projection feat

Your powerful ki manifests as a blazing aura when focused. You gain the following ki feature.

BLAZING AURA

As a bonus action on your turn, you can cause your ki to brightly rage around you. For each ki spent on this ability, you create 5 feet of bright light and 5 feet of dim light centered on the square you occupy. For every ki spent beyond the first 5, this feature also creates 5 feet of magical daylight.

Whenever your aura manifests you are empowered by the flowing ki. Your speed increases by 5 feet for each ki spent, and if at least 10 ki are spent when activating this ability, you gain a flight speed equal to your movement speed. Additionally, the damage of your unarmed attacks and any force damage you deal is increased by an amount equal to your proficiency modifier.

This feature lasts a number of rounds equal to the number of ki spent when it is activated. If 6 or more ki are spent, the time this feature lasts is measured in minutes instead of rounds. For example, if a monk spends 7 ki when activating this ability, their movement speed is increased by 35 ft, they begin to project 10 feet of magical sunlight with 35 feet of bright light beyond that and another 35 feet of dim light beyond that, and this will last for 7 minutes.

FEARFUL NECROMANCY

Your summoned undead are frightful in countenance and exude an aura of fear. All undead you create have the following feature:

Frightful Presence. Each hostile creature that begins its turn within 30 feet of the undead and that can hear or see it must succeed on a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + either your Intelligence or Wisdom modifier (your choice) or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the to undead's Frightful Presence for the next 24 hours.

KI PROJECTION

Prerequisite: at least 1st level monk

You've learned to channel your ki into powerful damaging blasts. You gain the following ki feature.

FORCE PROJECTION

You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 30 feet.

You are proficient with it, and you add your Wisdom modifier to its attack and damage rolls. It deals force damage, and its damage die is a d4. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

This attack option can be used instead of a basic unarmed strike whenever an unarmed attack is allowed.

MAGICAL OVERLOAD

Your spells are empowered with overflowing energy. If you cast a spell that deals damage and requires the target to make a saving throw and the target fails the save by 10 or more, the spell deals an additional die of damage for each level of the spell slot used. If this spell target's multiple creatures, choose once target after saving throws are rolled but before damage is rolled.

Once you use this feature you cannot use it again until you finish a short or long rest.



IAIJUTSU MASTER

Prerequisite: 5th level, Short sword, long sword, or greatsword proficiency

You've become a master of deploying a sheathed weapon at a moments notice. You gain the following benefits.

- You can draw a one or two-handed sword you are proficient with when you use your action to attack with that weapon. This does not require your object interaction for the turn.
- If you draw the chosen weapon as part of an attack action, you gain a bonus to the attack and damage rolls of the first attack you make that turn equal to your Intelligence modifier. This bonus does not apply to any subsequent attacks made on your turn.
- If your weapon is not drawn, you can attempt to deflect a blow by quickly bringing it to bear. As a reaction when you are struck by a weapon attack, you may draw your weapon and make a weapon attack roll with it with a DC equal the attack roll that hit you. On a failure, calculate the attack's damage normally. On a success, the attack misses you and you may re-sheath your weapon.

TECHNICAL COMBATANT

Prerequisite: 10th level

Through experience, talent, and hard-earned skill, you've developed a unique martial technique. You gain one of the following features when you take this feat.

- **Insightful Evasion.** As a reaction when you are targeted by an attack, you may choose to roll a Wisdom (Insight) check. If the result of the check is equal to or higher than the target's attack roll, the attack misses.
- **Baiting Shift.** As a reaction when you are targeted by an attack of opportunity triggered by leaving a threatened square, you can use your reaction to make an attack of opportunity against the attacker.
- **Pointed Rebutter.** As a reaction when you are damaged by a melee weapon attack, you can make an attack of opportunity against the opponent.

You can take this feat more than once, acquiring a new feature each time. Once you have taken this feat three times, this feat grants you a number of charges equal to either your Intelligence modifier. By using one of these charges, you can use a feature granted by this feat without using your reaction. You regain all charges when you finish a long rest.

