

FOR 5TH EDITION PLAY!

FEATS!



TERRAN EMPIRE PUBLISHING

FEATS!

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COMPATIBLE FOR



NEW FEAT TABLES - PG 5
FEAT DESCRIPTIONS - PG 9

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NAME	PREREQUISITE	BENEFIT
Arcane Defense	Spellcaster level 4 or above	Advantage on saving throws against 1 arcane school.
Back to Back (TW)	–	+3 AC when flanked if adjacent ally also has the feat.
Bleeding Critical	Proficiency +4 or higher, slashing or piercing weapon	3d8 damage on round following critical strike.
Blind-Fighter	–	No penalty in combat for being blinded.
Catch Off Guard	–	+3 attack when using an improvised weapon.
Chokehold	Grappler, Str 15+	Use Action to deliver a chokehold.
Combat Feint	Proficiency +2 or higher, Cha 13+	Target loses Dex bonus to AC on failed save.
Combat Mobility	Proficiency +4 or higher, Dex 14+	No longer subject to opportunity attacks.
Combat Stomp	Medium size or larger, Dex 14+, Str 14+	Use reaction to make melee attack on prone target.
Condition Resistance (SF)	Con 15+	+3 bonus to resist blinded, deafened, incapacitated, paralyzed, petrified, poisoned, and stunned condition.
Coordinated Defense (TW)	–	+1 AC for every ally within 20 feet who also has the feat (Max +5 AC).
Coordinated Maneuvers (TW)	–	Immune to opportunity attacks if adjacent to ally who also has feat.
Crippling Critical	Proficiency +4 or higher	Target gets -15 feet penalty to movement on failed save.
Critical Defense	Proficiency +5 or higher	Use reaction to lessen the damage taken on a critical strike.
Critical Focus	Proficiency +4 or higher	Score criticals on roll of 19 or 20
Critical Mastery	Critical Focus, proficiency +5 or higher	Score criticals on roll of 18, 19, or 20.
Critical Sunder	Proficiency +4 or higher, Str 15+	Target loses AC on a failed save.
Deadly Aim	Proficiency +3 or higher, Dex 15+	Subtract Dex modifier on attack, double Dex modifier on damage.
Deadly on the Ground	Proficiency +3 or higher	No penalty on attacks when prone.

TW = TEAMWORK FEAT

SF = STARTING FEAT

NAME	PREREQUISITE	BENEFIT
Deceitful (SF)	Cha 14+	Advantage on Deception and Persuasion
Deep Well	Fighter level 4 or higher	Add Con modifier to Second Wind feature, +1 to resist exhaustion
Defensive Combat	–	Add ½ proficiency (rounded down) to AC for round. Subtract amount to any attack roll.
Defensive Drills	Proficiency +4 or higher	+3 AC against one damage type (bludgeoning, piercing, slashing).
Deft Hands (SF)	Dex 14+	Proficiency in Sleight of Hand, advantage on skill check
Devastating Sneak Attacks	Rogue level 4 or higher	Add proficiency and Str modifier to Sneak Attack damage.
Difficult Charmer (SF)	Wis 14+	Gain +4 to resist charm and <u>compulsion magic</u> .
Difficult to Pin (SF)	Small size, Dex 13+	Gain +4 to resist the grappled condition.
Distracting Maneuver	Proficiency +3 or higher	Target cannot make opportunity attacks on a failed save.
Divine Conduit	Cleric level 4 or higher	+1 use of Channel Divinity feature, choose one level 1 domain spell to <u>now cast at will</u> .
Divine Healer	Paladin level 4 or higher	Add proficiency, Cha modifier, and Wis modifier to healing pool.
Duck and Cover (TW)	–	+3 to Dex saving throws when adjacent to ally who also has the feat.
Energy Substitution	Spell casting ability modifier +3 or higher	Substitute energy type (acid, fire, cold, thunder, lightning, necrotic, psychic, force, radiant) in spell for <u>another</u> .
Exhausting Critical	Proficiency +4 or higher	Target gains 1 level of exhaustion on a failed save.
Expanded Arcana	Spell casting ability modifier +3 or higher, proficiency +4 or higher	Substitute one spell per spell level for one spell of equal level from a different spell list.
Extra Attunement	Proficiency +5 or higher	Attune yourself to 1 more magical item.
Extra Spell Slot	Spell casting ability modifier +3 or higher	Gain 1 extra spell slot
Far Shot	–	Increase range increment of ranged weapons by 10 feet per Dex modifier.
Fast Healer (SF)	Con 14+	Double your Con modifier when gaining hit points on a short rest.

