

CHARACTER OPTIONS

TALENTS

OVER 200 TALENTS TO SPICE
UP YOUR CHARACTERS!

BY DRAGONIX



Design

[Dragonix](#)

Cover and Interior Illustrator

[Sandeson Gonzaga](#)

Playtesters

Mycko David
Kirby Gonzaga
Teddy Gonzaga
Marky Erquiza
James Manansala
Marco Pasamba
Jeff Quilala
Raffy San Antonio
TJ Sese
Teejay Suaring
Michael Tiongson
Dave Young
Rowell Zaragoza
Rowena Zaragoza

Acknowledgement

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

“The result is ... that there's no room left in the world for the weird – though plenty for crude, contemptuous, wisecracking, fun-poking imitations of it.”

– Fritz Leiber, *Heroes and Horrors*



About this Book

Character Options: Talents offers variant rules for your 5th edition gaming. It does not change any of the existing rules. Instead, it offers you additional options for character development. It contains over 200 talents to choose from that you can use to customize your character and make them more unique, specialized, and dynamic.

The 5th edition core rules has been an amazing set but it has left me a little more wanting in character options. In particular, the Feats and character archetypes. Do not get me wrong, they are both well written, balanced, and fun. However, I would have liked to have been able to decide more on how I develop my character as I gained levels.

Character Options: Talents harkens back to the days of 3rd edition gaming where you always look forward to that extra feat you can acquire at 3rd level, and every three levels thereafter. The talents you will see within this book are like mini-feats. Most do not bring as many features as a standard feat. Instead, they either help shape and add flavor to your character, improve your specializations, or address your opportunities. You do not need to use all of them if you think some are not balanced. Feel free to modify them as you see fit. And most importantly, have fun!

Chapter 1: Introduction

What are Talents?

Talents are extraordinary aspects of a character's abilities, background, personality, physique, proficiencies, and features.

They are similar to, but not always as powerful as, standard Feats. They offer a means for you to improve your current existing abilities, slightly or temporarily shift game mechanics into your favor, provide you with a new capability, or build your character's background and personality for a richer roleplaying experience.

Acquiring Talents

Each character begins with one talent at 1st level. At 3rd level and every three levels thereafter (6th, 9th, 12th, 15th, and 18th), they gain another talent. Talents are gained according to character level, regardless of individual class levels.

You can only acquire a specific talent once. However, certain talents can be retaken more than once as detailed in their description.

You may also choose not to acquire a talent when you reach a level where you are eligible to do so. You can save this acquisition for later on (perhaps when you have met the prerequisites).

Prerequisites

Some talents have prerequisites. Your character must have the indicated ability score, class level, faction, feature, feat, race, skill, or other quality designated in order to select or use that talent.

You cannot use or gain the benefit of a talent if you lose the prerequisite. For example, if you have the talent Tymora's Smile but you chose to leave the Harpers faction, you lose the ability to use Tymora's Smile until you join the faction again.

Types of Talents

Some talents are general, meaning that no special rules govern them as a group. Others are racial, which means that those talents are only available to members of that race. Faction talents are talents which only members

of their faction are allowed to have. Finally, there are class talents. These comprise the majority of the talents, and most have specific class level requirements.

Game Balance

The introduction of talents may result in some game imbalance issues in favor of the players.

To address this, you should also assign talents to NPCs or even humanoid monsters. As a standard, monsters can have one talent for every four hit dice they have, rounded up. Class talents can also be applied to monsters who have classes or class-like features. Another solution is to simply increase the average level of the party by 1 for every 3 levels when calculating CR.

Also, there will be another book coming soon that features Monster Talents. Stay tuned for that!

If you do not wish to use the Talent System and instead prefer using just Feats, then you can still use the talents presented here as Feats. All you have to do is add in each talent this benefit: *Increase one of your abilities by 1, to a maximum of 20.*

Chapter 2: The Talents

Talent Descriptions

Below is the format for talent descriptions:

Talent Name

Description of what the talent does or represents in plain language.

Prerequisite: *A minimum ability score, another talent or talents, member of a race or faction, or a class level that a character must have in order to acquire this talent. This entry is absent if a talent has no prerequisite. A talent may have more than one prerequisite.*

Benefit: What the talent enables the character ("you" in the talent description) to do. If a character has the same talent more than once, its benefits do not stack unless indicated otherwise in the description.

General Talents

Ability Saving Throw

Agile
Astute
Brilliant Mind
Built
Commanding Presence
Great Fortitude
Indomitable
Iron Will
Lightning Reflexes
Strong-Willed
Vigorous
Winsome

Background

Ascetic Missionary
Brilliant Academic
Crafty Dealer
Cunning Spy
Daring Explorer
Dashing Scoundrel
Gallant Hero
Grizzled Veteran
Rugged Outdoorsman
Shady Operator
Shrewd Investigator

Combat

Armor Focus
Cleave
Great Cleave
Improved Dodge
Improved Initiative
Improved Taunt
Mighty Cleave
Multitasker
Point Blank Shot
Power Attack
Spell Attack Focus
Taunt
Two-Weapon Rend
Weapon Focus

Miscellaneous

Bloodline of Fire
Elemental Focus
Extra Attunement
Skill Focus
Tool Focus

Racial Talents

Dragonborn

Breath Weapon Focus
Deadly Breath Weapon
Dragonborn Fury
Dragonborn Heritage
Potent Breath Weapon

Dwarf

Dwarven Racial Foe
Dwarven Stubbornness
Dwarven Weapon Expert
Improved Dwarven Armor Training
Last Stand

Elf

Arcane Knowledge
Elven Accuracy
Elven Focus
Elven Vigilance
Sunlight Adaptation
Uncanny Senses

Gnome

Arcane Inclination
Conservator
Fade Away
Gnome Furtiveness
Gnomish Racial Foe

Half-Elf

Natural Diplomat
Elven Senses
Elven Weapon Training

Half-Orc

Furious Assault
Orcish Brute Ancestry
Orcish Resilience
Orcish Rush
Orcish Weapon Familiarity

Halfling

Born Sneaky
Fortunate
Nimble Reaction
Second Chance
Strongheart

Human

Human Aptitude

Human Ingenuity
Human Resolve

Tiefling

Bloodhunt
Greater Infernal Legacy
Infernal Fortitude
Infernal Wrath

Class Talents

Barbarian

Brutal Strikes
Deadly Rage
Extra Rage
Greater Rage
Improved Unarmored Defense
Invigorating Rage
Mighty Rage
Savagery
Summon Twin Totem Spirits
Summon Totem Spirit

Bard

Bardic Prodigy
Extra Bardic Inspiration
Extra Expertise
Improved Bardic Inspiration
Improved Cutting Words
Improved Song of Rest
Instinctive Bardic Inspiration
Inspiring Strike
Galvanizing Strike

Cleric

Blinding Strike
Channel Divinity Focus
Divine Fortune
Divine Recovery
Divine Sneak Attack
Elemental Shape
Extra Channel Divinity
Extra Domain Knowledge
Extra Knowledge of Magic
Gift of Lightning
Knowledge of Magic
Improved Blinding Strike
Improved Cloak of Shadows
Improved Gift of Lightning
Improved Swift Cure Wounds
Improved Turn Undead
Improved War God's Blessing

Swift Cure Wounds
War Strike

Druid

Extra Circle
Extra Wild Shape
Imbued Wild Shape
Improved Conjunction
Improved Natural Recovery
Instinctive Wild Shape
Plant Form
Nature Sense
Rejuvenate

Fighter

Called Strike
Eldritch Weapon
Extra Action Surge
Extra Combat Maneuver
Extra Fighting Style
Extra Superiority Die
Impairing Critical
Improved Second Wind
Weapon Specialization
Vicious Critical

Monk

Abundant Step
Drunken Mongoose
Elemental Combo
Extra Elemental Discipline
Extra Ki
Greater Ki-Empowered Strikes
Improved Ki-Empowered Strikes
Improved Unarmored Defense
Instinctive Shadow Step
Ki Focus
Shadow Strike

Paladin

Blessed Divine Smite
Deadly Divine Smite
Divine Lore
Extra Fighting Style
Extra Sacred Oath Channel Divinity
Improved Aura
Improved Lay on Hands
Improved Abjure Enemy
Improved Nature's Wrath
Improved Sacred Weapon
Improved Turn the Faithless
Improved Turn the Unholy
Improved Vow of Enmity

Potent Divine Smite

Ranger

Beast Combo Strike
Beast Intercept
Druidic Lore
Extra Defensive Tactics
Extra Favored Enemy
Extra Favored Terrain
Extra Fighting Style
Extra Hunter's Prey
Greater Ranger's Companion
Greater Favored Enemy
Improved Favored Enemy
Improved Multiattack
Improved Ranger's Companion

Rogue

Deadly Sneak Attack
Deft Sneak Attack
Exploit
Extra Expertise
Gouge
Hamstring
Impairing Strike
Improved Uncanny Dodge
Master Assassin
Poisoncraft
Sap
Thief Acrobat

Sorcerer

Double Wing Strike
Dragon Wing Shield
Extra Metamagic
Extra Sorcery Points
Improved Bend Luck
Improved Control Chaos
Improved Draconic Resilience
Improved Elemental Affinity
Improved Flexible Casting
Selected Chaos

Warlock

Dark Forte
Distracting Intrusion
Extra Invocation
Extra Dark One's Own Luck
Extra Entopic Ward
Fey Presence
Improved Dark One's Blessing
Improved Misty Escape
Pernicious Magic

Wizard

Arcane Tradition Focus
Arcane Tradition Prodigy
Improved Arcane Recovery
Improved Arcane Ward
Improved Grim Harvest
Improved Instinctive Charm
Improved Portent
Improved Sculpt Spell
Instinctive Benign Transposition
Swift Illusion Spell
Swift Transmutation Spell

Faction Talents

Emerald Enclave, The

Blessing of Sylvanus
Naturalist
Preserve the Natural Order

Harpers, The

Harper Favored Foes
Harper Knowledge
Tymora's Smile

Lord's Alliance, The

Best Defense is a Strong Offense
Glory and Honor
Unite Against the Dark

Order of the Gauntlet, The

Faith Against Evil
Strength and Honor
Punish the Evil

Zhentarim, The

Cheap Shot
Zhentarim Agent
Zhentarim Thug



Abundant Step

You gain the ability to teleport.

Prerequisite: Monk level 9, Way of the Open Hand Monastic Tradition.

Benefit: You can use an action to spend 2 ki points and cast Dimension Door.

Agile

You are quicker to react than normal.

Benefit: You have a +1 bonus to Dexterity saving throws.

Arcane Inclination

You have a natural ability to cast a cantrip.

Prerequisite: Gnome.

Benefit: Choose one spellcasting class from Bard, Sorcerer, Warlock, or Wizard. You learn one cantrip from that class. Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock or Intelligence for wizard.

Arcane Knowledge

You can prepare and cast an arcane spell just like a wizard.

Prerequisite: Elf, High.

Benefit: You learn one first level spell from the Wizard's spell list. You always have this spell prepared and does not count against the number of spells known and can prepare each day. Intelligence is your spellcasting ability for it. Once you cast this spell, you cannot cast it again until you complete a short or long rest.