FLOURENTINE

You've developed or have been trained in a style of combat that simultaneously utilizes weapons of different sizes for offense and defense. You gain the following benefits while using two-weapon fighting.

- If the weapon in your off-hand has the *light* property, you can use weapons with the *versatile* property in your main-hand.
- In any round during which you have not yet used your off-hand weapon to attack, you gain a +2 bonus to AC. If your off-hand weapon has a bonus to attack and damage rolls, that number is added to the bonus.

- When you use your reaction to make an attack of opportunity with the weapon in your main-hand, you may immediately make an attack with the weapon in your off-hand.

PERFORMATIVE PRACTITIONER

Your performances are infused with magic, granting the following benefits:

- Increase your Charisma by 1.
- When you cast a non-damaging spell you may make a Charisma (Performance) check with a DC equal to 10 + the spell's level. On a success, your performance replaces the verbal and somatic components of the spell.

INSPIRED SPELLCASTER

Prerequisite: At least 1st level bard and 1st level sorcerer, warlock, or wizard

You can weave the magic of your performance into new and different forms, gaining the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1.
- By sacrificing one use of your *bardic inspiration* feature, you may regain a used spell slot of a level equal to or less than your proficiency modifier.

ICONIC SIGNATURE

Something about you is immediately identifiable, be it large, prominent tattoos, a unique weapon, or stylish armor or dress that gets you attention and recognition wherever you go. You gain the following benefits:

- Increase your Charisma score by 1.
- As long as you are not parted from your iconic signature, you can double your Charisma modifier to deception and persuasion checks against creatures that may recognize you for positive reasons, and double your Charisma modifier to intimidation checks against creatures that may recognize you for negative reasons.

INSPIRED TALENT

Prerequisite: Inspired

Your inspiration has gifted you with some superhuman talent beyond that of your peers. Choose one of the following options and gain the associated benefits. You cannot take this feat more than once.

- **Bursting Speed.** You gain the following benefits:
 - Increase your speed by 10 feet.
 - When you use the Dash action, you can move a number of feet equal to twice your movement speed. If you jump during this movement, the distance you can jump is doubled.
- **Mighty Physique.** You gain the following benefits:
 - Calculate your carrying capacity as if you were one size larger. This effects stacks with similar effects.
 - Double your Strength modifier when making Strength saving throws, ability checks, and skill checks.
- **Impossible Charisma.** You gain the following benefits:
 - You cannot have disadvantage on Charisma checks or savings throws. If you have advantage on these checks, you may roll three dice instead of two.
 - Your charisma score cannot be reduced.



MAGICAL PERFORMANCE

Prerequisite: 5th level bard

Your performances are infused with magical energy.

When you use your *bardic inspiration* feature, you can restore one expended spell slot to an ally within 30 feet that can hear you instead of granting bardic inspiration. The level of spell slots you can restore is determined by your combined levels in bard, sorcerer, warlock, and wizard.

Level	Spell Slot Restored
5th	1st or 2nd level
7th	3rd level
9th	4th level
11th	5th level
13th	6th level
15th	7th level
17th	8th level
20th	9th level

MULTI-SHOT

Your mastery of ranged combat allows you to fire multiple projectiles in a short span of time.

Whenever you make an attack with a ranged weapon, you may fire up to three projectiles instead of one. Make a separate attack roll for each projectile. The attack roll of the second projectile you fire has a -3 penalty to its attack roll, and the third has a -6 penalty to its attack roll. These projectiles can be fired at different targets as long as all targets are within 10 feet of another target.

MYSTIC ASCETIC

Prerequisite: 3rd level monk and 3rd level sorcerer, warlock, or wizard

You've learned to supplement your physical prowess with your magical might and gain the following benefits:

- You add your spellcasting ability score modifier to attack and damage rolls with unarmed attacks instead of Strength or Dexterity.
- When you hit a creature with a unarmed attack, you can expend one spell slot to deal force damage to the target, in addition to the attack's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

NATURAL FLURRY

Prerequisite: Natural weapon attack

You can deftly weave together attacks with natural weapons. Once per turn when you make an attack with a natural weapon, you can immediately make a second attack with the same natural weapon. If you do, both attacks are made with a -2 penalty.

