

Feat List

Species Feats

Arau

Exclusions: Other Species Feats

Starting Feats: Awkward Body and 5 other feats at character creation.

Size: Small.

Changeling

Exclusions: Other Species Feats

Starting Feats: 4 other feats

Size: Medium

As a bonus action, you can change your appearance and voice. You determine all cosmetic specifics of the changes, as well as sexual characteristics. You can adjust your height and weight, but not so much that your Size changes. None of your game statistics change. You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

Chazmyrian

Exclusions: Other Species Feats

Starting Feats: Undead "Nature" and up to 4 other feats at character creation.

Size: Small or Medium.

Omolo

Exclusions: Other Species Feats

Starting Feats: Broad Blindsight, Grappler and up to 4 other starting Feats.

Size: Small.

Though gelatinous, Omolo functionally still have 2 hands. Wielding a shield does not take up one of these 'hands',

as they can grip a broad item like a shield through surface tension. Omolo can't wear armor (or even clothes) at all, even as a class feature. In addition, an Omolo trying to disguise themselves as a humanoid without magic has disadvantage (at least). Unless the player is quite creative and the situation makes the disguise easier, the DM is within rights to disallow the roll entirely. To disguise themselves as an ooze, jellie or similar creature carries no penalty.

On the plus side, Omolo are immune to being knocked Prone, and opponents have disadvantage when attempting to grapple an Omolo.

Centaur

Exclusions: Other Species Feats

Starting Feats: Long Build, Swift, and 4 other feats.

Size: Medium.

General Feats

Ability Score Increase

As per the PHP. This feat can be taken up to twice at character creation. As usual, no ability score may go above 20.

Aggressive

Prerequisite: None

Associations: Orcs, Goblins

As a bonus action, you can move up to your speed toward a hostile creature that you can see.

Amphibious

Prerequisite: None

Associations: Lizard Folk, Dragonborn

You can breathe air or water as you please.

Apprenticed

Prerequisite: None

Associations: Alfier, Wizards

The character has learned some basic magic. Choose a spell list. You learn two cantrips from any spell list and 1 first level spell from the chosen spell list. You can cast those spells with the Ability associated with that spell list as your spellcasting ability. You can cast the 1st level spell once per long rest. This feat can be chosen multiple times.

Arcane Targeting

Prerequisite: Be able to cast at least one ranged attack spell.

Associations: None

Double the range of your ranged attack spells. Choose one Ability that you can use to cast spells. Add one to this Ability.

Armored Hide

Prerequisite: None, Con or STR 14 if taken twice.

Associations: Lizard Folk

You count as wearing a weightless chain shirt.

Should armor you are wearing increase your AC past the value of a chain shirt the better armor applies. This effect does not stack with other armor, but can stack with shields as normal. For the purpose of restrictions on class features and Feats, you do not count as wearing armor.

Taking this feat a second time indicates you bear a tortoise- or ankylosaurus-like shell. This shell is treated like a weightless splint mail, and prevents you from wearing other armor. The shell does not interfere with using a shield. For the purpose of restrictions on class features and Feats, you *do* count as wearing armor.

Awkward Body

Prerequisite: None

Associations: Multiple

Your body is either of unusual size (Tiny or Large), or it doesn't fit the usual humanoid template, such as a centaur or drider. Armor, other than light armor, is only commercially available in large cities, and may have to be custom made. Assume it will cost twice as much, similar to barding. You may have similar problems with clothing.

This feat is a prerequisite to several other feats and does not count against your starting number of feats if selected.

Tiny PCs count as Small for the purposes of qualifying for feats that require Small Size.

Note: Large and tiny sizes do not change damage dealt by weapons for PCs. The DMG mentions Large and Tiny creatures' doing different amounts of damage as a guideline for monster design. This is not intended for player-characters.

Multi-Crainial

Prerequisites: None

Associations: Ettin, Yuan-Ti Anathema

You have more than one head. This grants advantage on saving throws against being blinded, charmed, deafened, stunned, or knocked unconscious.

Blindsight

Prerequisites: Blind (as a flaw)

Associations: Mystics and some iconic martial artists.