TW = TEAMWORK FEAT

SF = STARTING FEAT

NAME	PREREQUISITE	BENEFIT
Favored Enemy Awareness	Ranger level 4 or higher	Add favored enemies to Primeval Awareness
Gang Up (TW)	–	+1 melee attack for every ally within 20 feet who also has the feat (Max +5).
Greater Innate Spell	Innate Spell, spellcasting ability modifier +5 or higher	Cast one 2 nd level spell you know at will.
Healthy Body (SF)	Con 14+	Advantage on Con saving throws, +1 HP per HD per level.
Heavy Weapon Training (SF)	Small size, Str 14+	Wield heavy weapons with no penalty.
Honing Shot	Proficiency +4 or higher	Allies gain +2 to next ranged attack on same target after you successfully hit with ranged attack.
Innate Spell	Spellcasting ability modifier +4 or higher	Cast one 1 st level spell you know at will.
Increased Arcane Recovery	Wizard level 4 or higher	Add proficiency to spell slots gained with Arcane Recovery.
Increased Invocations	Warlock level 4 or higher	+1 Invocations, lower prerequisite level for invocations by 1.
Increased Rage	Barbarian level 4 or higher	+1 Rage, +2 rage damage.
Intensified Spell	Spellcasting ability modifier +4 or higher	One spell is cast at its highest possible duration, damage, radius.
Iron Guts (SF)	Con 14+	Gain resistance to poison and advantage against the poisoned condition.
Ironhide (SF)	Dragonborn, half-orc, dwarf	+2 bonus to AC
Lighting Reflexes (SF)	Dex 14+	Advantage on initiative rolls if your Dex modifier is higher than at least 2 other combat participants.
Lingering Inspirations	Bard level 4 or higher	Bard inspirations last 20 minutes.
Long Distance Runner	Sprinter, Con 14+, Dex 14+	+20 base movement speed, +2 to saving throws to resist exhaustion from running.
Overhand Strike	Str 14+, Dex 12+	Double ability score modifier when using a weapon 2-handed.
Overflowing Font	Sorcerer level 4 or higher	Add proficiency to Font of Magic feature.
Parting Shot	Dex 14+	Use bonus action to make one ranged weapon attack while Disengaging.

TW = TEAMWORK FEAT

SF = STARTING FEAT

NAME	PREREQUISITE	BENEFIT
Quick Recovery (SF)	Con 15+	Remove 1 level of exhaustion with short rest.
Quick Reflexes	Dex 14+	Advantage on Dex (Acrobatics) and Dex saving throws.
Rapid Reload	Proficiency +3 or higher, Dex 14+	Use full Attacks with weapons that have the Loading property.
Sea Legs (SF)	–	+4 Dex skill checks when on the deck of a ship on water. Advantage on Str checks to climb rigging or swim.
Shield Focus	Proficiency with shields	+2 bonus to AC when using non-magical shield.
Skill Focus	Proficiency +3 or higher	Double proficiency bonus with one skill you are proficient in.
Skilled Driver	Dex 12+, Int 12+	+4 to any roll made while driving a vehicle you are proficient in.
Spell Focus	Spellcasting ability modifier +2 or higher	+1 DC and +1 to hit with spells from chosen arcane school.
Spell Penetration	Spellcasting ability modifier +4 or higher	Saves against your spells are made at a disadvantage.
Sprinter (SF)	Con 12+, Dex 12+	+10 base movement speed.
Stealthy	Dex 14+, proficient in Stealth	Advantage on Stealth checks, -4 Perception to notice you.
Strike Back	Proficiency +5 or higher	Use reaction to make 1 melee attack against opponent when hit with a melee attack.
Swinging Defense	Proficiency +3 or higher, Str 14+	Add ½ proficiency (rounded down) to AC for 1 round after successful with attack with 2-hand weapon.
Throwing Weapon Specialist	Dex 14+	+1 attack with weapons with Throw property. Increase range increments by 10 feet each.
Tumble (SF)	Dex 14+	+2 Dex (Acrobatics) checks when moving through opponent's square.
Weapon Finesse	Proficiency +3 or higher	+1 attack with weapons that have the Finesse property.
Weapon Focus	Proficiency +5 or higher	+2 on attack rolls when using chosen weapon.
Weapon Specialization	Weapon Focus	Advantage with weapon