POWERFUL THROW

Prerequisite: 12 Strength

With an arm capable of heaving projectiles with great force, you gain the following benefits:

- Double the range of all thrown weapons attacks you make.
- Before you make a ranged attack with a thrown weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

SAVAGE ATTACKER

Prerequisite: 17 Strength

Your attacks are incredibly savage, granting these benefits:

- Your weapon attacks score a critical hit on a roll of 19 or 20. If another feature alters your critical hit range, such as the Champion fighter martial archetype, increase the range by 1, ex: 19-20 becomes 18-20.
- If you score a critical hit on an enemy and the damage reduces them to 0 hit points, you can use your reaction to attempt to demoralize one humanoid you can see within 30 feet of you that can see or hear you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If your check succeeds, the target is frightened of you until the end of your next turn. If your check fails, the target can't be frightened by you in this way for 1 hour.

SLAYER

Through your training or personal history, specialize in hunting and killing certain creatures.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid as favored enemies. You gain the following benefits when attacking your favored enemy:

- You add your proficiency bonus to attack and damage rolls you make against your favored enemy.
- Whenever you score a critical hit against your favored enemy, the damage dice are tripled instead of doubled.

SPELL-SLINGER

You've perfected the art of close-range spellcasting and have tweaked your spell arsenal to better suit your new fighting style, gaining the following benefit and feature.

- Your spells that require a ranged spell attack have their range reduced by half.
- When you cast a spell that requires a ranged spell attack as an action, you can reduce the casting time to a bonus action. If the spell required a bonus action, you can cast it using a reaction.

You can use this feature a number of times equal to your half your proficiency bonus (minimum 1). You regain all uses of this feature when you finish a long rest. This does not change the number of spells you can cast in a single round.

SPELL SPECIALIZATION

Prerequisite: The ability to cast at least one spell

You've spent time and effort mastering a single spell.

When you gain this feat, choose one spell which you know of a spell level no greater than 3rd. You can cast your chosen spell once per day at its lowest level without expending a spell slot or expending hit points.

When you expend a spell slot to cast the chosen spell, you may treat the casting as if you used the largest spell slot you have available regardless of which type of slot was used. Once you use this feature, you cannot do so again until you finish a long rest.

THROWN WEAPON SPECIALIST

Able to loose a flurry of thrown weapons, you gain the following benefits:

- You can hold up to three thrown weapons at a time. Additionally, You can draw or stow up to two thrown weapons when you would normally be able to draw or stow only one. This does not alter the number of attacks you can make in a round.
- If you make a ranged weapon attack with a thrown weapon and you are within 15 ft. of your target, you gain a +2 bonus to the attack roll.
- If you use your attack action to make a ranged weapon attack with a thrown weapon, you may make two thrown weapon attacks instead of one.

THUG

Prerequisite: Sneak Attack Feature

Never one to take the subtle route, you gain the following benefits:

- You gain proficiency in Charisma (Intimidation). If you already have proficiency in the Intimidation skill, add double your proficiency bonus to checks you make with it.
- You can use your sneak attack feature with one-handed weapons that don't have the finesse property.

WEAPON EXPERTISE

You've mastered both the offensive and defensive aspects of a certain weapon and gain the following benefits:

- Increase your Strength or Dexterity by 1.
- Choose one weapon you are proficient with. When you use an action to attack on your turn, you may choose to take a -1 penalty to the attack roll. If you do, you gain a +1 bonus to your AC until the beginning of your next turn. When your proficiency bonus reaches +3, and every +1 thereafter, the attack penalty increases by -1 and the AC bonus increases by +1 to a maximum of -5/+5.



GREATER CANTRIP

Prerequisite: ability to cast at least one spell

Your magical experimentations have yielded a unique, powerful cantrip. When you take this feat, you gain one of the following cantrips. You can take this feat multiple times, choosing a different cantrip each time.