Arcane Tradition Focus

The spells from the school of your chosen Arcane Tradition is harder to resist than normal.

Prerequisite: *Wizard level 3.*

Benefit: Increase the DC of the spells from the school of your chosen Arcane Tradition by 1.

Arcane Tradition Prodigy

You are more practiced and naturally talented in the school of your Arcane Tradition. You can cast more spells from your school of tradition more often than normal.

Prerequisite: *Wizard level 9.*

Benefit: Choose a spell of 3rd level or below from your spellbook that is under your school of your Arcane Tradition. You always have this spell prepared, it does not count against the number of spells you have prepared, and you can cast it once at its standard level without expending a spell slot. When you do so, you can not do so again until you finish a short or long rest.

Armor Focus

You are talented in the use of a specific armor. You are very accustomed to it and know how to properly use it during combat.

Benefit: Choose one armor you are proficient with. You gain a +1 bonus to AC when wearing that type of armor while conscious and not incapacitated. You can retake this talent. Each time you do so, it must be applied to a different armor.

Ascetic Missionary

You live a devout and disciplined life, abstaining from worldly pleasures in order to pursue

spiritual goals, help the weak, or achieve supreme martial prowess.

Benefit: You have 3 Ascetic Missionary points. Whenever you make an ability check that involves the skill Insight, History, Medicine, Perception, or Religion, you can spend one Ascetic Missionary point to roll a d12 and add it to the result. You can choose to spend one of your Ascetic Missionary points after you roll the die, but before the outcome is determined.

You regain your expended Ascetic Missionary points when you finish a long rest.

Astute

You are smarter than normal.

Benefit: You have a +1 bonus to Intelligence saving throws.

Bardic Prodigy

You are naturally gifted and way ahead of your peers when it comes to magic.

Prerequisite: *Bard level 3, College of Lore.*

Benefit: You learn one spell of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spell counts as a bard spell for you but does not count against the number of your bard spells known.

Beast Combo Strike

You exploit a creature's momentary vulnerability when both you and your beast companion hit it at the same time.

Prerequisite: *Ranger level 15, Beast Master Archetype.*

Benefit: On your turn, if both you and your beast companion attacked and hit the same creature in the same turn, you can use a bonus action to have both you and your beast companion make one weapon attack each at the same creature. Once you use this feature, you cannot use it again until you complete a long rest.

Beast Intercept

You can command your beast companion to cut off a moving creature.

Prerequisite: *Ranger level 9, Beast Master Archetype.*

Benefit: You can use a reaction to command your beast companion to move up to its speed to a square adjacent to an enemy. If your beast companion ends its movement adjacent to that enemy, it can make one melee attack. If the attack hits, the speed of the enemy becomes 0 until the end of its turn.

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

Best Defense is a Strong Offense

You are trained to strike first at a creature that is attacking you, potentially making the creature miss.

Prerequisite: *The Lord's Alliance faction membership, Character level 6.*

Benefit: When you are about to be attacked by a

creature with a melee weapon attack but before the outcome is determined, you can use a reaction to make a single melee weapon attack against that creature. If your attack hits, you impose disadvantage to the creature's attack. Once you use this feature, you cannot use it again until you complete a long rest.

Blessed Divine Smite

Your Divine Smite strikes are further empowered by your deity's grace.

Prerequisite: *Paladin level 3.*

Benefit: Your Divine Smite and Improved Divine Smite deals an additional radiant damage equal to your Charisma modifier.

Blessing of Sylvanus

You can cure a creature suffering from wounds and an affliction.

Prerequisite: *The Emerald Enclave faction membership, Character level 6.*



Benefit: On your turn, you can use an action and touch a creature. This creature regains hit points equal to 1d8 + your proficiency bonus + your Wisdom modifier + your Charisma modifier. In addition, you end one disease or one condition afflicting it. The condition must be blinded, deafened, paralyzed, or poisoned. Once you use either feature, you cannot use it again until you complete a long rest.

Blinding Strike

You gain the ability to temporarily infuse your weapon strike with blistering divine energy.

Prerequisite: Cleric level 9, Light Domain.

Benefit: When you hit a creature with a weapon attack, you can expend one cleric spell slot to deal radiant damage, 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, up to to a maximum of 5d8. The damage increases by 1d8 if the creature is an undead or a fiend. Furthermore, the creature must make a Constitution saving throw. The saving throw DC is equal equal to 8 + your proficiency bonus + your Wisdom modifier. A failed save means the creature is blinded for 1 minute. The creature is allowed a new saving throw at the end of each of its turns. Once you use this feature, you cannot use it again until you complete a short or long rest.

Bloodhunt

You are temporarily consumed by fiendish bloodthirst when you sense a wounded foe.

Prerequisite: Tiefling.

Benefit: On your turn, select a creature within 60 feet of you that you can see and is below its hit point maximum. You gain advantage on your attacks against that creature until the end of your turn. If you hit with an attack, you deal an additional damage equal to your Charisma modifier. Once you use this feature, you cannot use it again until you complete a short or long rest.



Bloodline of Fire

You are descended from the Efreets who ruled Calimshan for two millenia. The blood of these fire outsiders runs thick in your veins.

Benefit: You have advantage on saving throws against fire.

Born Sneaky

Your heritage allows you to be more catlike in movement, crafty, and deceptive than most.

Prerequisite: Halfling, Lightfoot.

Benefit: You can reroll an ability check that involves the skill Deception, Sleight of Hands, or Stealth. You must use the result of the second roll, even if it is lower. Once you use this feature, you cannot use it again until you complete a short or long rest.

Breath Weapon Focus

Sensing weakness from a foe, you are temporarily consumed by fiendish bloodthirst.

Prerequisite: Dragonborn.

Benefit: Increase your breath weapon saving

throw DC by 1.

Brilliant Academic

You are a young prodigy, a well-travelled professor, or an accomplished historian. Knowledge is your tool to gain the attention of everyone around you when you explain your points.

Benefit: You have 3 Brilliant Academic points. Whenever you make an ability check that involves the skill Arcana, History, Investigate, Nature, or Persuasion, you can spend one Brilliant Academic point to roll a d12 and add it to the result. You can choose to spend one of your Brilliant Academic points after you roll the die, but before the outcome is determined.

You regain your expended Brilliant Academic points when you finish a long rest.

Brilliant Mind

You are extraordinarily smarter than normal.

Prerequisite: *Astute, Intelligence 10 or higher.*

Benefit: This talent replaces and does not stack with Astute. You have a +2 bonus to Intelligence saving throws.

Brutal Strikes

When in a frenzy while raging, you can deliver critical hits more frequently than normal.

Prerequisite: *Barbarian level 15, Path of the Berserker.*

Benefit: When in a frenzy when raging, your melee weapon attacks score a critical on roll of 19 or 20.

Built

You are stronger than normal.

Benefit: You have a +1 bonus to Strength saving throws.

Called Strike

You aim at a particular part of a creature's body when you attack with a weapon.

Prerequisite: *Fighter level 6, Champion archetype.*

Benefit: You can impose disadvantage on your next weapon attack. If you hit, it is considered a critical hit.

Once you use this feature successfully, you cannot use it again until you complete a short or long rest.

Channel Divinity Focus

Your Channel Divinity abilities are more effective than normal.

Prerequisite: *Cleric level 3.*

Benefit: Increase the DC of your Channel Divinity abilities by 1.

Cheap Shot

You can exploit a creature's momentary distraction when it is hit by an attack, takes damage, or fails a saving throw.

Prerequisite: *The Zhentarim faction membership, Character level 6.*

Benefit: Whenever a creature within 5 feet of you is hit by an attack, takes damage, or fails a saving throw from a spell or ability made by a creature other than you, you can use your reaction to make



a melee attack against that creature. Once you use this feature, you cannot use it again until you complete a short or long rest.

Cleave

The follow through from your melee weapon strikes can sometimes fell another enemy within range.

Prerequisite: Strength 13 or higher.

Benefit: On your turn, when your melee attack reduces a creature to 0 hit points, any excess damage from that attack might carry over to

another creature nearby. You can select another creature within reach and, and if your original attack roll can hit it, apply any remaining damage to it. You cannot move while you perform Cleave. You can only use this ability once per turn.

Commanding Presence

You have a greater personality than normal.

Prerequisite: Winsome, Charisma 10 or higher.

Benefit: This talent replaces and does not stack



with Winsome. You have a +2 bonus to Charisma saving throws.

Conservator

You have the ability to identify magic items.

Prerequisite: *Gnome, Rock.*

Benefit: You learn the Identify spell. You always have this spell prepared and it does not count against the number of spells you can prepare each day. You only spend half the amount of material components needed (50gp) when casting this spell.

Crafty Dealer

You have uncanny knowledge of the prices and trends of commodities. You can easily recognize an opportunity to earn a profit, sometimes exploiting the ignorance of others. You are very rarely taken advantage of, and you can spot a con or trick a mile away.

Benefit: You have 3 Crafty Dealer points. Whenever you make an ability check that involves the skill Deception, Insight, Persuasion, or Sleight of Hand, or an Intelligence check to appraise an item, you can spend one Crafty Dealer point to roll a d12 and add it to the result. You can choose to spend one of your Crafty Dealer points after you roll the die, but before the outcome is determined. You regain your expended Crafty Dealer points when you finish a long rest.

Cunning Spy

You are trained in the arts of subterfuge. You can blend into the crowd or assume the identity of others. You have a knack of finding ways to gain information or reach an objective without getting detected.

Benefit: You have 3 Cunning Spy points. Whenever you make an ability check that involves the skill Deception, Investigation, or Stealth, or the tool Disguise Kit, Forgery Kit, or Thieves' Tools, you can spend one Cunning Spy point to roll a d12 and add it to the result. You can choose to spend one of your Cunning Spy points after you roll the die, but before the outcome is determined. You regain your expended Cunning Spy points

when you finish a long rest.

Daring Explorer

You are a bold, well-travelled adventurer always on the hunt for secret treasure or undiscovered areas. You deftly avoid traps and natural hazards. There is hardly any place you cannot reach or find a way into or any puzzle you cannot solve.

Benefit: You have 3 Daring Explorer points. Whenever you make an ability check that involves the skill Acrobatics, Athletics, History, Investigation, or Survival, you can spend one Daring Explorer point to roll a d12 and add it to the result. You can choose to spend one of your Daring Explorer points after you roll the die, but before the outcome is determined. You regain your expended Daring Explorer points when you finish a long rest.

Dark Forte

You focus on a fewer cantrips, spells, and invocations in order to increase the number of spells you can cast.

Prerequisite: *Warlock level 6.*

Benefit: Increase your spell slot by 1 but reduce your cantrips known by 1, your spells known by 3, and invocations known by 2.

Dashing Scoundrel

You are a rakish knave, a charming rascal, a dauntless warrior with a wit. You face challenges with bravado and always find humor in every dire situation. You are popular with the opposite sex and hardly anyone hates you, even if they cannot trust you.