TW = TEAMWORK FEAT

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TEAMWORK FEATS

Teamwork feats only work in conjunction with other friendly creatures who are nearby and also have the same feat. If there is no friendly creature near you with the same feat, you gain no benefit from it.

STARTING FEATS (OPTIONAL)

When a player creates a new character (starting at level 1), they can choose not to apply their race's ability score modifications and instead take any one **Starting Feat** that they qualify for. Feats labeled as "Starting Feats" can still be taken at a later time, if you desire.

NEW FEATS

ARCANE DEFENSE

Prerequisite - Spellcaster level 4 or above

You gain advantage on saving throws against one school of magic that you choose when first taking this feat. You can obtain this feat multiple times, each time corresponding to a different school of magic.

BACK TO BACK (TEAMWORK)

You gain +3 to your AC when flanked by an opponent and you are adjacent to a friendly creature with this feat.

BLEEDING CRITICAL

Prerequisite - Proficiency bonus +4 or higher

Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d8 points of bleed damage on their turn each round in addition to the damage dealt by the critical hit. Bleed damage can be stopped by an Intelligence (Medicine) skill check or through any magical healing. The effects of this feat stack.

BLIND-FIGHTER

You do not suffer disadvantage on attack rolls if you are blinded and creatures do not gain advantage to their attack rolls against you while you are blinded.

CATCH OFF GUARD

You gain a +3 bonus to your attack roll when using an improvised weapon.

CHOKEHOLD

Prerequisite - Grappler, Strength 15 or higher

You can now apply a chokehold to any creature that you have successfully grappled. You can use your action while grappling to force a Constitution saving throw against a DC equal to 8 + your proficiency + your Strength modifier. On a failed save, the creature is considered *unconscious* for a number of rounds equal to 1 + your Strength modifier.

COMBAT FEINT

Prerequisite - Proficiency bonus +2 or higher, Charisma 13 or higher

You can use your bonus action to force a creature you are in melee combat with to make a Dexterity saving throw against a DC equal to 8 + your proficiency + your Charisma bonus. On a failed save, the creature loses any Dexterity bonus to their AC for 1 round, if they had any.

COMBAT MOBILITY

Prerequisite - Proficiency bonus +4 or higher, Dexterity 14 or higher

You no longer provoke opportunity attacks when you move out of range without first using the Disengage action.

COMBAT STOMP

Prerequisite - Medium size or larger, Dexterity 14 or higher, Strength 14 or higher

You can use your reaction to make one melee attack with your foot against any creature who is considered *prone* and within 5 feet of you. This is considered a melee weapon attack, using either your Dexterity or Strength modifier for the attack roll and damage. The damage is 1d6 for Medium creatures, and an additional 1d6 for each size category above medium.

CONDITION RESISTANCE

Prerequisite - Constitution 15 or higher

You gain a +3 bonus to resist the following conditions: blinded, deafened, incapacitated, paralyzed, petrified, poisoned, stunned

COORDINATED DEFENSE (TEAMWORK)

You gain +1 AC for every friendly creature within 20 feet of you who also possesses this feat (Maximum of +5). You gain no advantage from this feat if there are no friendly creatures who also possess this feat within 20 feet of you.

COORDINATED MANEUVERS (TEAMWORK)

You are immune to opportunity attacks when adjacent to a friendly creature who also possesses this feat.