These spells can be taken without a feat at the DM's discretion. Adding these spells to the game as treasure or downtime reward is an example of implementing them without requiring a feat.

MAGIC BOLT

Evocation cantrip

Casting Time: 1 action

Range: 60 ft.

Components: S, V

Duration: Instantaneous

You create a glowing dart of magical force which hits a creature of your choice that you can see within range. The dart deals 1d4 force damage to its target.

The number of darts this spell creates increases when you reach higher levels. At 5th level, the number of darts increases to two and goes up by one at 11th level and 17th level.

PHANTOM STRIKE

Evocation cantrip

Casting Time: 1 action

Range: 10 ft.

Components: V

Duration: Instantaneous

As part of the action used to cast this spell, you must make an unarmed or melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects.

This spell deals additional damage to the target as your level increases. At 5th level, the target takes one additional die of damage equal to the attack's damage die at the beginning of its next turn. The number of additional damage die increases to two at 11th level and then to three at 17th level.

FORCE DISPERSAL

Abjuration cantrip

Casting Time: 1 reaction you take when hit by an attack

Range: Self

Components: V, S

Duration: Instantaneous

You project a momentary wall of force between yourself and an attacker. You gain a +2 bonus to AC against the triggering attack.

FUTURE SIGHT

Divination cantrip (Time)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You glimpse random moments in the near future to discern what will lead to success when attempting an action. As part of action used to cast this spell, you must use the Help action targeting a creature you can see within 30 feet. Roll a d4, the result of which determines how useful the glimpsed information is and grants a bonus to the check designated by the Help action.

d4	Bonus
1	No bonus
2	+1d4
3	+1d6
4	+1d8

CHAOTIC DASH

Evocation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

You are infused with elemental energy which burns to be released. When you cast this spell, you must move half your speed in a direction of your choice. The next melee or ranged attack you make before the end of your turn deals 1d4 additional damage of a random element.

d6	Element
1	Acid
2	Cold
3	Fire
4	Lightning
5	Poison
6	Thunder

If you don't deal this elemental damage before your turn ends, you take damage equal to the elemental damage die.

The damage dealt by this spell increases when you reach higher levels. At 5th level the bonus damage increases by 1d4, and then again at 11th and 17th levels.



BLACK FEATS

These black feats represent the darkest depths of pain and insanity that Vallonde has to offer, and their use by players is heavily discouraged in standard heroic campaigns.

SCARIFICATION

You've intentionally marred your own flesh to a devastating extent, gaining the following benefits:

- Increase your Constitution score by 1.
- You gain proficiency in the Intimidation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You have advantage on saving throws against charm and mind-influencing effects.

PURPOSEFUL DEFORMITY

Prerequisite: Scarification feat

Through extreme procedures and purposeful trauma, you've permanently mutilated yourself in some way. Increase your Constitution score by 1 and choose one of the options below. You can take this feat multiple times, but you can only choose an option once unless otherwise stated.

- **Eyes.** You've removed your eyes, either surgically by brute force. You gain blindsight to a range of 60 ft., beyond which you are blind. You are immune to effects that require you to make eye contact.
- **Face.** You've terribly scarred your own face, giving you a grotesque visage. You have advantage on Charisma (intimidation) checks you make. Additionally, creatures have disadvantage on saving throws to avoid becoming frightened by you.
- **Gaunt.** Through purposeful starvation and the removal of certain expendable body parts, you've become horribly underweight. Increase your dexterity score by 2, decrease your constitution score by 3, and reduce your weight by half. Additionally, you have advantage on saving throws made to escape bonds.