Through a natural gift or necessity, you possess Blindsight out to 30ft.

Broad Blindsight

Prerequisite: Omolo

Associations: Omolo

You have Blindsight out to 60ft, but are blind beyond that radius. For reasons that are unclear, Omolo can still perceive color.

Broad Swing

Prerequisite: None

Associations: None

If you make an attack with a melee weapon, once per turn, you may treat one enemy in any adjacent square that is no farther from you than the first, as having been targeted by an attack from the same weapon. That attack is assumed to have rolled whatever you rolled for the first attack.

Battle Magic

Prerequisite: None

Associations: None

You have Advantage on Constitution saving throws that you make to maintain your concentration on a spell when you are engaged in battle. The somatic components of spells do not require you to have a hand free. When a creature would provoke an opportunity attack from you, you can use a spell attack for the attack. The spell must have a casting time of 1 action or reaction.

Bite / Claw

Prerequisite: None

Associations: Lizard Folk, Dragonborn, Mawn, Your fanged maw, or clawed limbs, are natural weapons, which you can use to make unarmed strikes. You count as armed with a sickle that does not take up a hand to use. If this represents claws, you count as being armed with 1 sickle in each free hand. Add one to your Strength or Dexterity.

Bodyguard

Prerequisite: None

Associations: None

Add one to your Dexterity.

You can apply the AC bonus of a shield you have equipped to an ally in a square adjacent to you as a Reaction to an attack on that ally. Alternatively, if an ally in an adjacent square has to make a Dexterity save, you can

interpose yourself between the attacker and your ally. Your ally takes the save with your Dexterity save modifier in place of their modifier.

Bounty Hunter

Prerequisite: None

Associations: None

Add one to your Strength or Dexterity.

If you hit a target with an attack of opportunity, they fall prone, if so choose. Disengaging creatures still provoke opportunity attacks from you.

Brave

Prerequisite: None

Associations: Albioni

You have Advantage on saving throws vs Fear & Petrification.

Breath Weapon

Prerequisite: Dragon's Blood or Infernal Ancestry

Associations: Dragonborn, Tieflings

You can use your action to exhale destructive energy. Choose a damage type appropriate to your prerequisite and either the Cone or Line shape. When using your breath weapon it deals the damage type listed and does so in either a 15ft cone or a 5ft by 30ft line. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Broadside Shot

Prerequisite: None

Associations: None

When attacking with a ranged weapon, once per action, when you attack a target and hit,

you can treat one creature in the square directly behind it as having been hit with an attack roll from the same weapon having rolled 5 less than the first. If this would hit it, apply damage as normal.

Cavalry

Prerequisite: None

Associations: None

While mounted, you have Advantage on Animal Handling checks for your mount. You can choose to retarget any attack aimed at your mount so that it is now aimed at you or take a saving throw on its behalf. Your mount can take Perception checks on your behalf as well, as you can pick up on its tension.

Celestial Ancestry

Prerequisite: None

Associations: None

The blood of gods or angels flows in your veins. You have Resistance to radiant and necrotic damage.

Charger

Prerequisite: None

Associations: None

If you move at least 20 feet straight toward a target and then hit it with a non-finesse melee weapon attack on the same turn, add 1d6 to that attack's damage roll. This bonus can only be added to one attack per round.

Combat Warden

Prerequisite: None

Associations: None

Creatures that enter your weapon's reach during their turn provoke an attack of opportunity.

If you attack wielding a polearm, you can use your bonus action to apply the same attack roll to anyone within range, using the back of the weapon. If it hits it deals 1d4 bludgeoning damage.

Cowing Move

Prerequisite: None

Associations: Laryeon Mawn, Nephlim, Tiefling, Dragonborn

As a bonus action, you can let out an especially menacing roar, flash a manic grin, strike an intimidating pose or something along those lines. Creatures of your choice within 10 feet of you that can hear or see you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC of the save equals 8 + your proficiency bonus + your Constitution modifier. Once you use this trait, you can't use it again until you finish a short or long rest. Alternatively, you can expend Inspiration or Bardic Inspiration to use this trait.