CRIPPLING CRITICAL

Prerequisite - Proficiency +4 or higher

Your critical strikes force your target to make a Dexterity saving throw against a DC equal to 8 + your proficiency + your Ability Score Modifier used with the critical strike. On a failed save, the creature suffers -15 feet to its base movement speed for 1 minute.

CRITICAL DEFENSE

Prerequisite - Proficiency +5 or higher

If you are the recipient of a critical strike, you may use your reaction to lessen the amount of damage taken. You subtract an amount equal to your proficiency bonus + your Constitution modifier + your Dexterity modifier from the final total amount of damage the critical strike deals to you. It is possible to receive no damage from a critical strike if you possess this feat.

CRITICAL FOCUS

Prerequisite - Proficiency +4 or higher

You now score a critical strike any time you roll a natural 19 or 20.

CRITICAL MASTERY

Prerequisite - Critical Focus, Proficiency +5 or higher

You now score a critical strike any time your roll a natural 18, 19, or 20.

CRITICAL SUNDER

Prerequisite - Proficiency +4 or higher, Strength 15 or higher

When you score a critical strike, you can force your opponent to make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, you sunder their armor and they suffer a penalty to their AC equal to your Strength modifier for 1 minute.

DEADLY AIM

Prerequisite - Proficiency +3 or higher, Dexterity 15 or higher

Any time you make a ranged weapon attack, you may do so without adding your proficiency bonus. If you are successful, you add your proficiency bonus and double your Dexterity modifier to the damage.

DEADLY ON THE GROUND

Prerequisite - Proficiency +3 or higher

You no longer suffer disadvantage to attack rolls while you are *prone*.

DECEITFUL

Prerequisite - Charisma 14 or higher, Proficient in Deception and Persuasion

You gain advantage on Charisma (Deception) and Charisma (Persuasion) skill checks. Creatures suffer a -4 penalty on Wisdom (Insight) skill checks to determine if you are telling the truth or what your intentions might be.

DEEP WELL

Prerequisite - Fighter level 4 or higher

You add your Constitution modifier, if any, to the amount of hit points you recover from your Second Wind feature. You also gain +1 to Constitution saving throws to resist exhaustion.

DEFENSIVE COMBAT

You may choose to subtract a number of points equal to $\frac{1}{2}$ of your proficiency (rounded down) and add them to your AC for 1 round. The amount you choose is not available to add to any attack rolls.

DEFENSIVE DRILLS

Prerequisite - Proficiency +4 or higher

You gain +2 AC against one weapon damage type (bludgeoning, piercing, slashing), chosen at the time you take this feat.

DEFT HANDS

Prerequisite - Dexterity 14 or higher

You gain proficiency in Dexterity (Sleight of Hand) if you do not already possess it and gain advantage on Dexterity (Sleight of Hand) skill checks.

DEVASTATING SNEAK ATTACKS

Prerequisite - Rogue level 4 or higher

You add your proficiency bonus + your Strength modifier, if any, to the damage done by your Sneak Attacks.

DIFFICULT CHARMER

Prerequisite - Wisdom 14 or higher

You gain +4 to any saving throw to resist charm and compulsion magic.

DIFFICULT TO PIN

Prerequisite - Small size, Dexterity 13 or higher

You gain +4 to resist the grappled condition.

DISTRACTING MANEUVER

Prerequisite - Proficiency +3 or higher

You are able to use your action to distract a creature within 10 feet and force it to make a Wisdom save vs a DC equal to 8 + your proficiency + your Charisma modifier. On a failed save, the creature is unable to perform opportunity attacks for a number of rounds equal to your Charisma modifier.

DIVINE CONDUIT

Prerequisite - Cleric level 4 or higher

You gain 1 more use of your Channel Divinity feature and you are able to cast one 1st level domain spell of your choice at will. Once the choice of spell is made, it cannot be changed.

DIVINE HEALER

Prerequisite - Paladin level 4 or higher

You are able to add your proficiency bonus + your Charisma modifier + your Wisdom modifier, if any, to the well of healing available to you when using Lay on Hands.

DUCK AND COVER (TEAMWORK)

You gain +3 to Dexterity saving throws when you are adjacent to a friendly creature who also possesses this feat.