- **Madness.** You've cultivated a growing madness in yourself, making your mind a quagmire of insanity. As a reaction when you fail a Wisdom or Charisma saving throw, you can instead choose to succeed. You can use this feature a number of times between equal to your Charisma modifier. You regain all spent uses when you finish a long rest.
- **Parasite.** You've infested yourself with specific parasites to bolster your immune system. As a reaction when you are affected by a poison or disease effect, you may immediately negate the condition.
- **Skin.** Through further scarring and the building of thick callouses you've made your skin as tough as pachyri hide. Your armor class increases by 2 when you are not wearing armor. You can take this option up to two times.
- **Tall.** You've spent long, painful hours stretching your bones and surgically implanting stilts or other extensions to make yourself a much taller than you were previously. Your lanky limbs increase your reach with melee weapons by 5 ft., but it also makes it harder for you to avoid attacks. You cannot move on the same turn that you use the Dodge action.
- **Teeth.** You've filed your teeth to sharp points or you've surgically grafted serrated metal blades onto your teeth and gums. Your brutalized bite is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If you are a small creature, the bite's damage is reduced to 1d4 piercing damage, while large creatures deal 1d8 piercing damage. If you already have a bite attack, increase your bite's damage by 1d4.
- **Tongue.** Through magical manipulation and a mixture of bifurcation and acid baths, your tongue has become horribly mutilated but magically sensitive to your environment, allowing you to sense your surroundings like a snake. You gain blindsight to a range of 30 ft. Additionally, you can taste poisons and other contamination in food and drink.

HORRID COUNTENANCE

Prerequisite: Purposeful Deformity feat

Large scale scarification, tattooing, amputation, and modification has left you with a fearsome visage.

- As an action on your turn, you can make attempt to demoralize a target within 60 ft. of you that can see you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If your check succeeds, the target is frightened of you and poisoned until the end of your next turn. If your check fails, the target can't be frightened by you in this way for 1 hour.
- You can use your terrifying appearance to throw your enemies off balance. When you are attacked by a creature that's adjacent to you, you can use your reaction to impose disadvantage on the attack.
You can use this feature a number of times equal to your Charisma modifier + 1 (minimum 1). You regain all spent uses when you finish a long rest.



DARK SPEECH

You've learned the profane language of a dark, alien plane. Using dark speech is jarring to both mind and body, and using it requires the sacrifice of both. You gain the following features:

- **Dread.** As an action you speak a dark word of dread to a creature that can hear you within 30 ft. The creature must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failure if the target has 4 or fewer hit die, you choose whether it is frightened of you until you are out of sight or it is incapacitated for 1d4 rounds as it cowers in terror. If the creature has 5-10 hit die, you choose whether the creature is charmed by you for 1d4 rounds or poisoned for 1d4 rounds. If the creature's saving throw succeeds, the target is shaken but otherwise unaffected and it cannot be affected by this feature for 24 hours.
- **Power.** By incorporating dark speech into the casting of a spell with verbal components, increase the spell's effective slot level by 1.
- **Corruption.** You've learned to use dark speech to curse your foes. When a creature within 30 ft. of you that can hear you makes an attack roll, you can use your reaction to impose disadvantage on the attack.
- **Wicked Providence.** You can infuse yourself and your allies with malign power through the use of dark speech. When you or an ally within 30 ft. that can hear you makes an attack roll you can use your reaction to grant them advantage on the roll.

When you use a feature granted by this feat, temporarily reduce your Constitution score by 1d4, even if the score's maximum is altered by an item. This reduction can affect your hit point total and other features. You cannot use these features if your Constitution score would be reduced to 0 by their use. You heal this Constitution damage when you finish a long rest.

INSIDIOUS OUTBURST

Prerequisite: Dark Speech feat

As an action, you subject those around you to a tirade of perplexing curses spoken in dark speech. All living creatures within 30 ft. that can hear you must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a success, nothing happens. On a failure, the creature is deafened by the jarring sound. All creatures deafened in this way have weakness to necrotic damage and has disadvantage on saving throws against spells that deal necrotic damage.

When you use this feature, temporarily reduce your Constitution score by 1d4 points. This reduction can affect your hit point total and other features. You cannot use these features if your Constitution score would be reduced to 0 by their use. You heal this Constitution damage when you finish a long rest.