Benefit: You have 3 Dashing Scoundrel points. Whenever you make an ability check that involves the skill Acrobatics, Athletics, Performance, Persuasion, or Sleight of Hand, you can spend one Dashing Scoundrel point to roll a d12 and add it to the result. You can choose to spend one of your Dashing Scoundrel points after you roll the die, but before the outcome is determined. You regain your expended Dashing Scoundrel points when you finish a long rest.

Deadly Breath Weapon

Your breath weapon is more effective than normal.

Prerequisite: Dragonborn, Potent Breath Weapon.

Benefit: When rolling for breath weapon damage, all die rolls of 1s and 2s are treated as 3s.

Deadly Divine Smite

Your Divine Smite strikes harder than normal.

Prerequisite: Paladin level 6, Potent Divine Smite..

Benefit: When rolling for Divine Smite and Improved Divine Smite damage, all die rolls of 1s and 2s are treated as 3s.

Deadly Rage

Your melee attacks break through armor and tough hide when you rage.

Prerequisite: Barbarian.

Benefit: You gain +1 bonus to melee attack rolls while raging.

Deadly Sneak Attack

Your Sneak Attacks are more accurate compared to others.

Prerequisite: Rogue level 3, Deft Sneak Attack.

Benefit: When you roll for Sneak attack damage, every die roll of 1 or 2 is treated as a 3.

Deft Sneak Attack

Your Sneak Attacks are more accurate compared to others.

Prerequisite: Rogue.

Benefit: When you roll for Sneak attack damage, every die roll of 1 is treated as a 2.

Distracting Intrusion

Using your alien knowledge, you intrude upon the thoughts of a creature, distracting it and making it more vulnerable to your attack.

Prerequisite: Warlock level 3, The Great Old One

patron.

Benefit: As a bonus action, select a creature that you can see within 30 feet of you. It must succeed on a Wisdom saving throw against 8 + your proficiency bonus + your Charisma modifier. On a failed save, you impose disadvantage on the creature's attack rolls and saving throws until the end of your turn. This creature must know at least one language or the feature will have no effect. Once you use this feature, you cannot use it again until you complete a short or long rest.

Divine Fortune

You make a quick prayer to your deity, asking it to grant you a favorable result in your next action.

Prerequisite: Cleric.

Benefit: After you roll for an attack, saving throw, or ability check but before the outcome is determined, you can roll a d12 and add the result to your previous roll.



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

Divine Lore

You gain access to one spell from the Cleric spell list.

Prerequisite: *Paladin level 12.*

Benefit: You learn one spell of your choice from the Cleric's spell list. The spell you choose must be of a level you can cast, as shown on the Paladin table. The chosen spell counts as a Paladin spell for you but does not count against the number of Paladin spells you know.

You can retake this talent one additional time only.

Divine Recovery

You can regain some of your magical energy by praying and communing with nature.

Prerequisite: *Cleric level 9, Nature Domain.*

Benefit: During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your cleric level (rounded up), and none of the slots can be 6th level or higher.

You can not use this feature again until you finish a long rest.

Divine Sneak Attack

Your deity has bestowed upon you the knowledge of how to strike subtly and exploit a foe's distraction.

Prerequisite: *Cleric level 9, Trickery Domain.*

Benefit: Once every turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the creature is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown below:

9th to 11th: +1d6

12th to 14th: +2d6

15th to 17th: +3d6

18th or higher: +4d6

This ability stacks with the Rogue's Sneak Attack ability.

Double Wing Strike

You are able to attack with your dragon wings.

Prerequisite: *Sorcerer level 18, Draconic Bloodline.*

Benefit: On your turn, if you have your Dragon Wings manifested and you are not flying, you can use an action to make two attacks with your wings. You attack with each wing as if they are melee spell attacks that have a range of 10 feet. Each wing attack deals magical damage equal to 1d8 + your proficiency bonus + your Charisma modifier.

Dragon Wing Shield

You can block an incoming attack with your dragon wings.

Prerequisite: *Sorcerer level 15, Draconic Bloodline.*

Benefit: When you have your Dragon Wings manifested and are not flying and you are hit by an attack but the outcome has not yet been determined, you can use a reaction to block the attack using your wings. You gain a bonus to your AC or Dexterity saving throw equal to your Charisma modifier until the start of your next turn. Once you use this feature, you cannot use it again until you complete a short or long rest.

Dragonborn Fury

You fight with more ferocity when you are wounded.

Prerequisite: *Dragonborn.*

Benefit: While your current hit points is below maximum, you gain a +2 bonus to your damage rolls.

Dragonborn Heritage

Your lineage allows you recover from your wounds faster than normal.

Prerequisite: *Dragonborn*.

Benefit: After a short rest, you regain an amount of hit points equal to your level plus your constitution bonus. This is in addition to other hit points you can regain normally.

Druidic Lore

You gain access to one spell from the Druid spell list.

Prerequisite: *Ranger level 12*.

Benefit: You learn one spell of your choice from the Druid's spell list. The spell you choose must be of a level you can cast, as shown on the Ranger table. The chosen spell counts as a Ranger spell for you but don't count against the number of Ranger spells you know.

You can retake this talent one additional time only.

Drunken Mongoose

You can dodge and redirect a creature's attack.

Prerequisite: *Monk level 3, Way of the Open Hand*.

Benefit: When a creature hits you with a melee weapon attack but before the outcome is determined, you can use a reaction and spend a number of Ki points (minimum of 1) and add it to your AC. If the creature's attack would now count as a miss, you can choose to redirect that attack to another creature that is within its range. Use the original attack roll to determine if the attack hits.

Dwarven Racial Foe Expertise

You were raised and trained to fight your racial enemies more effectively than others.

Prerequisite: *Dwarf*.

Benefit: Your weapon damage rolls deal an additional 1d4 damage against orcs, goblinoids, and giants.

Dwarven Bullheadedness

Your natural stubbornness born from being a dwarf is extraordinary. You are more resistant to stun and knock down attacks than normal.



Prerequisite: *Dwarf*.

Benefit: After you roll for a saving throw against a stun or knock down but before the outcome is determined, you can roll a d10 and add it to the result.

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

Dwarven Weapon Expert

You were raised and trained to use traditional dwarven weapons. You often deliver devastating blows with them.

Prerequisite: *Dwarf*.

Benefit: You have 2 Dwarven Expert points. You can use 1 Dwarven Expert point to reroll a damage roll made with your battleaxe, handaxe, light hammer, or warhammer. You must use the result of the second roll, even if it is lower.

You regain your expended Dwarven Expert points when you finish a short or long rest.

Eldritch Weapon

Creatures you have struck with your spells become more vulnerable to your bonded weapon attacks.

Prerequisite: *Fighter level 9, Eldritch Knight Archetype, Weapon Bond.*

Benefit: When using a bonded weapon and you hit a creature that has already taken damage or failed a saving throw from a spell you cast in the previous turn, you deal an additional damage equal to your Intelligence modifier.

Elemental Combo

You can make an unarmed attack after casting an elemental discipline in the same turn.

Prerequisite: *Monk level 9, Disciple of the Elements.*

Benefit: After you use an action to cast an elemental discipline, you can make one unarmed strike as a bonus action.

Elemental Focus

Any ability, feature, or spell you use from a chosen damage type is more difficult to resist.

Benefit: Choose from the following damage types (acid, cold, fire, lightning, or thunder). Increase the DC of your abilities, features, or spells with this type of damage by 1.

Elemental Shape

Your deity has bestowed upon you the gift to shapeshift into an elemental.

Prerequisite: *Cleric level 15, Nature Domain.*

Benefit: You can use your action to transform into an air elemental, earth elemental, fire elemental, or water elemental. It is otherwise identical to the Druid ability Wildshape.

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

Elven Accuracy

You are deadly accurate when using traditional elven weapons and spells attacks.

Prerequisite: *Elf.*

Benefit: You can reroll an attack made with a longsword, longbow, shortsword, shortbow, melee spell attack, or ranged spell attack. You must use

the result of the second roll, even if it is lower. Once you use this feature, you cannot use it again until you complete a short or long rest.

Elven Focus

You can maintain concentration and focus more than normal.

Prerequisite: *Elf.*

Benefit: When you roll for a Constitution saving throw to maintain concentration, or an Intelligence or Wisdom saving throw, but before the outcome is determined, you can roll a d12 and add it to the result.

Once you use this feature, you cannot use it again until you take a long rest.



Elven Racial Foe Expertise

You were raised and trained to fight your racial enemies more effectively than others.

Prerequisite: *Elf, High or Wood.*

Benefit: You have a +2 bonus to weapon damage rolls made against orcs, gnolls, and goblinoids.

Elven Senses

Your noble lineage provides you with keen senses.

Prerequisite: *Half-elf.*

Benefit: You have proficiency with the Perception skill.

Elven Vigilance

You are often on your guard and able to act before anybody else at the start of combat.

Prerequisite: *Elf, Wood.*

Benefit: When you roll initiative, you gain a special turn that takes place before other creatures can act. On this turn you can use your action to either take the Attack, Dash, or Hide action. If you would normally be surprised at the start of an encounter, you are not surprised but you do not gain this extra turn.

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

Elven Weapon Training

You are proficient with the use of elven traditional weapons.

Prerequisite: *Half-elf.*

Benefit: You have proficiency with the longsword, shortsword, longbow, and shortbow.

Exploit

Your spells can provide you with a window of opportunity to strike.

Prerequisite: *Rogue level 12, Arcane Trickster.*

Benefit: On your turn, if a creature takes damage from or fails its saving throw against a spell you cast, you can use a bonus action to make one

weapon attack against that creature.

Extra Action Surge

You can use Action Surge more often than normal.

Prerequisite: *Fighter level 9.*

Benefit: You can use your Action Surge ability one additional time between rests.

Extra Attunement

You can attune with more magical items than normal.

Prerequisite: *Character level 9.*

Benefit: Increase the number of items you can attune to by 1. You can retake this talent one more time only, but you must be of level 18 or higher when you do so.

Extra Bardic Inspiration

You have the ability to provide bardic inspiration more often than normal.

Prerequisite: *Bard.*

Benefit: You can use Bardic Inspiration a number of times equal to your Charisma modifier + 2. You regain any expended uses when you finish a long rest.

Extra Channel Divinity

You can use your Channel Divinity abilities more often than normal.

Prerequisite: *Cleric level 3.*

Benefit: You can use your Channel Divinity ability one additional time between rests.

Extra Circle Spells

You become a member of another circle and gain access to more spells granted by a Circle.

Prerequisite: *Druid level 9, Circle of the Land Druid Circle.*

Benefit: Choose an additional land. You now gain access from the spells listed from that land.

However, you can only prepare a maximum of two circle spells per level and you must have at least one spell from each circle list per level prepared. These do not count against the number of druid spells you can prepare.

Extra Combat Maneuver

You have knowledge of more combat maneuvers than normal.

Prerequisite: *Fighter level 3, Battle Master archetype.*

Benefit: You can choose a new combat superiority maneuver.



Extra Dark One's Luck

You can use Dark One's Own Luck more often than normal.

Prerequisite: *Warlock level 9, Fiend patron.*

Benefit: You can use Dark One's Own Luck one additional time between rests.

Extra Defensive Tactics

You have extra knowledge of Defensive Tactics than normal.