ENERGY SUBSTITUTION

Prerequisite - Spellcasting ability modifier +3 or higher

You are able to substitute the energy type of a spell you cast (acid, fire, cold, thunder, lightning, necrotic, psychic, force, radiant). For example, you can cast a fireball that deals cold damage or a cone of cold that deals necrotic damage. The amount of damage does not change, only the manner in which the damage is conveyed. Some energy types, like fire, can have other effects such as igniting flammables. These energy types retain their secondary properties.

EXHAUSTING CRITICAL

Prerequisite - Proficiency +4 or higher

When you succeed in a critical strike, you can force your target to make a Constitution saving throw against a DC equal to 8 + your proficiency + your Strength modifier. On a failed save, the creature takes one level of exhaustion in addition to the damage of your critical strike.

EXPANDED ARCANA

Prerequisite - Spellcasting ability modifier +3 or higher, proficiency 4 or higher

You are able to substitute one spell per spell level for a spell of equal level from a spell list that is not your own. For example, a choice of 1st level spell for a Wizard could have one drawn, instead, from the Cleric spell list. You cast this spell as your class would typically cast any of their normal spells. You cannot use this feat to substitute any spell of 5th level or higher.

EXTRA ATTUNEMENT

Prerequisite - Proficiency +5 or higher

You can attune yourself to 1 more piece of magical equipment beyond the limit of what you would normally be allowed.

EXTRA SPELL SLOT

Prerequisite - Spell casting ability modifier +3 or higher

You gain 1 extra spell slot in your daily allotment, chosen from a spell level you can cast at the time you choose this feat. You may choose this feat multiple times, however, you may only have 1 extra spell slot per spell level at any time.

FAR SHOT

You extend the range increment of ranged weapons by 10 feet per Dexterity modifier you possess. You also suffer no penalty for shooting beyond your weapon's normal range.

FAST HEALER

Prerequisite - Constitution 14 or higher

You double your Constitution bonus when calculating hit points recovered during a short rest.

FAVORED ENEMY AWARENESS

Prerequisite - Ranger level 4 or higher

You are able to add your favored enemies to the list of creatures you are able to sense when using your Primeval Awareness feature. You are able to discern the number and general direction (N, S, E, W) of your favored enemy within the allowable distance of the feature.

GANG UP (TEAMWORK)

You gain a +1 to melee attack rolls for every friendly creature within 20 feet of you that also possesses this feat (Maximum +5).

GREATER INNATE SPELL

Prerequisite - Innate Spell, spell casting ability modifier +5 or higher

You can choose any spell you know of 2nd level and cast it at its lowest level without needing to expend a spell slot.

HEALTHY BODY

Prerequisite - Constitution 14 or higher

You gain advantage on Constitution saving throws and +1 hit points added to your total hit points every level.

HEAVY WEAPON TRAINING

Prerequisite - Small size, Strength 14 or higher

You can wield weapons that have the heavy property with no disadvantage.

HONING SHOT

Prerequisite - Proficiency +4 or higher

When you are successful with a ranged weapon attack, any friendly creature within 30 feet of your position gains +2 to their next ranged weapon attack against the same target. They cannot benefit from the bonus more than once per turn.

INCREASED ARCANE RECOVERY

Prerequisite - Wizard level 4 or higher

You add your proficiency bonus to the amount of spell slots you regain when you using your Arcane Recovery feature.

INCREASED INVOCATIONS

Prerequisite - Warlock level 4 or higher

You gain 1 more Invocation, and the level of any prerequisite to use any invocations is lowered by 1.

INCREASED RAGE

Prerequisite - Barbarian level 4 or higher

You gain 1 additional Rage. You gain a +2 bonus to your Rage damage.

INNATE SPELL

Prerequisite - Spellcasting ability modifier +4 or higher

You can choose any spell you know of 1st level and cast it now at its lowest level without the need of a spell slot.

INTENSIFIED SPELL

Prerequisite - Spellcasting ability modifier +4 or higher

You choose one spell you know of 3rd level or lower and cast it at its full power every time you cast it. Every damage die rolls its maximum. Once you choose the spell, it cannot be changed. You may choose this feat more than once, but it must apply to a different spell each time.