Cunning

Prerequisite: Small Size

Associations: Gnomes

You have Advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Cunning Deceit

Prerequisite: None

Associations: None

Increase your Intelligence or Dexterity by one to a maximum of 20.

When you are damaged, you may cast any enchantment or illusion spell you know as a reaction. This spell takes up a spell slot if it normally would and may have metamagic applied to it if you usually can.

Darkvision

Prerequisite: None

Exclusions: Sunless Eyes, Omolo

Associations: Arau, Dwarves, Elves, Gnomes, Orcs, Goblins, Hobgoblins, Mawn, Tieflings

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Deathroll

Prerequisite: Bite, Claws, or Tail Weapon
Exclusions: Winged, Omolo, Arau, Centaur
Associations: Lizard Folk, Mawn

You can make a melee attack with a natural weapon or grapple as normal from a prone position.

Defensive Stance

Prerequisite: None
Associations: None

When you are holding a one-handed weapon or shield and you are attacked in melee, you have the option of adding 1 to your AC as a reaction. You may use this effect a number of times equal to your proficiency modifier per long rest.

Dimachaerus Training

Prerequisite: None
Associations: None

You can duel wield non-light weapons, and gain a +1 AC from melee attacks while you have a second weapon (not a shield) in hand. You can draw or stow a second weapon with a bonus action or in place of your movement on a turn.

Diminutive

Prerequisite: Small Size
Associations: Albioni, Goblin

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Distraction

Prerequisite: None
Associations: None

You can take the Help action to create a distraction as a bonus action. When you do so the usual range limit is replaced by the requirement that the target of the distraction be able to perceive the distraction, by whatever means is appropriate to the nature of the distraction. You may name a number of allies equal to your proficiency modifier as benefiting from the distraction.

Dragon's Blood

Prerequisite: None
Associations: Dragons, Dragonborn, Sorcerers

The blood of a dragon flows in your veins. Choose the type of dragon. You have Advantage on Nature and Survival checks related to the terrain types associated with that kind of dragon.

| Type | Terrain |
|--------|-------------------------|
| Cyan | Urban or Ocean |
| Indigo | Ocean or Coast |
| Ocher | Savanna or Desert |
| Pink | Urban or Forest |
| Violet | Deep Realms or Urban |
| Red | Mountains or Wastelands |
| Black | Swamp or Deep Realms |
| Blue | Wastelands or Dessert |
| Green | Forest or Swamp |
| White | Arctic or Ocean |
| Gold | Forest or Savanna |
| Silver | Mountain or Urban |
| Bronze | Coast or Desert |
| Brass | Desert or Wasteland |
| Copper | Hill or Savanna |

Dungeoneer

Prerequisite: None

Associations: None

You have Advantage on Perception and Investigation checks to notice traps and secret passages. You also have Advantage on saving throws against traps. Add one to your Intelligence or Wisdom.

Durant

Prerequisite: Small Size

Associations: Gnomes

You have Advantage on all Strength, Dexterity, and Constitution saving throws against magic.

Eagle Eye

Prerequisite: None

Associations: None

If you don't move prior to taking the attack action with a ranged weapon, you can add 1d10 to your weapon's damage, and long range attacks are treated as short range. This effect will not add damage to a non-damaging attack, and is not affected by a critical hit.

Fey Ancestry

Prerequisite: None

Associations: Elves, Sorcerers

You have Advantage on saving throws against being charmed, and magic can't put you to sleep. Increase your WIS, INT or CHA by 1.

Frightening

Prerequisite: None

Associations: Dragonborn, Tieflings, Nephilim, Sorcerers, some Fey creatures

Once per short rest you can summon up a fearful aura. Other creatures within 10 feet of you that can see you must each succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of

your next turn. This effect does not distinguish friend from foe.

Giant

Prerequisite: Awkward Body (Large)

Associations: Ogres, Trolls

Add 2 to your Strength or Constitution, or add one to each. Your maximum STR and CON are both 22. You consume two days worth of rations each chronological day, and may have significant trouble fitting through doorways and into smaller structures. Usually you may only take this Feat at character creation, unless the DM says otherwise, in which case you were not a full grown adult to begin with.