Prerequisite: *Ranger level 9, Hunter Archetype.*

Benefit: You gain one other feature from the Defensive Tactics list.

Extra Domain Knowledge

You have access to another domain granted by your deity.

Prerequisite: *Cleric.*

Benefit: Choose an additional domain related to your deity. You now gain access from the spells listed from that domain. However, you can only prepare a maximum of two domain spells per level and you must have at least one spell from each domain list per level prepared. These do not count against the number of cleric spells you can prepare.

Extra Elemental Discipline

You have knowledge of more elemental disciplines than normal.

Prerequisite: *Monk level 3, Disciple of the Elements.*

Benefit: You learn one new elemental discipline. You can retake this talent one additional time only.

Extra Entropic Ward

You can use Entropic Ward more often than normal.

Prerequisite: *Warlock level 9, The Great Old One patron.*

Benefit: You can use Entropic Ward one additional time between rests.

Extra Expertise

You gain expertise in one of your skill proficiencies.

Prerequisite: Bard level 3 or Rogue.

Benefit: Select one of your skill proficiencies that you do not have Expertise in. Your proficiency bonus is doubled for any ability check you make with that skill.

Extra Favored Enemy

You have more favored enemies than normal.

Prerequisite: Ranger.

Benefit: You gain one additional favored enemy.

Extra Favored Terrain

You have more favored terrain than normal.

Prerequisite: Ranger.

Benefit: You gain one additional favored terrain.

Extra Fey Presence

You can use Fey Presence more often than normal.

Prerequisite: Warlock level 3, Archfey patron.

Benefit: You can use Fey Presence one additional time between rests.

Extra Fighting Style

You have knowledge of more fighting styles than normal.

Prerequisite: Fighter level 3, Paladin level 3, or Ranger level 3.

Benefit: You can choose a new option from the Fighting Style class feature.

Extra Hunter's Prey

You have knowledge of more Hunter's Prey combat maneuvers than normal.

Prerequisite: Ranger level 6, Hunter Archetype.

Benefit: You gain one other feature from the Hunter's Prey list.

Extra Invocation

You have knowledge of more invocations compared to others.

Prerequisite: Warlock level 3.

Benefit: Your total known Invocations is increased by 1. You can retake this talent one additional time only.

Extra Ki

You have more Ki points than normal.

Prerequisite: Monk level 3.

Benefit: Increase your total Ki points by 2. You can retake this talent one additional time only.

Extra Metamagic

You have knowledge of more Metamagic abilities compared to others.

Prerequisite: Sorcerer level 3.

Benefit: You gain one additional Metamagic option of your choice.

Extra Rage

You have the endurance to enter into a rage more often than normal.

Prerequisite: Barbarian.

Benefit: You can enter into a rage one additional time. This does not count against the maximum number of times you can enter into a rage shown for your barbarian level in the Rages column of the Barbarian table.

Extra Sacred Oath Channel Divinity

You can use your Sacred Oath Channel Divinity abilities more often than normal.

Prerequisite: Paladin level 3.

Benefit: You can use your Sacred Oath Channel Divinity ability one additional time between rests.

Extra Sorcery Points

You have more Sorcery Points than normal.



Prerequisite: Sorcerer level 3.

Benefit: Your total Sorcery points is increased by 2. You can retake this talent one additional time only.

Extra Superiority Die

You are extraordinarily skilled with your combat maneuvers than normal.

Prerequisite: Fighter level 9, Battle Master archetype.

Benefit: You gain one additional combat superiority die.

Extra Wild Shape

You can use Wild Shape more often than normal.

Prerequisite: Druid level 6.

Benefit: You can use Wild Shape one additional time between rests.

Fade Away

You can draw on your magical heritage to escape danger.

Prerequisite: Gnome, Forest.

Benefit: You can use a reaction to become invisible until the end of your next turn.

After you use this ability, you cannot use it again until you complete a long rest.

Faith Against Evil

Your faith in your deity is stronger than normal, it enables you to resist most evil spells and effects.

Prerequisite: Order of the Gauntlet faction membership.

Benefit: After you roll for a saving throw against an evil creature's spell or ability, you can roll a d12 and add the result to the roll.

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

Fortunate

You have a knack for avoiding or resisting things that can be unpleasant to you.

Prerequisite: Halfling.

Benefit: You can reroll a saving throw. You must use the result of the second roll, even if it is lower. Once you use this feature, you cannot use it again until you complete a short or long rest.

Furious Assault

Wrath burns within you, fueling your attacks with ferocity.

Prerequisite: Half-orc.

Benefit: Choose a creature that has hit or dealt damage to you or an ally. Once per turn, when you hit that creature with a melee attack, you can deal an additional damage equal to your proficiency bonus + strength modifier.

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

Gallant Hero

You are the people's champion, the brave knight, or the humble ronin. You know how to carry and present yourself to people of different walks of life. You are often the first to charge in a battle. There is nothing more important to you than defending the weak, oppressed, and the occasional damsel in distress.

Benefit: You have 3 Gallant Hero points. Whenever you make an ability check that involves the skill Animal Handling, Athletics, or Persuasion, an Intelligence check to recall information about proper etiquette and customs, or an initiative roll, you can spend one Gallant Hero point to roll a d12 and add it to the result. You can choose to spend one of your Gallant Hero points after you roll the die, but before the outcome is determined. You regain your expended Gallant Hero points when you finish a long rest.

Galvanizing Strike

Your display of combat prowess stirs your allies to action.

Prerequisite: Bard level 15, College of Valor, Inspiring Strike.

Benefit: On your turn, after hitting and dealing damage to a creature with a weapon attack, you can use a bonus action and expend up to three uses of your Bardic Inspiration. Choose a number of allies within 60 feet that you can see and can hear you equal to the Bardic Inspiration uses expended. Those allies can immediately use a reaction to move up to their speed and make a single melee or ranged attack. After you use this ability, you cannot use it again until you complete a long rest.

Gift of Lightning

Your deity has bestowed upon you the gift of knowledge to cast the Lightning Bolt spell.

Prerequisite: Cleric level 9, Tempest Domain.

Benefit: You learn the Lightning Bolt spell. It counts as a cleric spell for you but does not count against the number of your cleric spells known.

Glory and Honor

You call your allies into action, inspiring them to fight and perform better for the glory and honor of your alliance.

Prerequisite: The Lord's Alliance faction membership.

Benefit: Choose a number of creatures within 60 feet of you that you can see equal to half your class level. You can use a bonus action to have you and those creatures you selected gain an advantage on their next attack roll or ability check. The benefit lasts until the end of your next turn. Once you use this feature, you cannot use it again until you complete a long rest.

Gnomish Furtiveness

You have the uncanny ability to resist and possibly avoid breath weapon attacks.

Prerequisite: Gnome.

Benefit: When you are subjected to a breath weapon effect that allows you to make a saving throw to take only half damage, you can use a reaction and instead take no damage if you succeed on the saving throw, and only half damage if you fail. Once you use this feature, you cannot use it again until you take a short or long rest.

Gnomish Racial Foe Expertise

You know how to fight your racial enemies more effectively than others.

Prerequisite: Gnome.

Benefit: Your weapon damage rolls deal an additional 1d4 damage against kobolds, fomorians, and goblinoids.

Gouge

You can temporarily blind a creature when you use Sneak Attack with a piercing weapon.

Prerequisite: Rogue, piercing weapon.

Benefit: You treat the spear as a finesse weapon. Additionally, on your turn, you can choose to gouge a creature's eyes after a successful sneak attack

with a piercing weapon. The creature is allowed a saving throw to negate the effect. The DC is equal to 8 + your proficiency bonus + your Dexterity modifier. If the creature fails its saving throw, it is blinded for 1 minute. The creature is allowed a new saving throw at the end of each of its turns. Once you use this feature, you cannot use it again until you complete a short or long rest.

Great Cleave

You can deal your full damage when you Cleave.

Prerequisite: *Cleave, Strength 15 or higher.*

Benefit: As Cleave, but you deal your full normal damage to the additional creature you selected to attack.

Great Fortitude

You are extraordinarily healthier than normal.

Prerequisite: *Vigorous, Constitution 10 or higher.*

Benefit: This talent replaces and does not stack with Robust. You have a +2 bonus to Constitution saving throws.

Greater Arcane Recovery

You can regain higher magical energy than normal when studying your spellbook.

Prerequisite: *Wizard level 12, Improved Arcane Recovery.*

Benefit: You can use Arcane Recovery to recover spell slots of up to 6th level.

Greater Favored Enemy

You know how to exploit your favored enemies' vulnerabilities in combat.

Prerequisite: *Ranger level 3, Improved Favored Enemy.*

Benefit: Your weapon attacks against your favored enemies score a critical hit on a roll of 19 or 20.

Greater Infernal Legacy

You are able to cast Hellish Rebuke more often than

others.

Prerequisite: *Tiefling.*

Benefit: You can cast Hellish Rebuke one additional time between long rests.

Greater Ki-Empowered Strikes

You can temporarily make your Ki-Empowered Strikes more powerful.

Prerequisite: *Monk level 12.*

Benefit: You can spend 3 Ki points to bestow a +2 bonus to the attack and damage rolls of your unarmed attacks. The bonus lasts until the end of your turn.



Greater Rage

Your melee attacks deal more damage than normal when you rage.

Prerequisite: *Barbarian level 6.*

Benefit: Increase your rage damage bonus by 1.

Greater Ranger's Companion

You can gain a more dangerous beast companion than normal.

Prerequisite: *Ranger level 15, Beast Master Archetype, Improved Ranger's Companion.*

Benefit: As Ranger's Companion, but you can choose a beast of Large size or smaller as a companion. It must have a challenge rating of 2 or lower. If it has two or more attacks, it does not benefit from Bestial Fury.

Grizzled Veteran

You are a retired soldier, former guard captain, or ex-mercenary. You have survived too many wars and served under too many banners. You may gruff and prefer not to be bothered, but you bring experience and wisdom to any group you accompany.

Benefit: You have 3 Grizzled Veteran points. Whenever you make an ability check that involves the skill History, Insight, Intimidation, Perception, or Survival, you can spend one Grizzled Veteran point to roll a d12 and add it to the result. You can choose to spend one of your Grizzled Veteran points after you roll the die, but before the outcome is determined. You regain your expended Grizzled Veteran points when you finish a long rest.

Hamstring

You slash the tendons behind a creature's leg when you use Sneak Attack with a slashing weapon, crippling it temporarily.

Prerequisite: *Rogue, slashing weapon.*

Benefit: You treat light slashing weapons (handaxe, sickle) as finesse weapons. Additionally, on your turn, after a successful sneak attack hit with a slashing weapon, you can forgo 1d6 sneak attack damage and attempt to slow the creature struck. The creature is allowed a saving throw to negate the effect. The DC is equal to 8 + your proficiency bonus + your Dexterity modifier. If the creature fails its saving throw, it is slowed for 1 minute. The creature is allowed a new saving throw at the end of each of its turns.

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

Harper Favored Foes Specialist

You have trained against and carefully studied two specific evil organizations. You are very knowledgeable of their groups and can identify their members. You are often tapped to infiltrate their ranks and spy on them.