IRON GUTS

Prerequisite - Constitution 14 or higher

You gain resistance to poison damage and advantage on any saving throw to resist the poisoned condition.

IRONHIDE

Prerequisite - Dragonborn, dwarf, or half-orc

Your skin is naturally tougher than others, even members of your own race. You gain a +2 bonus to your AC.

LIGHTNING REFLEXES

Prerequisite - Dexterity 14 or higher

You gain advantage on initiative rolls if you have a higher Dexterity modifier than at least two other participants in the combat encounter.

LINGERING INSPIRATIONS

Prerequisite - Bard level 4 or higher

Your bard inspiration dice last for 20 minutes instead of 10.

LONG DISTANCE RUNNER

Prerequisite - Sprinter, constitution 14 higher, dexterity 14 or higher

You gain +20 to your base movement speed. You also gain +2 to resist exhaustion due to running great distances.

OVERFLOWING FONT

Prerequisite - Sorcerer level 4 or higher

You add your proficiency bonus to your total amount of Sorcery Points.

OVERHAND STRIKE

Prerequisite - Strength 14 or higher, dexterity 14 or higher

You can double your ability score modifier when using a two-handed weapon or a weapon with the versatile property.

PARTING SHOT

Prerequisite - Dexterity 14 or higher

You can use your bonus action to make one ranged weapon attack without disadvantage, but with a -2 penalty to the attack roll, after using your action to move away from combat, either with the Disengage action or not.

POINT BLANK SHOT

Prerequisite - Proficiency +3 or higher

You suffer no penalty for using a ranged weapon attack on a target within 5 feet.

POWERFUL SOUL

Prerequisite - Monk level 4 or higher

You add your proficiency bonus plus your Wisdom modifier to your Ki pool.

QUICK RECOVERY

Prerequisite - Constitution 15 or higher

You are able to remove one level of exhaustion with a short rest.

QUICK REFLEXES

Prerequisite - Dexterity 14 or higher

You gain advantage on Dexterity (Acrobatics) skill checks and Dexterity saving throws.

RAPID RELOAD

Prerequisite - Proficiency +3 or higher, Dexterity 14 or higher

You can use more than one Attack, if able, while using a weapon with the loading property.

SEA LEGS

You gain +4 to Dexterity (Acrobatics) skill checks when you are on the deck of a ship that is on the water. You gain advantage on Strength (Athletics) skill checks to swim and climb the rigging of a ship.

SHIELD FOCUS

Prerequisite - Proficient with shields

You gain a +2 bonus to AC when you are using a non-magical shield. You gain a +1 bonus to your AC if you are using a magical shield.

SKILL FOCUS

Prerequisite - Proficiency +3 or higher

You can double your proficiency bonus for one skill you are proficient in, chosen at the time you choose this feat. You can choose this feat multiple times, each time it applies to a different skill.

SKILLED DRIVER

Prerequisite - *Dexterity 12 or higher, Intelligence 12 or higher*

You gain +4 to any roll made when driving a vehicle that you are proficient at driving, including mounts.

SPELL FOCUS

Prerequisite - *Spellcasting ability +2 or higher*

You choose one arcane spell school and add +1 to the DC, as well as a +1 bonus to hit with spell attacks, for spells of the chosen school. You can choose this feat more than once, but each time, it must be applied to a different spell school.

SPELL PENETRATION

Prerequisite - *Spellcasting ability +4 or higher*

You force saving throws against your spells to be made at a disadvantage.

SPRINTER

Prerequisite - *Constitution 12 or higher, Dexterity 12 or higher*

You add +10 feet to your base movement speed.

STEALTHY

Prerequisite - *Dexterity 14 or higher, Proficient in Stealth*

You gain advantage on any Dexterity (Stealth) skill checks and creatures suffer a -4 penalty to Wisdom (Perception) checks to notice you while you are hiding or sneaking.

STRIKE BACK

Prerequisite - *Proficiency +5 or higher*

When you are struck with a melee weapon attack, you may use your reaction to immediately strike the creature that hit you with one melee weapon attack. You cannot benefit from this feat more than once per round.