MASTER OF THE DARK SPEECH

Prerequisite: Insidious Outburst feat

When you use a feature that temporarily reduces your Constitution score, reduce the loss to 1 point.



SUPPLICANT TO THE OUTSIDER

You have fully given yourself over to the service of an outsider, and they've granted you a measure of their power over the conceptual forces of the world.

When performing a deed that aligns with your patron's goals or alignment, you may apply a +5 bonus to a roll related to that action. Additionally, you are able to recognize other servants of your patron and their attitude begins one higher when interacting with you.

You can use this feature 3 times and regain all uses when you finish a long rest.

MURDEROUS RAMPAGE

Your bloodlust is nigh insatiable, and you move from kill to kill unhindered by fatigue and injury.

Whenever you reduce a creature whose CR is equal to or higher than half your level to 0 hit points, you gain a number of temporary hit points equal to your level. While you have these temporary hit points, you ignore all penalties related to exhaustion levels, up to and including death. Once these temporary hit points are exhausted, penalties related to exhaustion levels return at the beginning of your next turn.

FEAT: SKILL MASTERY

Prerequisite: At least one skill with a bonus equal to or greater than +10

Once your mastery of a skill has reached a certain stage you can perform feats that would be impossible for those lacking your incredible talent. When you gain this feat, choose one skill in which you have at least a +10 bonus. You gain the feature listed below that corresponds with the chosen skill.

If anything ever reduces your total skill bonus to less than +10 you lose all benefits provided by this feat until the bonus is +10 or higher. You can only take this feat once.

ACROBATICS

Master acrobats effortlessly leap great distances and weave through their foes on the battlefield as if dancing.

Graceful Bound. The distance you can jump is increased by 10 feet, or 20 feet if you have a running start.

Nimble Descent. Decrease all fall damage you take by 5d6. If this reduces the damage you take to 0 or less you land unharmed.

Flowing Dodge. When you are targeted by an attack of opportunity triggered by leaving a square threatened by a creature, you can use your reaction to cause the attack to miss. You can use this feature a number of times per round equal to your Dexterity modifier (minimum 1)



ANIMAL HANDLING

Those who have spent a considerable amount of time training and interacting with beasts become accustomed to the non-verbal cues necessary to interspecies communication and companionship.

Beast Master. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals the hit point number in its stat block or four times your character level, whichever is higher. Like any creature, it can spend Hit Dice during a short rest to regain hit points.

The beast obeys your commands to the best of its ability. It takes its turn on your initiative but after your turn. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, or Help action. If you don't issue a command, the beast takes the Dodge action. If you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action.

If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. The beast never requires your command to use its reaction, such as when making an opportunity attack.

If the beast dies, you can obtain a new companion by spending a week bonding with a beast that isn't hostile to you and that meets the requirements.

ARCANA

Masters of arcana have spent so much time in the presence of magic that they can feel and understand its subtleties as naturally as they view the world around them.

Aura Savant. You can detect the presence of magic as if under the effects of a *Detect Magic* spell. This is not a magical effect and cannot be ended.

When you use your action to view the magical aura of a creature or object, you can make a DC 20 Intelligence (arcana) check to determine the nature of the magic effecting it. This information including the school of magic (if any), the properties of a magical item or effect, and if an object or creature is afflicted by a curse. If you fail to identify the properties of an aura, you cannot make another attempt for 24 hours.

ATHLETICS

Those who hone their bodies and physical talents to the utmost become neigh unstoppable, traversing obstacles that would deter lesser individuals.

Greater Mobility. You gain a climb speed and a swim speed equal to your walk speed. If you already have one or both of these, you instead gain advantage on any Strength (Athletics) made while using them.

Bull Rush. Moving through another creature's space costs you no extra movement. Once per turn when you move through the space of a creature of your size or smaller, you can move that creature 5 feet in a direction of your choosing. If the creature cannot move in that direction, it takes 1 die of damage equal to your hit die.

DECEPTION

Those who cloak their lives in deception become so used to their own falsehood that the line between truth and lie becomes blurred.