Prerequisite: *The Harpers faction membership.*

Benefit: Choose two evil organizations (Cult of the Dragon, Red Wizards, Zhentarim, etc.). You have advantage on Wisdom and Charisma ability checks made against them, as well as on Intelligence checks to recall information about them. You can retake this talent as many times you want. Each time you take it, it must be two different evil organizations.



Harper Knowledge

The life of a Harper has provided you with the opportunity to pick up odds and ends of knowledge.

Prerequisite: *The Harpers faction membership.*

Benefit: You gain proficiency in one of the following tools: the Disguise kit, Forgery kit, Gaming Set, an Instrument, or Thieves' Tools. After you roll for any Intelligence ability check but before the outcome is determined, you can roll a d10 and add the result.

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

Human Aptitude

Due to a relative short life span, you have become more resourceful and competitive than other races. You often succeed when others do not.

Prerequisite: *Human.*

Benefit: When you make an attack roll, saving throw, or ability check but before the outcome is determined, you can roll a d10 and add the result to the previous roll.

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

Human Ingenuity

Driven by ambition, you learn faster and become more skilled than others.

Prerequisite: *Human.*

Benefit: You gain proficiency in one skill, tool, or weapon. You can retake this talent.

Human Resolve

You can push yourself to the limit for a short period of time when needed.

Prerequisite: *Human.*

Benefit: You can use a bonus action or a reaction to temporarily increase your proficiency bonus by 1 for 1 minute. Once you use this feature, you cannot use it again until you complete a long rest.

Imbued Wildshape

While transformed by Wild Shape, you can imbue your attacks with magical energy..

Prerequisite: *Druid level 12, Circle of the Moon.*

Benefit: While transformed by Wild Shape, you can use a bonus action to expend a spell slot of 2nd or 3rd level to give yourself a +1 bonus to your attack and damage rolls. The bonus only applies while you are in Wild Shape form and lasts for 1 minute. If you expend a spell slot of 4th or 5th level, the bonus increases to +2. If you expend a spell of 6th level or higher, the bonus increases to +3.

Impairing Critical

Your critical blows are so fierce they can cause temporary debilitating effects.

Prerequisite: *Fighter level 3, Champion archetype.*

Benefit: When you score a critical hit and dealt damage to a creature, you can choose to apply a negative condition to it. The creature is allowed a saving throw to negate the effect. The DC is equal to 8 + your Proficiency bonus + your Strength or Dexterity modifier (your choice). The condition imposed on the creature is based on the type of damage dealt:

Bludgeoning. The creature is stunned until the end of your next turn.

Piercing. The creature is blinded until the end of



your next turn.

Slashing. The creature is slowed until the end of your next turn. It is also bleeding and will take an additional weapon damage at the start of your next turn.

When you use this ability, you cannot use it again until you take a short or long rest..

Impairing Strike

You learn how to make your sneak undercut a creature's resistance to your spells.

Prerequisite: *Rogue level 6, Arcane Trickster.*

Benefit: When you successfully hit a creature with a Sneak Attack, you impose disadvantage on the creature's next saving throw against a spell you cast before the end of your next turn.

Improved Abjure Enemy

You can more creatures with your Abjure Enemy than normal.

Prerequisite: *Paladin level 9, Oath of Vengeance.*

Benefit: You can choose up to a number of enemies equal to your Charisma modifier. Each enemy should be within 60 feet of you that you can see.

Improved Arcane Recovery

You regain more of your magical energy than normal when studying your spellbook.

Prerequisite: *Wizard level 3.*

Benefit: The spell slots you can recover is increased to two-thirds of your wizard's level.

Improved Arcane Ward

Your Arcane Ward is more potent than normal.

Prerequisite: *Wizard level 6, School of Abjuration Arcane Tradition.*

Benefit: The hit points of your Arcane Ward is increased to thrice your Wizard's level + twice your Intelligence modifier.

Improved Aura

The range of your auras are farther than normal.

Prerequisite: *Paladin level 12.*

Benefit: Increase the range of your Aura of Protection, Aura of Courage, and Aura of Devotion or Aura of Warding by 10 feet. It stacks with the increase gained normally at 18th level.

Improved Bardic Inspiration

Your Bardic Inspiration is more stirring than normal.

Prerequisite: *Bard.*

Benefit: Recipients of your Bardic Inspiration roll two inspiration dice instead of just one and can choose the higher result.



Improved Bend Luck

Your ability to twist fate is better than normal.

Prerequisite: *Sorcerer level 6, Wild Magic.*

Benefit: You roll 1d8 instead of 1d4 when using the Bend Luck ability.

Improved Blinding Strike

You can use your Blinding Strike more often than normal.

Prerequisite: *Cleric level 15, Light Domain.*

Benefit: You can use Blinding Strike at will.

Improved Cloak of Shadows

Your Cloak of Shadows is more effective than normal.

Prerequisite: *Cleric level 15, Trickery Domain.*

Benefit: When you use Channel Divinity: Cloak of Shadows, you vanish for an extended period of time. As an action, you become invisible for 1 minute. You remain invisible even when you attack

or cast a spell.

Improved Conjuration

The creatures you summon are tougher than normal.

Prerequisite: *Druid level 9.*

Benefit: Increase the maximum hit points of creatures summoned through your Conjure spells (Conjure Animals, Conjure Elementals, Conjure Woodland Beings, etc.) by a number equal to the creature's CR x your Wisdom modifier.

Improved Control Chaos

You have better control over the surges of your wild magic compared to others.

Prerequisite: *Sorcerer level 15, Wild Magic.*

Benefit: Whenever you roll on the Wild Magic Surge table, you can roll thrice and use any of the number.



Improved Cutting Words

Your Cutting Words is more insulting and distracting than normal.

Prerequisite: Bard level 15, College of Lore.

Benefit: If a creature that is a subject of your Cutting Words ability misses its attack roll, fails its ability check, or deals 0 damage, you also impose disadvantage to its first attack roll not made against you until the end of the creature's next turn.

Improved Dark One's Blessing

You gain more from your Dark One's Blessing than normal.

Prerequisite: Warlock level 3, Fiend patron.

Benefit: Aside from the temporary hit points you gain when you reduce a hostile creature to 0 hit points, your proficiency bonus is also temporarily increased by 1 until the end of your next turn. This effect does not stack.

Improved Dodge

You can attack while dodging.

Benefit: When you take the Dodge action, you can make one weapon attack with disadvantage.

Improved Draconic Resilience

You can draw supernatural endurance and willpower from your draconic bloodline.

Prerequisite: Sorcerer level 3, Draconic Bloodline.

Benefit: You can use a reaction to gain resistance to all types of damage and advantage on all saving throws until the end of the turn. Once you use this feature, you cannot use it again until you take a long rest.

Improved Dwarven Armor Training

You are trained to equip heavy armor.

Prerequisite: Dwarf, Mountain.

Benefit: You gain proficiency with heavy armor.



Improved Elemental Affinity

Your spells related to your Draconic heritage is harder to resist.

Prerequisite: Sorcerer level 6, Draconic Bloodline.

Benefit: Increase the DC of the spells associated with your Draconic Ancestry by 1.

Improved Favored Enemy

You know how to fight your favored enemies more effectively in combat.

Prerequisite: Ranger.

Benefit: Your weapon damage rolls deal an additional 1d4 damage against your favored enemies.

Improved Flexible Casting

You have mastered the art of Flexible Casting.

Prerequisite: Sorcerer level 12.

Benefit: The cost of creating spell slots as shown in the Creating Spell Slots table (PHB p.101) will cost you 1 sorcery point less than normal. Additionally, you can create spell slots of up to 6th level. It will cost 7 sorcery points to convert a 6th level spell slot.

Improved Gift of Lightning

Your deity has bestowed upon you the gift of knowledge to cast the Chain Lightning spell.

Prerequisite: Cleric level 15, Tempest Domain.

Benefit: You learn the Chain Lightning spell. It counts as a cleric spell for you but does not count against the number of your cleric spells known.

Improved Grim Harvest

You gain more benefits from your Grim Harvest than normal.

Prerequisite: Wizard level 6, School of Necromancy Arcane Tradition.

Benefit: Aside from the temporary hit points you gain when you kill a creature with a spell of 1st level or higher, your proficiency bonus is also temporarily increased by 1 until the end of your next turn. This effect does not stack.

Improved Initiative

You are quicker to react than normal.

Benefit: You have advantage on initiative rolls.

Improved Instinctive Charm

Your Instinctive Charm is more potent than normal.

Prerequisite: Wizard level 6, School of Enchantment Arcane Tradition.

Benefit: You can choose the attacker's target when there are multiple creatures closest.

Improved Ki-Empowered Strikes

You can temporarily make your Ki-Empowered Strikes more effective.

Prerequisite: Monk level 6.

Benefit: You can spend 1 Ki point to bestow a +1 bonus to the attack and damage rolls of your unarmed attacks. The bonus lasts until the end of your turn.



Improved Knowledge of Magic

You learn how to cast a spell of 6th level or below from another spellcaster class.

Prerequisite: Cleric level 15, Knowledge Domain.

Benefit: You learn one spell of your choice from any class. The spell you choose must be of 6th level or below, or a cantrip. The chosen spell counts as a cleric spell for you but does not count against the number of your cleric spells known.

Improved Lay on Hands

The healing from your Lay on Hands is more effective than normal.

Prerequisite: Paladin.

Benefit: This talent replaces and does not stack with the Lay on Hands ability. You can now restore a total amount of hit points equal to your Paladin level x 8.

Improved Misty Escape

You can avoid damage when you use Misty Escape.

Prerequisite: Warlock level 9, Archfey patron.

Benefit: When you use Misty Escape, the damage you received is reduced by half.

Improved Multiattack

Once in a while you can unleash Volley or Whirlwind Attack quicker than normal.

Prerequisite: Ranger level 15, Hunter Archetype.

Benefit: On your turn, you can use a bonus action to perform a Volley or Whirlwind Attack. Once you use this feature, you cannot use it again until you complete a long rest. You can still use an action to perform Volley or Whirlwind Attack as normal.

Improved Natural Recovery

You regain more of your magical energy than normal when you meditate and commune with nature.

Prerequisite: Druid level 12, Circle of the Land.

Benefit: You regain up to two-thirds of your druid's

level (rounded up) in spell levels instead of just half.

Improved Nature's Wrath

Your Nature's Wrath ability can damage creatures.

Prerequisite: Paladin level 12, Oath of the Ancients.

Benefit: At the beginning of each of your turns, any creature restrained by Nature's Wrath takes damage equal to your Charisma modifier.

Improved Portent

You are better in reading the future compared to others.

Prerequisite: Wizard level 6, School of Divination Arcane Tradition.

Benefit: Increase the number of d20s you roll by 1. When you gain Greater Portent at 14th level, you roll four d20s.

Improved Ranger's Companion

You can gain a better beast companion than normal.

Prerequisite: Ranger level 6, Beast Master Archetype.

Benefit: As Ranger's Companion, but it can have a challenge rating of 1 or lower and it can only make one attack every turn.

Improved Sacred Weapon

Your weapon deals more damage than normal when Sacred Weapon is activated.