SWINGING DEFENSE

Prerequisite - *Proficiency +3 or higher, Strength 14 or higher*

You are able to add $\frac{1}{2}$ of your proficiency bonus (rounded down) to your AC for 1 round after a successful melee weapon attack using a two-handed weapon or a weapon with the versatile property that was wielded two-handed.

THROWING WEAPON SPECIALIST

Prerequisite - *Dexterity 14 or higher*

You gain +1 to attack rolls with weapons that have the throw property. You also increase the each range increment that you can throw a weapon with the throw property by 10 feet.

TUMBLE

Prerequisite - *Dexterity 14 or higher, Proficient in Acrobatics*

You gain +2 to Dexterity (Acrobatics) skill checks when you move through an opponent's square. On a successful Dexterity (Acrobatics) skill check, you suffer no opportunity attack.

WEAPON FINESSE

Prerequisite - *Proficiency +3 or higher*

You gain +1 to attack and damage rolls with weapons that have the finesse property.

WEAPON FOCUS

Prerequisite - Proficiency +5 or higher

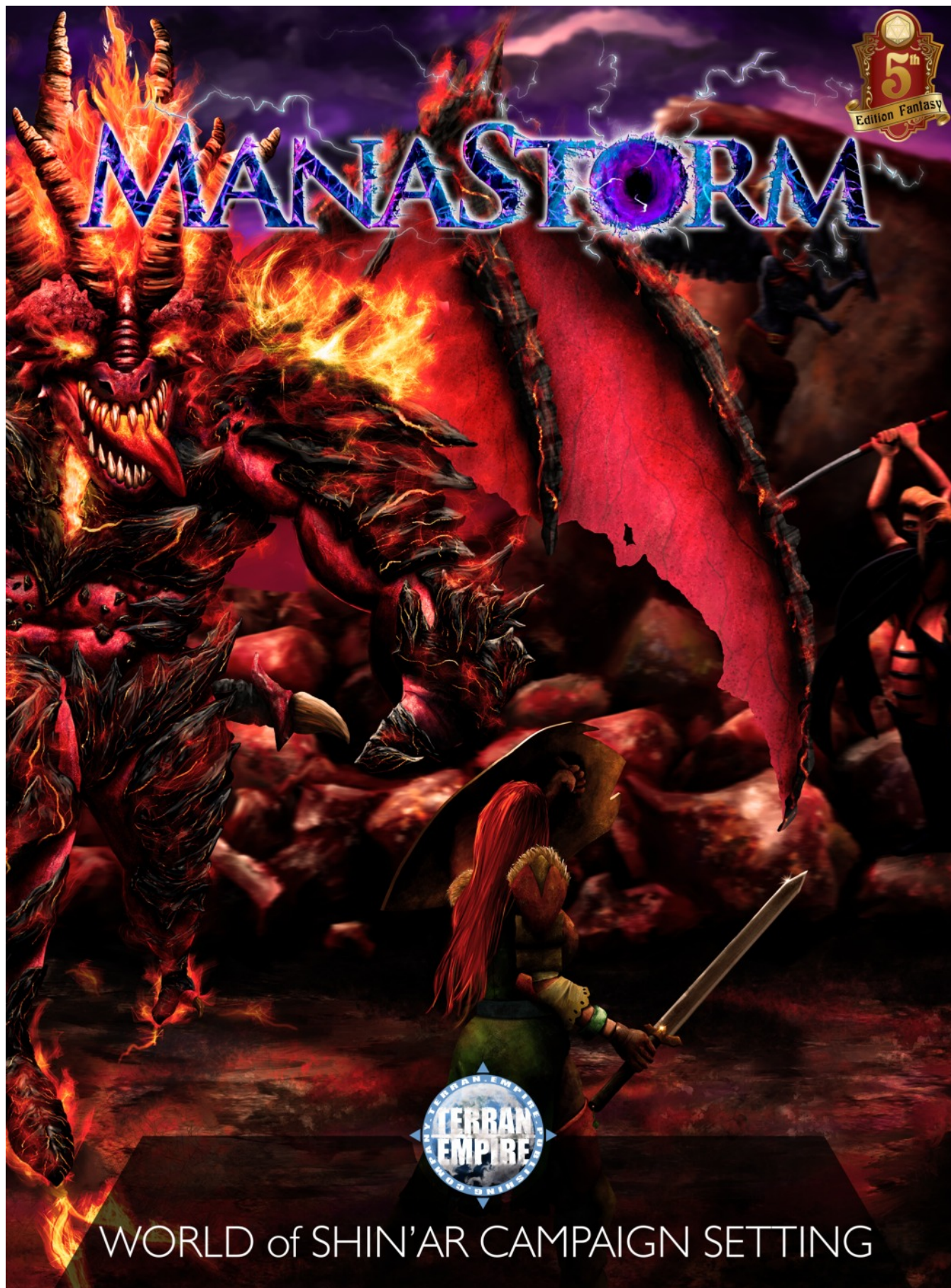
You gain +2 on attack rolls when using a weapon you choose and are proficient with at the time you take this feat. You can take this feat multiple times, but each time, it is applied to a different weapon.