Grappler

Prerequisite: None

Associations: Omolo, Wrestlers

You have Advantage on attack rolls against a creature you are grappling.

You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

Great Weapon Wielder

Prerequisite: None

Associations: None

If you do not move on your turn, and you are wielding a heavy weapon, add an additional die of damage when you roll for damage with that weapon.

Hooved

Prerequisite: None

Associations: Tiefling, Satyrs, Minotaurs, Centaures

You have hooves, digitigrade legs or similarly constructed limbs. Your Speed increases by 10, but climbing a ladder or other forms of climbing that usually require feet costs you

two extra feet, instead of the normal 1 extra foot.

Improved Armor Proficiency

Prerequisite: None

Associations: Stone Dwarves, Orcs, Hobgoblins

Your Strength or Constitution improves by one, and your proficiency with armor improves by one degree. No armor proficiency becomes light armor proficiency, light to medium, etc. You can take this feat multiple times to stack the benefits, up to heavy armor proficiency. Medium armor proficiency includes the use of shields.

Inspired

Prerequisite: None

Associations: None

You are blessed with an enduring sense of hope and aspirations for the future which reinforces your resolve. Increase your Charisma by 1, to a maximum of 20. When you expend a hit die, treat any roll lower than your Charisma modifier as equal to your Charisma modifier.

Jelly Giant

Prerequisite: Omolo

Associations: Omolo

Unlike humanoid races, Omolo can increase their size with age and activity. Players can choose to increase their character's Size by one category by taking this Feat. Doing so adds 5 feet to their movement speed in addition to the usual increase in carrying capacity. This feat can be taken up to three times.

Keen [Sense]#

Prerequisite: None

Associations: Trolls, Alfier

Choose one of your senses. You have advantage on Perception rolls with this sense.

You may take this feat more than once to represent additional senses.

Keen Senses

Prerequisite: None

Associations: Alfier

Add one to your Wisdom, and you have proficiency in the Perception skill.

Leaper

Prerequisite: None

Associations: None

Whenever you make a high jump, you can roll a 4d4 and add the number rolled to the number of feet you cover, doubling this amount for a long jump. This extra distance costs movement as normal.

Long Build

Prerequisite: Awkward Body

Associations: Centaur, Naga, some Yuan-Ti

Your body is longer than it is wide by a fair margin. You take up two 5 by 5 squares on the map. Climbing is difficult for you. Treat all climbing as difficult terrain. This feat does not take up one of your starting feats.

Lore of Artifice

Prerequisite: None

Associations: Gnomes

You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). You can choose to use your action to dismantle it; at that time, you can reclaim the materials used to create it. When you create a device, choose one of the following options or suggest one to your DM:

Clockwork Toy. This toy is a clockwork creature, or person. When placed on the ground, the toy moves 5 feet across the

ground on each of your turns in a random direction.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Lugger

Prerequisite: None

Associations: Goliaths, Centaurs

You count as one size larger when determining your carrying capacity and the weight you can push or drag. Your Strength or Constitution score increases by one.

Magical Heritage

Prerequisite: None

Associations: Elves, Tiefling, Nephilim, Dragonborn, Sorcerers, Aasimar

You either literally descend from magical beings, you grew up in the company of such beings, or you've had some significant magical interaction with them that left a lasting mark.

You know one cantrip, one first level spell and one third level spell. You can cast the cantrip upon taking this feat, can cast the 1st level spell by 3rd level, and can cast the 2nd level spell by 5th level. You can cast the 1st & 2nd level spells again after a long rest.

Choose your spell casting ability for these spells.

Martial Training

Prerequisite: None

Associations: None

Gain proficiency with up to four weapons. You may take this feat multiple times.

Medic

Prerequisite: None

Associations: None

You have proficiency with the healer's kit and can expend a use of a healer's kit to restore hit points equal to 1d4 + your Intelligence modifier to any injured being. Taking this Feat a second time upgrades it to 'Combat Medic', and allows a use of the healer's kit to be a bonus action.