Prerequisite: Paladin level 12, Oath of Devotion.

Benefit: You add your Charisma modifier to your weapon damage rolls while Sacred Weapon is activated.

Improved Sculpt Spell

You can choose more creatures than normal when you use Sculpt Spell.

Prerequisite: Wizard 6, School of Evocation Arcane

Tradition.

Benefit: Increase the number of creatures you can choose to 1 + your Intelligence modifier + the spell's level.

Improved Second Wind

You have more stamina than normal.

Prerequisite: *Fighter.*

Benefit: You regain an additional 1d12 + your fighter's level in hit points when you use Second Wind.

Improved Song of Rest

Your Song of Rest is more invigorating than normal.

Prerequisite: *Bard level 3.*

Benefit: When determining the hit points regained through your Song of Rest, add your Charisma modifier to the result.

Improved Swift Cure Wounds

You can cast Cure Wounds effortlessly and more often than normal

Prerequisite: *Cleric level 15, Life Domain.*

Benefit: You can use a bonus action to cast Cure Wounds.

Additionally, once per long rest, you can use a reaction to cast Cure Wounds.

Improved Taunt

You hurl a string of insults and slurs at a group of creatures you can see, distracting them and trying to gain their attention.

Prerequisite: *Taunt.*

Benefit: As Taunt, except you can choose a number of creatures equal to your Charisma, Intelligence, or Wisdom modifier (your choice).



Improved Turn the Faithless

Your Turn the Faithless ability is more powerful than normal.

Prerequisite: *Paladin level 9, Oath of the Ancients.*

Benefit: Fey or fiend creatures turned take 1d10 radiant damage for every four paladin levels you have (rounded up), up to a maximum of 5d10 damage. This damage does not end the turn effect.

Improved Turn the Unholy

Your Turn the Faithless ability is more powerful than normal.

Prerequisite: *Paladin level 9, Oath of Devotion.*

Benefit: Fiend or undead creatures turned take 1d10 radiant damage for every four paladin levels you have (rounded up), up to a maximum of 5d10 damage. This damage does not end the turn effect.

Improved Turn Undead

Your Turn the Faithless ability is more powerful than normal.

Prerequisite: *Cleric.*

Benefit: Undead creatures turned take 1d10 radiant damage for every three cleric levels you have (rounded up), up to a maximum of 7d10 damage. This damage does not end the turn effect.

Improved Unarmored Defense

Your unarmored defense is better than normal.

Prerequisite: *Barbarian or Monk.*

Benefit: Increase your unarmored defense bonus by 1.

Improved Uncanny Dodge

Once in a while you can avoid all damage from an attack that hits you.

Prerequisite: *Rogue level 12, Thief Archetype.*

Benefit: When an attacker you can see hits you with an attack, you can use your reaction to reduce the attack's damage to 0. Once you use this feature, you cannot use it again until you complete a short

or long rest. You can still use Uncanny Dodge as normal.

Improved Vow of Enmity

You deal more damage than normal to creatures you have targeted with Vow of Enmity.

Prerequisite: *Paladin level 12, Oath of Vengeance.*

Benefit: Add your Charisma modifier to your damage rolls made against a creature targeted by your Vow of Enmity.

Improved War God's Blessing

Your War God's Blessing feature is more lethal than normal.

Prerequisite: *Cleric level 9, War Domain.*

Benefit: When you use War God's Blessing and the recipient makes a successful Attack roll, the hit is considered a critical hit.

Indomitable

You are extraordinarily stronger than normal.

Prerequisite: *Built, Strength 10 or higher.*

Benefit: This talent replaces and does not stack with Built. You have a +2 bonus to Strength saving throws.

Infernal Fortitude

Your bloodline makes you more resistant to poison.

Prerequisite: *Tiefling.*

Benefit: You have resistance to poison.

Infernal Wrath

You call upon your supernatural nature to improve your odds of harming your foe.

Prerequisite: *Tiefling.*

Benefit: On your turn, you can use a bonus action and choose a creature within 30 feet that you can see. This creature must have dealt damage to you or has caused you to fail a saving throw from the previous turn. Until the end of your turn,

whenever you deal damage to that creature, you deal an additional damage equal to your Charisma modifier.

Inspiring Strike

Your display of combat prowess inspires your allies.

Prerequisite: Bard level 3, College of Valor.

Benefit: On your turn, after hitting and dealing damage to a creature with a weapon attack, you can use a bonus action and expend up to three uses of your Bardic Inspiration. Choose a number of allies within 60 feet that you can see and can hear you equal to the Bardic Inspiration uses expended. Until the end of their next turn, the allies you choose have advantage on their first attack roll or saving throw.

After you use this ability, you cannot use it again until you complete a long rest.

Instinctive Bardic Inspiration

You can inspire your allies even if it is not your turn.

Prerequisite: Bard.

Benefit: You can use a reaction to perform Bardic Inspiration. This expends two uses of your Bardic Inspiration. You cannot perform this feature if you already have less than two uses of Bardic Inspiration left.

Instinctive Benign Transposition

You can use Benign Transposition even if it is not your turn.

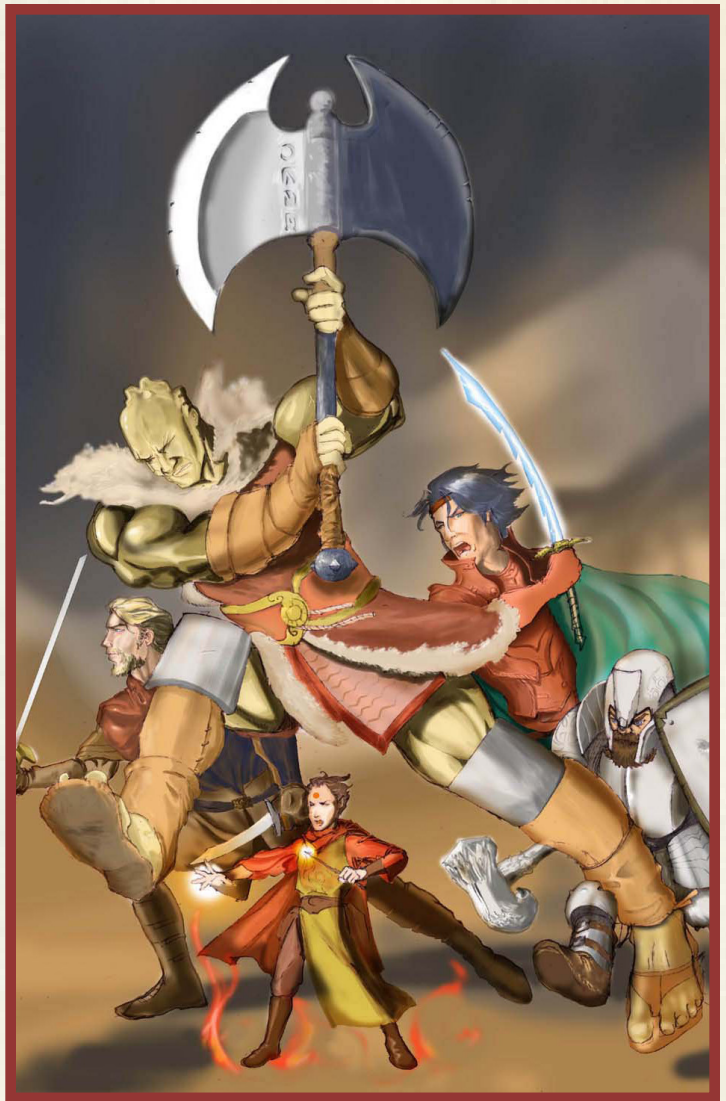
Prerequisite: Wizard level 6, School of Conjuration or Arcane Tradition.

Benefit: You can use a reaction to invoke Benign Transposition.

Once you use this feature, you can't use it again until you finish a short or long rest.

Instinctive Shadow Step

You can use Shadow Step even if it is not your turn.



Prerequisite: Monk level 9, Way of the Shadow.

Benefit: You can use a reaction to perform Shadow Step.

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

Instinctive Wild Shape

You can use Wild Shape even if it is not your turn.

Prerequisite: Druid level 9, Circle of the Moon, Combat Wild Shape.

Benefit: You can use a reaction to activate Wild Shape. This expends two uses of your Wild Shape. Using this feature fails if you have less than two uses of Wildshape left.

Invigorating Rage

The massive rush of adrenaline when you

successful hit a creature while you rage also heals you of your wounds.

Prerequisite: *Barbarian level 6.*

Benefit: When raging, you can choose to regain 1d4 hit points each time you hit a creature with a weapon attack.

Once your rage ends, you cannot use this feature again until you complete a long rest.

Iron Will

You are extraordinarily more strong-willed than normal.

Prerequisite: *Strong-Willed, Wisdom 10 or higher.*

Benefit: This talent replaces and does not stack with Strong-Willed. You have a +2 bonus to Wisdom saving throws.

Ki Focus

Your Ki-based abilities are harder to resist.

Prerequisite: *Monk level 3.*

Benefit: Increase the DC of your Ki-based abilities by 1.

Knowledge of Magic

You learn how to cast a spell of 3rd level or below from another spellcaster class.

Prerequisite: *Cleric level 9, Knowledge Domain.*

Benefit: You learn one spell of your choice from any class. A spell you choose must be of 3rd level or below, or a cantrip. The chosen spell counts as a cleric spell for you but does not count against the number of your cleric spells known.

Last Stand

You can channel your stubbornness and tenacity in the face of adversity and temporarily become extraordinarily tough.

Prerequisite: *Dwarf, Hill.*

Benefit: You can use a reaction to gain resistance to all types of damage until the start of your next turn.

Once you use this feature, you cannot use it again until you take a long rest.

Lightning Reflexes

You are extraordinarily quicker than normal.

Prerequisite: *Agile, Dexterity 10 or higher.*

Benefit: This talent replaces and does not stack with Agile. You have a +2 bonus to Dexterity saving throws.

Master Assassin

You can be lethal when you get to act first over your intended target.

Prerequisite: *Rogue level 12, Assassin Archetype.*

Benefit: Any hit you score against a creature that has not taken a turn in the combat yet is a critical hit.

Mighty Cleave

You can Cleave more often than normal.

Prerequisite: *Great Cleave, 17 Strength or higher.*

Benefit: As Great Cleave, but there is no limit to the number of creatures you can attack. As long as your melee attack reduces a creature to 0 hit points, you can keep on choosing another creature within reach and apply your full damage to it. You can only use this ability once per turn.

Mighty Rage

Your melee attacks deal extraordinary damage when you rage.

Prerequisite: *Barbarian level 12.*

Benefit: This replaces and does not stack with Greater Rage. Increase your rage damage bonus by 2.

Multitasker

You can concentrate on maintaining two spells at a time.

Prerequisite: *Any spellcaster.*

Benefit: You can maintain concentration on a spell even if you cast another spell that requires concentration. Maintaining concentration on two spells imposes disadvantage on your Constitution checks to maintain concentration. Casting a third spell that requires concentration ends one of the two previous spells (your pick).

Natural Diplomat

You are a wordly individual. You are skilled in the arts of diplomacy, negotiation, and court politics.