WEAPON SPECIALIZATION

Prerequisite - Weapon Focus

You must choose a weapon that you have associated with the Weapon Focus feat. You now have advantage on melee attack rolls when using that type of weapon.





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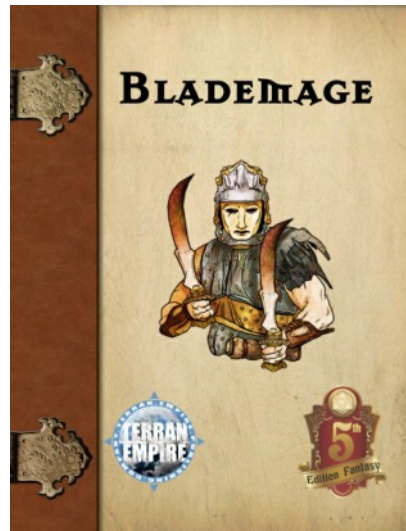
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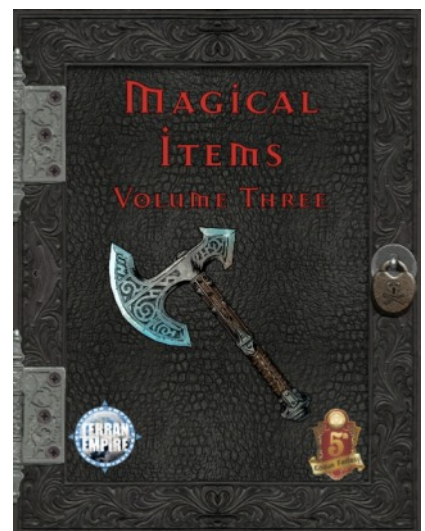
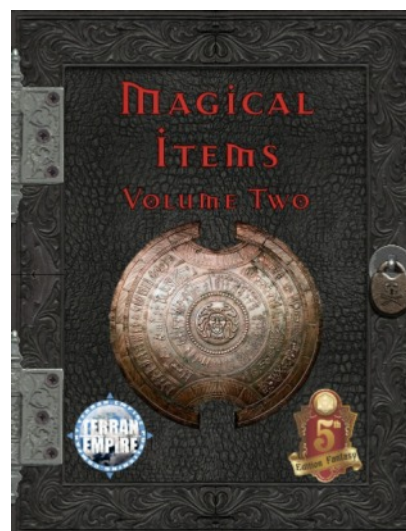
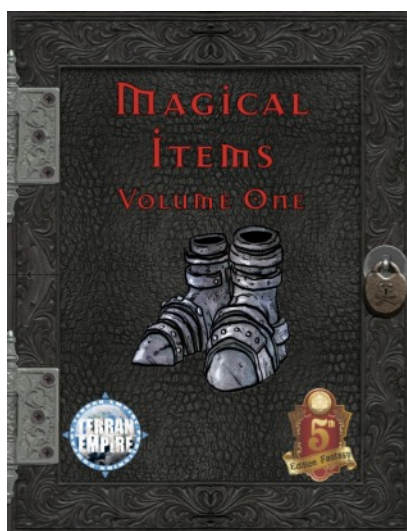
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