Confident Bluff. When you make a Charisma (Deception) check and fail, the check's target does not know that you intentionally deceived them. They rationalize the behavior to the best of their ability, assuming your falsehoods were unintentional or spoken for a good reason.

Hard to Read. Wisdom (Insight) checks made to determine the capacity to which you are being truthful have a penalty equal to your proficiency bonus.

HISTORY

Long hours of tedious study in obscure tomes have given a breadth and depth of historical knowledge nigh unmatched amongst your peers.

Architectural Historian. You immediately recognize the historical origins of any location you visit, read, or hear about, as long as the information is presented accurately. This familiarity gives you advantage on checks to notice hidden doors, traps, treasure caches in historical structures.

Well-Read. When you are presented with a book that contains historical information, make a DC 20 Intelligence (History) check. On a success, you already know the information contained within and need not read the book to glean it.

INSIGHT

Those gifted with brilliant insight become threats both on and off the battlefield, able to divine a creature's true motives with a glance and anticipate attacks before the attacker has made their move.

Intuitive Genius. When a creature makes a Charisma (Deception) roll contested by your Wisdom (Insight), treat any result of your skill check below a 20 as a 20.

Insightful Anticipation. As a reaction during combat, you can anticipate an incoming attack from an enemy. Target one creature you can see within 60 feet. The targeted creature has disadvantage on attack rolls against one creature of your choice until the end of its next turn.

INTIMIDATION

When one aggressively interacts with enough creatures, they begin to notice patterns they can exploit in their targets and develop tricks to take advantage of a creature's weaknesses.

Versatile Intimidation. When you make an Intimidation skill check, you can choose which ability score modifier to apply to the check, instead of using Charisma as is standard for such checks.

Impactful Intimidation. When you use your action to intimidate a creature and succeed, you may choose to treat the creature as if they have been affected by the *Bane* or *Fear* spells. The effect requires no concentration and lasts for the duration or until dispelled or saved against.

You can use this feature a number of times equal to your Charisma modifier and regain all uses when you finish a long rest.



INVESTIGATION

The most skilled of investigators can take in incredible amounts of detail at a glance, using their investigative genius to spot even minor details that may be out of place.

Cursory Inspection. You can use your action, move action, or bonus action on your turn to make an Intelligence (Investigation) check.

Experienced Investigator. You can make an Intelligence (Investigation) check to notice creatures or objects that are intentionally hidden. This includes creatures using the *Stealth* skill, hidden doors, stashed items, ect.

MEDICINE

Experience healers know a vast number of curative herbs and medical procedures, allowing them to treat serious injuries, diseases, and poisons that would baffle lesser healers.

Curative Healing. You can expend one use of a healer's kit to affect a target as if by the *Lesser Restoration* spell.

Medical Text. If you have a written reference that details medicinal herbs and procedures, you can use your Intelligence instead of Wisdom when making a medicine skill check. You cannot use this feature if you are in combat.

Healing Surge. You can expend one use of a healer's kit to allow a creature to spend hit dice to heal as if taking a short rest.

NATURE

For those who've spent their lives under the open sky and in dedicated study accrue a vast wealth of knowledge about the natural world.

Applicable Knowledge. You always know which way is north and always know the number of hours left before the next sunrise or sunset.

Experienced Identification. When you encounter a natural creature or plant you can use an action on your turn to make a DC 20 Intelligence (Nature) check. On a success, you gain the following information:

- The target's speed, armor class, methods of attack, and both its highest and lowest saving throw. If the target is not a creature, you learn whether the target is edible, if it has any positive or negative effects if consumed, and what they are.

PERCEPTION

With powers of perception bordering on the supernatural, these creatures seem at times to be precognizent of the happenings around them.

Eye for Detail. You gain advantage on all Wisdom (Perception) checks you make that are opposed by Dexterity (Stealth) or Dexterity (Sleight of Hand) checks.

Sixth-Sense. On your turn you can make a Wisdom (Perception) check that requires no action. When you make this check you can roll a d4 and add the rolled number to the check's total. If you use this feature but fail to spot a hidden creature within 60 feet, you become aware that something is hiding from you but not what that creature is or where it is hidden.