Prerequisite: *Half-elf.*

Benefit: You learn one extra language of your choice. After you roll for an ability check that involves the skill History, Insight, Performance, or Persuasion but before the outcome is determined, you can roll a d10 and add it to the result.

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

Naturalist

You can survive in the harsh wilderness more effortlessly than others.

Prerequisite: *The Emerald Enclave faction membership.*

Benefit: You gain proficiency with the Herbalism Kit. After you roll for an ability check that involves the skill Animal Handling, Nature, Medicine, Perception (wilderness areas only), or Survival (wilderness areas only) but before the outcome is determined, you can roll a d10 and add it to the result.

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

Nature Sense

You are highly attuned to nature.

Prerequisite: *Druid.*

Benefit: You have advantage on ability checks that involve the skills Nature, Medicine, and Survival, as well as ability checks made with the Herbalism Kit.

Nimble Reaction

You have a knack for avoiding things that can be unpleasant to you.

Prerequisite: *Halfling.*

Benefit: You impose disadvantage on attacks made by enemies who used a bonus action or reaction to make weapon attacks against you.

Orcish Brute Ancestry

Your Orcish heritage gives you extraordinary might and fortitude.

Prerequisite: *Half-orc.*

Benefit: You have advantage on all Strength and Constitution ability checks.

Orcish Rush

Your Orcish heritage gives you extraordinary might and fortitude.

Prerequisite: *Half-orc.*

Benefit: As a bonus action, you can move up to your speed toward an enemy that you can see or hear. If you end your movement adjacent to that enemy, you can also make one melee weapon attack at it.

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

Orcish Resilience

Your Orcish lineage makes you difficult to bring down.

Prerequisite: *Half-orc.*

Benefit: You can use a reaction to gain temporary hit points equal to twice your level plus twice your Constitution modifier. The temporary hit points last for 1 minute.

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

Orcish Weapon Familiarity

You are proficient with the use of orcish traditional weapons.

Prerequisite: *Half-orc.*

Benefit: You gain proficiency with the club, spear, greatclub, greataxe, and maul.

Pernicious Magic

Dark magic makes your spells harder to counter and dispel.

Prerequisite: *Warlock.*

Benefit: Your spells are treated as two levels higher when they become the target of counter spells and dispel magic.

Plant Form

You can take the form of Plants.

Prerequisite: *Druid level 3, Wild Shape.*

Benefit: As Wild Shape, but you can assume the form of plants that you have seen before.

Point Blank Shot

You are skilled at making well-placed shots with ranged weapons at close range.

Benefit: You have +1 bonus to ranged weapon damage rolls against creatures you hit within 30 feet.

Poisoncraft

The use and application of poison is almost second nature to you.

Prerequisite: *Rogue level 6, Assassin Archetype.*

Benefit: You can use a bonus action to apply poison to your weapon.

Potent Breath Weapon

Your breath weapon is more effective than normal.

Prerequisite: *Dragonborn.*

Benefit: When rolling for breath weapon damage, all die rolls of 1s are treated as 2s.

Potent Divine Smite

Your Divine Smite strikes harder than normal.

Prerequisite: *Paladin level 3.*

Benefit: When rolling for Divine Smite and Improved Divine Smite damage, all die rolls of 1s are treated as 2s.

Power Attack

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Benefit: On your turn, before you make a strength-based melee weapon attack, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +5 to the attack's damage.

This talent does not stack with the Great Weapon Mastery feat.



Preserve the Natural Order

The natural order must be respected and preserved. You fight well against fiends and

undead that threaten that order.

Prerequisite: *The Emerald Enclave faction membership.*

Benefit: You can reroll an attack roll made against a fiend or undead creature. You can also reroll a saving throw against a spell or attack made by a fiend or undead creature. In both cases, you must use the result of the second roll, even if it is lower. Once you use either feature, you cannot use any of them again until you complete a short or long rest.

Punish the Evil

Driven by a sense of justice, you can impose your will on an evil creature, reducing its capabilities to fight and perform.

Prerequisite: *Order of the Gauntlet faction membership, Character level 6.*

Benefit: On your turn, as a bonus action, choose an evil-aligned creature you can see within 60 feet that you have dealt damage to or has failed a saving throw against your spell or class feature within the previous turn. The creature is allowed a saving throw to negate the effect. The DC is equal to 8 + your proficiency bonus + your main ability modifier. If the creature fails its saving throw, you impose disadvantage to all of its attack rolls, saving throws, and ability checks until the end of your next turn. If you have successfully used this feature, you cannot use it again until you complete a long rest.

Rejuvenate

Your healing spells provide a regenerative effect.

Prerequisite: *Druid.*

Benefit: Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to the spell's level every round for a number of rounds equal to your Wisdom modifier. The effect does not stack and it can only affect one creature (of your choosing) every spell, regardless of the spell's number of targets.

Rugged Outdoorsman

You have dedicated your life and work in the frontier and harsh wilderness. Your skill as a guide, a tracker, or a hunter is extraordinary. There is hardly anyone better at what you do and thus you are often sought after.

Benefit: You have 3 Rugged Outdoorsman points. Whenever you make an ability check that involves the skill Animal Handling, Athletics, Nature, Perception, or Survival, you can spend one Rugged Outdoorsman point to roll a d12 and add it to the result. You can choose to spend one of your Rugged Outdoorsman points after you roll the die, but before the outcome is determined. You regain your expended Rugged Outdoorsman points when you finish a long rest.



Sap

Your Sneak Attack with a bludgeoning weapon can also stun a creature.

Prerequisite: *Rogue.*

Benefit: You treat all simple bludgeoning weapons (blackjack or club, light hammer, mace,

quarterstaff) as finesse weapons.

On your turn, after a successful sneak attack with a bludgeoning weapon against a creature, you can forgo 1d6 sneak attack damage and choose to sap it. The creature is allowed a saving throw to negate the effect. The DC is equal to 8 + your proficiency bonus + your Dexterity modifier. If the creature fails its saving throw, it is stunned for 1 minute. The creature is allowed a new saving throw at the end of each of its turns. Once you use this feature, you cannot use it again until you complete a long rest.

Savagery

When in a frenzy while raging, you become unnaturally bloodthirsty. Your melee attacks deal ferocious damage.

Prerequisite: *Barbarian level 9, Path of the Berserker.*

Benefit: When in a frenzy while raging, you can choose to double your rage damage bonus. Once you use this feature, you cannot use it again until you take a long rest.

Second Chance

Luck and small size combine to work in your favor as you dodge your enemy's attack.

Prerequisite: *Halfling.*

Benefit: When an enemy hits you but before rolling damage, you can use a reaction to have the enemy reroll the attack again. The enemy uses the second roll, even if it is lower.

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

Selected Chaos

You have extraordinary control over the surges of your wild magic compared to others..

Prerequisite: *Sorcerer level 18, Wild Magic.*

Benefit: After rolling and determining the number on the Wild Magic Surge table, you can choose a result that is lower or higher than the number. The number must be within range of your Charisma modifier if it is added or subtracted from the

original number. For example, if you have a Charisma of 20 and you rolled a 66 on the Wild Magic Surge table, you can choose any number from 61 to 71 as your result.

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

Shadow Strike

You make deadly strikes after using Shadow Step..

Prerequisite: *Monk level 3, Way of the Shadow.*

Benefit: On your turn, after using Shadow Step, the first melee attack you make has advantage. If you hit, you deal extra damage equal to your Wisdom modifier. Additionally, any hit you score against a creature that is surprised is a critical hit.

Shady Operator

You were born in the streets, surviving the harshness of poverty and the cruelty of society. You learned how to become resourceful, shrewd, and opportunistic. You rose from the ranks of common thieves and thugs. You built a network of spies and informants through extortion, deals, and favors. You are the person to reach out to when someone need information or a job done discreetly.

Benefit: You have 3 Shady Operator points. Whenever you make an ability check that involves the skill Persuasion, Sleight of Hand, Stealth, or Survival (urban areas only), or any Intelligence check to recall local information or identify a source of information, you can spend one Shady Operator point to roll a d12 and add it to the result. You can choose to spend one of your Shady Operator points after you roll the die, but before the outcome is determined.

You regain your expended Shady Operator points when you finish a long rest.

Shrewd Investigator

From a young age you have always been highly observant. You notice things that most others do not. You can spot clues and significant details that others will simply find as irrelevant. You can often tell when a person is lying and can easily draw out or leverage information from others. You can track

even the most elusive of quarries.

Benefit: You have 3 Shrewd Investigator points. Whenever you make an ability check that involves the skill Insight, Intimidation, Investigation, Perception, or Survival, you can spend one Shrewd Investigator point to roll a d12 and add it to the result. You can choose to spend one of your Shrewd Investigator points after you roll the die, but before the outcome is determined.

You regain your expended Shrewd Investigator points when you finish a long rest.

Skill Focus

You are talented in the use of a skill you are proficient with.

Benefit: Choose one skill you are proficient with. You have a +2 bonus to checks made with that skill. You can retake this talent. Each time you do so, it must be applied to a different skill.

Spell Attack Focus

You are more accurate in the use of a melee or ranged spell attack.

Benefit: Choose either a melee or ranged spell attack. You gain a +1 bonus to attack rolls made with the spell attack chosen. You can retake this talent one more time only to select the other type of spell attack.

Strength and Bravery

You have extraordinary strength of will when battling evil.

Prerequisite: *Order of the Gauntlet faction membership.*

Benefit: After you roll an attack roll, a Strength ability check, or a saving throw against being frightened but before the outcome is determined, you can roll an additional d8 and add it to the result. Once you use this feature, you cannot use it again until you complete a short or long rest.

Strongheart

You come from a bloodline known to be more

hardy and courageous than most.

Prerequisite: *Halfling, Stout.*

Benefit: You have advantage on death saving throws and saving throws against energy drain attacks and being frightened.

Strong-Willed

You are more headstrong than normal.

Benefit: You have a +1 bonus to Wisdom saving throws.



Summon Totem Spirit

You have the ability to instantly summon your ancestral totem spirit to aid you in battle in a brief period of time.

Prerequisite: *Barbarian level 9, Path of the Totem Warrior.*

Benefit: Choose a creature you can see. You can use a bonus action to summon a totem spirit that appears adjacent to you. It has an AC of 13 and has hit points equal to twice your Barbarian level. The totem spirit then moves up to its speed toward the target. If it ends adjacent to the target, it can attack that enemy. Whether it is able to attack or not, the totem spirit disappears at the end of your turn. The damage dealt by a totem spirit is treated as magical.

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

Bear. The spirit bear can move up to 40 feet and makes two attacks the targeted creature with its claws, each with an attack bonus of 3 plus your proficiency bonus. Each hit deals 11 (2d6+4) slashing damage.

Eagle: The spirit eagle can move (fly) up to 80 feet and makes one attack with its talons at the targeted creature, with an attack bonus equal to 3 plus your proficiency bonus. A hit deals 10 (2d6+3) slashing damage and the target must succeed on a Constitution saving throw. Failure means it becomes blinded until the end of your next turn.