Nimble

Prerequisite: Small Size

Associations: Albion, Goblin

You can move through the space of any creature that is of a size larger than yours.

Passing as (Race)

Prerequisite: None

Associations: None

Your natural appearance is such that you can easily be mistaken for a member of a race (or wholly a member of a race) other than the one you identify as, and you've learned to capitalize on this.

If that race has a language associated with it you have learned to speak it in addition to any other languages you know. If you attempt to be identified as a member of that race you can do so through simple methods, such as clothing, mannerisms of accent. People familiar with the race in question take you to be a member of that race automatically. No ability check is needed unless someone has been given reason to suspect otherwise. Likewise, you have Advantage on any checks needed to convince someone you are a member of that specific race.

People typically develop this trait when they live among a society where it is particularly disadvantageous to be a member of the race the character belongs to, or where it is particularly advantageous to live as a member of the race they can pass as.

The Passing As (Race) Feat cannot be used to pass as a member of a race with a different Species Feat than your character. Add one to your Charisma.

Parkour

Prerequisite: None

Associations: None

Add one to your Strength or Dexterity.

When you take a jump action you can take a second jump as a bonus action, ignoring the standard ten foot run up. This can allow you to move beyond your Speed in a round.

Your jump distance is now multiplied by your Strength modifier +1, instead of having it added.

Performer

Prerequisite: None

Associations: None

Once per short rest, you can perform for a group, by any medium, and potentially bolster their spirits. This takes approximately ten minutes, and can target up to two times your Charisma modifier individuals (minimum 2). They gain Inspiration.

Plucky#

Prerequisite: None

Associations: Albion

Add one to your Charisma, Wisdom or Intelligence, When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Polyglot

Prerequisite: None

Associations: None

Add 1 to your Charisma or Intelligence. Gain proficiency with two languages. When you encounter a language you don't know, you can make an Intelligence check to piece together the meaning of a short bit of

conversation or short piece of writing. The DM sets the difficulty based on how complicated and how literal the wording is. You may take this feat a second time to gain proficiency in an additional three languages and another ability point.

Pounce#

Prerequisite: None

Associations: Maw

For purposes of triggering Attacks of Opportunity, you are considered to occupy every otherwise unoccupied space adjacent to the space you are in. If you make an Attack of Opportunity as if from one of those spaces you must move to that space. You have Advantage on this attack.

This feature cannot be used if the character is Prone or Restrained, or if their movement is reduced to 0.

For clarity, if you are carrying a weapon with the Reach tag, this *does* allow you to make an opportunity attack 15ft away from you. Doing so only causes you to move 5ft.

Regeneration

Prerequisite: None

Associations: Trolls, Vampires, Werereatures
Provided you weren't damaged by fire or acid in the previous turn, you may expend a hit die to heal as an action.

Relentless#

Prerequisite: None

Associations: Orcs, Ogres, Dwarves

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Resilient

Prerequisite: None

Associations: None

Increase any one ability score by 1, to a maximum of 20. You gain proficiency in saving throws using the chosen ability. This feat can be taken up to twice.

Resistant

Prerequisite: None

Associations: Green & Red Elves, Tieflings, and Nephlim, Dragonborn

Your bloodline or upbringing gives you Resistance to specific forms of harm. Choose either one damage type from the left list or two from the right.

| | |
|-----------|----------|
| Acid | Force |
| Lightning | Necrotic |
| Fire | Psychic |
| Poison | Radiant |
| Cold | Thunder |

Sanguine Heart

Prerequisites: None

Associations: Fleshed Chazmyrians, Ruxalfier

When the character takes an action in-line with one of their Ideals or supports a Bond, and that action requires an ability check, add 1d8 to the result.

When making an ability check contrary to one of the character's Ideals or Bonds, roll 1d4 and subtract that number from the roll.

Though the DM is the final arbiter of whether or not the Bond or Ideal applies, the character's perspective should be taken into account.

Savage#

Prerequisite: None

Associations: Orcs, Bugbears, Barbarians
When you roll the maximum number on a damage die, you roll it again and add the second result to the total as well.