You can use this feature a number of times equal to your Wisdom modifier (minimum 1) and regain all expended uses when you finish a long rest.

PERFORMANCE

Master performers effortlessly take on the roles of their choice and use their experience to fool and entertain those around them. Your stirring performances rouse the spirits of your allies and drive them to the heights of bravery.

Masterful Mimicry. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Performance) check.

Heroic Performance. As an action on your turn, you can begin a heroic performance. Choose a number of creatures up to your Charisma modifier (minimum 1). The chosen creature(s) are affected as if by the *Heroism* spell until the end of your next turn. On your next turn, you can continue the performance as an action targeting the same creatures.

Once you use this feature you cannot use it again until you finish a short or long rest.

PERSUASION

The sword may kill a king but words can fell a kingdom. Your powers of persuasion extend beyond your kin and your experience with inter-species interaction have given insight into the social workings of other cultures and civilizations.

Diplomatic Focus. Choose one diplomatic focus: aberrations, celestials, dragons, elementals, fey, fiends, giants, monstrosities, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as diplomatic foci.

You have advantage on Charisma (Persuasion) checks made against your diplomatic focus, as well as on Intelligence checks to recall information about them. Additionally, the starting attitude of your diplomatic focus is one step higher than normal, but only toward you. For example, an indifferent dragon would treat you in a friendly manner or a hostile dragon would treat you indifferently if dragons were your diplomatic focus.

When you gain this feature, you also learn one language of your choice that is spoken by your diplomatic focus.



RELIGION

The devotional and outsider cults of Vallonde of incredibly diverse, but your intense study or wide breadth of experience with these strict orders and secret societies have given you an insight into their inner workings.

Ceremonial Knowledge. If you or an ally have proficiency with *disguise kits* you can use your knowledge of various religions to create a physical disguise that perfectly mirrors the garb worn by a religion of your choice. This creation is indistinguishable from the garb it copies.

Additionally, you can make a DC 20 Intelligence (Religion) check when exposed to a religious ritual. On a success, you know the details of the ritual, including its execution and purpose.

Devotional Comradery. When you are aware of a creature's religious affiliation (if any) you can use your *Religion* skill in place of Persuasion, Deception, Insight, and Intimidation checks made against that creature.

Religious Superstition. As an action, you can make a DC 20 religion check to determine if a creature follows a cult and what it is at a glance. If this check succeeds, you can use your knowledge to gain advantage on one roll against the target. Once you've used this feature against the target, that creature can no longer be the target of this feature.

SLEIGHT OF HAND

Your sly fingers practically dance on their own and your practiced motions are nearly imperceptible to even active observers.

Confident Cut-Purse. You can make Dexterity (Sleight of hand) checks while being directly viewed by one or more creatures. You have disadvantage on such checks.

Swift Manipulation. When you interact with an object on your turn, you can make a DC 20 Dexterity (Sleight of Hand) check as part of the interaction. On a success, you can interact with the same object a second time or interact with a second object.

STEALTH

Masters of stealth are often labeled criminals due to the shadowy nature of their talents and perceived occupations. You've learned that the best tool to survival is the element of surprise and your enemies learn that lesson well.

Vital Strike. If you are hidden from a creature, you can use your reaction to make a basic melee attack against a creature that moves more than 5 feet while within your reach. If this attack successfully hits the target it is a critical hit.

Advantageous Positioning. If you have advantage on a Dexterity (Stealth) check you make, you can roll 3 d20s instead of 2.

SURVIVAL

Survival in the wilds of Vallonde can be a daunting prospect, but the hardiest and most clever can make a life in even the most hostile of environments.

Experienced Survivalist. You automatically succeed on checks made to avoid exhaustion due to extreme heat or cold as long as you wear appropriate attire.

Predatory Instinct. You can track creatures that leave no tracks, including birds, aquatic creatures, and creatures using magic to cover their tracks. You have disadvantage on such rolls.