Wolf: The spirit wolf can move up to 50 feet and makes one bite attack at the target, with an attack bonus equal to 3 plus your proficiency bonus. A hit deals 10 (2d6+3) piercing damage and the target must succeed on a Strength saving throw or be knocked prone.

The saving throw DC for both the Eagle and Wolf's additional effect is equal to 8 + your proficiency bonus + your Strength modifier.

Summon Twin Totem Spirits

You have the ability to instantly summon two of your ancestral totem spirits to aid you in battle in a brief period of time.

Prerequisite: *Barbarian level 15, Path of the Totem*

Warrior.

Benefit: When you use your Summon Totem Spirit ability, you summon two totem spirits of the same type. They both appear adjacent to you and you can choose to have them attack one creature or different ones.

Sunlight Adaptation

You have grown accustomed to daylight after decades of living on the surface world.

Prerequisite: *Elf, Drow.*

Benefit: You do not gain disadvantage from attack rolls and Wisdom (Perception) checks imposed by Sunlight Sensitivity.



Swift Cure Wounds

You can cast Cure Wounds effortlessly.

Prerequisite: Cleric level 9, Life Domain.

Benefit: You can use a bonus action to cast Cure Wounds.

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

Swift Illusion Spell

You are an expert in the school of illusion that you can sometimes cast certain low level illusion spells without effort.

Prerequisite: Wizard level 6, School of Illusion.

Benefit: You can use a bonus action to cast a cantrip or a 2nd level spell or below from the school of Illusion.

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

Swift Transmutation Spell

You are an expert in the school of transmutation that you can sometimes cast certain low level transmutation spells without effort.

Prerequisite: Wizard level 6, School of Transmutation.

Benefit: You can use a bonus action to cast a cantrip or a 2nd level spell or below from the school of Transmutation.

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

Taunt

You cause a ruckus or hurl a string of insults and slurs at a creature you can see, distracting it and trying to gain its attention.

Benefit: As a bonus action, choose a creature you can see within 30 feet that can hear and understand you. That creature must make a Wisdom saving throw equal to 8 plus your proficiency modifier plus your Charisma modifier or Intelligence modifier or Wisdom modifier (your choice). If it fails its saving throw, it gains disadvantage to all attacks not made against

you. It can continue to make a saving throw at the end of each of its turns.

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

Thief Acrobat

You are highly skilled expert in the art of breaking into places that are difficult to reach. You can easily perform flips, tumbles, barrel rolls, twists, wall walks, and other feats of dexterity and acrobatics.

Prerequisite: Rogue level 6, Thief Archetype.

Benefit: You have advantage on Dexterity (Acrobatics) checks. You have advantage on Strength (Athletics) checks when jumping if you use a 10-foot pole. Additionally, you can use the 10-foot pole as a weapon (treat as quarterstaff, but it is a finesse weapon to you and has a reach of 10 feet).



Tool Focus

You are talented in the use of a tool you are proficient with.

Prerequisite: Halfling, Stout.

Benefit: Choose one tool you are proficient with. You have a +2 bonus to ability checks made with it. You can retake this talent. Each time you do so, it must be applied to a different tool.

Two-Weapon Rend

You deliver a vicious double slash after hitting a creature with both your weapons at the same time.

Prerequisite: *Two-Weapon Fighting.*

Benefit: When performing two-weapon fighting and you hit a creature with both your left and right hand weapons in the same turn, you deal an additional damage equal to your Strength or Dexterity modifier (your choice).

Tymora's Smile

You call upon Lady Luck to bestow upon you an amount of good fortune for a short period of time.

Prerequisite: *Harper faction membership, Character level 6.*

Benefit: You can use a reaction to gain advantage on all saving throws for 1 minute. Once you use this feature, you cannot use it again until you complete a long rest.

Uncanny Senses

Your senses are more heightened than normal.

Prerequisite: *Elf.*

Benefit: You can reroll a Wisdom (Perception) ability check. You must use the result of the second roll, even if it is lower.

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

Unite Against the Dark

You inspire your allies, uniting them to fight back against the dark forces that threaten you.

Prerequisite: *The Lord's Alliance faction membership.*

Benefit: Choose a number of creatures within 60 feet of you that you can see equal to half your class level. You can use a reaction to have you and those creatures you chose gain advantage on their next saving throw. The benefit lasts until the start of your next turn.

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



Vicious Critical

Your critical blows deal more damage than normal.

Prerequisite: *Fighter level 9, Champion archetype.*

Benefit: When determining the extra damage you make from a critical hit, you also deal an additional damage equal to your proficiency bonus + your Strength or Dexterity modifier (your choice).

Vigorous

You are healthier than normal.

Benefit: You have a +1 bonus to Constitution saving throws.

War Strike

Your martial prowess is better than normal.

Prerequisite: Cleric level 15, War Domain.

Benefit: You can attack twice, instead of once, whenever you take the Attack action on your turn.

Weapon Focus

You are talented in the use of a specific weapon. You are more accurate with it.

Benefit: Choose one weapon you are proficient with. You gain a +1 bonus to attack rolls made with that type of weapon. You can retake this talent. Each time you do so, it must be applied to a different weapon.

Weapon Specialization

You specialize and hone your skills in the use of one type of weapon.

Prerequisite: Fighter level 3, Weapon Focus.

Benefit: Choose a weapon you have the talent Weapon Focus on. Your weapon damage rolls with the chosen weapon deal an additional 1d4 damage. You can retake this talent. Each time you do so, it must be a different weapon that you have the talent Weapon Focus on.

Winsome

You have a stronger personality than normal.

Benefit: You have a +1 bonus to Charisma saving throws.

Witchcraft

You are a practitioner of the dark arts, concocter of strange potions and medicine, and a follower of the eldritch gods, fiends, or old gods. People seek you out when they require help or information about love, sickness, or death.

Prerequisite: Any spellcaster class.

Benefit: You have two features:

Reroll Ability. You can reroll an ability check that involves the skill Arcana, History, Medicine, Nature, or Religion, or any ability check that uses

the Herbalism Kit. You must use the result of the second roll, even if it is lower.

Impose Saving Throw Disadvantage. Choose a creature. When you cast an enchantment or necromancy spell at that creature, you can use a bonus action and impose disadvantage to the creature's saving throw roll.

Once you use either feature, you cannot use any of them again until you complete a long rest.

Zhentarim Agent

You are a secret operative under the employ of the Black Network. Your primary objective is to infiltrate and gather information in urban areas and territories normally hostile to the Zhentarim.

Prerequisite: The Zhentarim faction membership.

Benefit: You gain proficiency with the Disguise Kit, Forgery Kit, Gaming Set, or Thieves' Tools (your choice). After you roll an ability check that involves the skill Deception, Investigation (urban areas only), Perception (urban areas only), Sleight of Hand, or Survival (urban areas only) but before the outcome is determined, you can roll an additional d10 and add it to the result.

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

Zhentarim Thug

You are a ruthless thug working for the Zhentarim Organization. You are the muscle that does the dirty work.

Prerequisite: The Zhentarim faction membership.

Benefit: You gain proficiency with the Poisoner's Kit. After you roll an ability check that involves the skill Athletics, Intimidation, Survival (urban areas only), Stealth, or a Dexterity (Thieves' Tools) check, but before the outcome is determined, you can roll an additional d10 and add it to the result.

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

INTO THE DRAGON'S MAW

NOW AVAILABLE!

Into the Dragon's Maw is an exciting five to six hour D&D 5E adventure for characters of 4th to 6th level but can be easily adjusted for a lower or higher level party. It is originally designed to be used with the Tyranny of Dragons campaign but can be easily adapted to any setting.

The party must race to an abandoned Cult of the Dragon lair to stop a rogue wizard from unleashing an evil artifact. They soon discover and remember that not all things are what they seem.

The adventure unfolds in a unique way that builds up to a shocking "M Night Shyamalan" kind of twist and an incredible climactic ending!

By Dragonix



DM OPTIONS

MONSTROUS

TALENTS

COMING SOON!

BY DRAGONIX



What are Monstrous Talents?

Monstrous talents are extraordinary and supernatural aspects of a creature's abilities, physique, and proficiencies. They offer a means for you to improve a creature's current existing abilities, slightly or temporarily shift game mechanics into their favor, or provide them with new capabilities of which to challenge your players.

A creature can have one talent for every four hit dice it has, rounded up (1 talent at 1-4 HD, 2 talents at 5-8 HD, 3 talents at 9-12 HD, etc.).

Below are a couple Monstrous Talents for you to chew on:

Cleaving Blow

A large creature swings its weapon in a sweeping arc, attempting to hit all those within reach.

Prerequisite: *Large creature with a weapon attack that has a reach of at least 10 feet.*

Benefit: On its turn, using its attack option, the creature can make a single weapon attack with disadvantage against each creature within reach. The creature uses the same attack roll result to determine if it hits each target.

Extra Claw Attack

A creature gains the ability to attack to make one extra claw attack.

Prerequisite: *Claw melee weapon attack.*

Benefit: The creature can make two claw attacks.

Freezing Breath

A large creature swings its weapon in a sweeping arc, attempting to hit all those within reach.

Prerequisite: *Breath attack that deals cold damage, Numbing Breath.*

Benefit: On its turn, using its attack option, the creature can make a single weapon attack with disadvantage against each creature within reach. The creature uses the same attack roll result to determine if it hits each target.

Grab and Throw

A large creature can throw a grappled enemy, possibly towards another target.

Prerequisite: *Large or larger creature, grapple attack.*

Benefit: On its turn, using one of its attacks, a creature can throw a grappled enemy up to a distance equal to 10 x the creature's Strength modifier. The grappled enemy thrown takes 1d6 damage for every 10 feet traveled + the creature's Strength modifier. The thrown enemy must also make a Dexterity saving throw. The DC is equal to 8 + creature's proficiency bonus + creature's Strength modifier. A failed saving throw results in the thrown enemy getting knocked prone. If it is aiming at another enemy, it must make a ranged attack roll. If it hits, both the grappled enemy and the target take the same amount of damage and must each making a saving throw or be knocked prone.

Freezing Breath

The creature's cold breath can freeze its targets.

Prerequisite: *Breath attack that deals cold damage, Numbing Breath.*

Benefit: As numbing breath, except targets are paralyzed.


Numbing Breath

The creature's cold breath can chill and numb its targets.

Prerequisite: *Breath attack that deals cold damage.*

Benefit: Enemy targets that fail their saving throws and take damage to the creature's cold breath weapon are slowed for 1 minute. The targets can repeat the saving throw at the end of each of their turns, ending the effect on itself on a success. If the breath weapon does not allow a saving throw, enemies that take damage from the breath are slowed until the end of their next turn.

Coming Soon!

A dark, atmospheric illustration of a woman with a vine-like crown and a dagger, with blood dripping from her hand. The scene is dimly lit, with a focus on the woman's face and hands. She has a somber expression, and her eyes are closed. The crown is made of green vines and leaves, with several red, segmented insects crawling on it. She holds a dark dagger in her right hand, and a single drop of red blood is falling from her left hand. The background is a dark, textured blue-grey.

**THANKS FOR PURCHASING
THIS BOOK! IF YOU
ENJOYED IT, PLEASE
PROVIDE A REVIEW!**