Shape Shifter

Prerequisite: Lycanthrope

You have one specific shape you can turn into. Choose two feats. These feats can be used by you in this other form. When you gain a feat due to gaining a level, you can assign a feat to this shape, gaining two feats which can only be used in this second shape. You can shift a number of times equal to your proficiency modifier per short rest.

You stay in the new form until you use an action to revert to your true form or until you die.

Specialization

Prerequisite: None

Associations: None

You have significant learning in a narrow area. Choose a Skill and a subset of that Skill. You gain proficiency in that skill if you don't already have it and double the proficiency bonus in that skill when the subset applies.

Some examples:

Acrobatics: Tumbling, Balance, or Dodging

Animal Handling: Horses, Wolves, or Hawks

Arcana: Spells, Magic Items, or Cosmology

Athletics: Jumping, Running, or Swimming

Deception: Fast-Talk, Disguise, or Deflection

History: War, Politics, or a particular culture

Insight: Romance, Vendetta, or Esteem

Intimidation: Breakage, Taboos, or Legalities

Investigation: Crime Scene, Research, or Secret Doors

Medicine: Diagnosis, Stabilization, or Poisons

Nature: Flora, Fauna, or Weather

Perception: Ambush, Eves-dropping, or Traps

Performance: Dance, Song, or a specific instrument.

Persuasion: Contracts, Exculpation, or Sales

Religion: Rituals, Theology, or Deities

Sleight of Hand: Pickpocket, Plant Object, or Lockpicking

Stealth: In a Crowd, Ambush, or Mid-combat

Survival: Tracking, Sustenance, or Environmental Hazards

Spider-Climb

Prerequisite: Arau or Drider

Associations: Arau, Drider

Spider Folk can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Their climbing speed is the same as their walking speed unless in heavy armor, when it is halved.

Sunless Eyes#

Prerequisite: None

Exclusions: Darkvision, Omolo

Associations: Many subterranean races

You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. While in sunlight, Sunless Eyes applies Disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Tail Weapon

Prerequisite: None

Exclusions: Can only be taken once.

Associations: Lizard Folk, Dragonborn, Tiefling

Your tail counts as a whip or club (choose one). You can make melee attacks with it as normal, or you can use a Reaction to an attack, swatting at the enemy weapon. Increase your AC by your proficiency modifier for that attack alone when you do so.

Trance

Prerequisites: None

Associations: Elves, Omolo, Monks

Psionists

You don't need to sleep. Instead, you enter a semiconscious trance, for 4 hours a day. In this state, you can dream or engage in

mental exercises. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

While this practice is natural for elves and omolo, any sentient being can usually learn this feat through practice.

Add one to your Wisdom or Intelligence.

Ubiquitous

Prerequisite: None

Associations: Humans, Albioni

Your folk seem to be just about everywhere. Choose Seti Major, Seti Minor or the Deep Realms (whichever you grew up in, predominantly). When you encounter an npc in that part of Q'rath Set that hasn't been named by the DM, you can claim that this NPC is a member of your race and someone you are at least a little familiar with. The DM can veto this if they need to for purposes of the story.

In your interaction with that NPC, once per encounter, you can claim Advantage on one social skill check.

Undead "Nature"

Prerequisites: None

Exclusions: Trance

Associations: Chaszmyrian, Undead

Your character is some form of sentient undead, and like most undead they do not need to eat, drink or breath.

As undead, they are vulnerable to Turn Undead, though they recover more quickly. The character may attempt to end the effect early on each subsequent turn by rolling a new Wisdom save. Each save after the first has a cumulative +1 modifier.

If damage reduces the character to 0 hp, and the damage is not radiant, the character is *Stunned*, and must immediately use one of their hit dice to heal, if it has any remaining. It's assumed to take the Stunned round to address the damage in some way. This can model some truly horrific events,

including retrieving a head after beheading, or cramming one's guts back into place.

The dead do not get death saves. If reduced to 0 hp and out of hit dice, they are slain instantly.

You are immune to Poison, Charm, Fear, Sleep and Destroy Undead.

Web-Wielder

Prerequisite: Arau or Drider

Exclusions: Deathroll, Winged

Associations: Arau and Driders

You are naturally proficient with nets and count as always being equipped with rope at least 30 feet in length. You ignore movement restrictions caused by non-magical webbing.

By taking an action to prepare you can create a web trap. The trap occupies a 5ft square, and takes a Wisdom check to notice. The DC for the check is 8 + your Proficiency Modifier + your Intelligence Modifier.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw, DC 8 + your Proficiency Modifier + your Intelligence Modifier. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength check, DC as per the Dex save above. If it succeeds, it is no longer restrained.

The webs are flammable. Any space of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

You can create a web-trap like this once per (Con Mod + Proficiency Mod, minimum 1) per long rest.

Winged

Prerequisite: None

Exclusions: Deathroll

Associations: Dragonborn, Tieflings, Nephilim

You have wings. Your gliding speed is 40ft, and when you use them you do not touch the ground between turns unless you intend to. You also don't need to descend more than 5ft a turn, and so can avoid falling damage whenever you are conscious and have at least five feet on either side of you to spread your wings.

At 5th level your wings strengthen, and you replace your gliding speed with a true flight speed, 40ft a turn. You still need to be able to partially spread your wings to fly, a minimum of 5ft on both sides.

If another feature should grant you wings, your flight speed instead increases by 10ft.

Keen Memory

Prerequisite: None

Associations: None

Add one to your Intelligence or Wisdom.

You can recall any information you have ever known flawlessly, unless it was removed by magic or as a function of spellcasting. After casting a spell that was not a cantrip, once per long rest, you regain the spell slot you used if you pass a (DC 13 + the spell's level) Intelligence test.

Mage Killer

Prerequisite: None

Associations: None

If you are within five feet of an enemy who declares they are casting a spell, this provokes an attack of opportunity from you. This attack resolves before the spell goes off. Should you cause a spellcaster to lose concentration when trying to cast a spell, the backlash causes 3 points damage per level of the spell.

Initiated

Prerequisite: None

Associations: None

Prerequisite: Apprenticed

Choose two first level spells from the same list you chose for the prerequisite. You can cast each of those once per long rest.

Leaper

Prerequisite: None

Associations: None

Add one to your Strength or Dexterity.

Your base jump height goes from 3ft +

Strength modifier to 5 plus your Strength and Dexterity modifier.

Spy

Prerequisite: None

Associations: None

You can read lips for any language you can understand and gain Advantage on any stealth roll that involves movement that does not bring you closer to any party you are trying to avoid the detection of. In addition, you flawlessly remember descriptive details and actions of anyone you see while undetected, unless your memory is effected by magic.

Resilient

Prerequisite: None

Associations: None

Add one to Strength, Dexterity or Constitution.

Add your proficiency modifier to non-magical saves with these three Abilities.

Skilled

Prerequisite: None

Associations: Multiple

Gain proficiency with up to three skills or tools.

Alternatively, double your proficiency bonus in one still or tool you are already proficient with.

This the second option may only be taken once.

Sly Magic

Prerequisite: None

Associations: None

You can use spells and cantrips which are magical attacks as part of a Sneak Attack or Attack of Opportunity when you are able to make those attacks. You can make a spell attack without its verbal components. Somatic components can still be performed without having a hand free.

Spider Climb

Prerequisite: Arau or Drider

Associations: Arau and Driders

You have a climbing speed of 25 feet, and can cling to surfaces (including ceilings) without tools. You also have Resistance to falling damage.

Swift

Prerequisite: None

Associations: Centaur, Vertalfier

Add one to your Dexterity, Strength or Constitution.

Add 10 to your speed. Ignore difficult terrain not related to climbing. Add 5 feet to your jumping distance.

Tough

Prerequisite: None

Associations: Dale Dwarves, Lizard Folk

Add the sum of your levels to your hit point maximum.

Withdraw

Prerequisite: Armored Hide x2 or Bodyguard

Associations: Lizard Folk, Tortles

You can increase your armor class by 4 by either withdrawing into your shell or kneeling down behind your shield as a Reaction. You are Prone and immobile while doing this.