



**GENERAL FEAT**

**FURTHER BACKGROUNDING**

**ADVENTURER FEAT** LEARNED ✨

Add a total of 2 points to backgrounds you already have, or choose 2 points of new backgrounds that make sense for your character. (Maximum 5 points per background.)

**GENERAL FEAT**

**CHAMPION FEAT** LEARNED ✨

Add a total of 3 points to backgrounds you already have, or choose 3 points of new backgrounds that make sense for your character. (Maximum 5 points per background.)

**EPIC FEAT** LEARNED ✨

Add a total of 2 points to backgrounds you already have, or choose 2 points of new backgrounds that make sense for your character. These points can take one of your backgrounds over 5, to a maximum of 7.

**GENERAL FEAT**

**IMPROVED INITIATIVE**

**ADVENTURER FEAT** LEARNED ✨

Gain a +4 bonus to Initiative checks.

**GENERAL FEAT**

**IMPROVED INITIATIVE**

**GENERAL FEAT**

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**LINGUIST**

**ADVENTURER FEAT** LEARNED ✨

You speak enough arcana, dwarven, elven, gnomish, gnoll, goblin, orcish, and other standard humanoid languages to comprehend enough of what most other humanoids are saying or screaming during battle.\*  
You can also read enough to get by in all these languages.

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*\*You are not fluent in all these languages, no one will mistake you for a native speaker, and your vocabulary is adventurer-centric (heavy on words connected to danger rather than philosophy or emotions).*

**CHAMPION FEAT** LEARNED ✨

You can speak, read, and write all the humanoid languages fluently. Stranger languages are no problem for you either. If someone is speaking it, you can figure it out.

**GENERAL FEAT**

**PRECISE SHOT**

**ADVENTURER FEAT** LEARNED ✨

When your ranged attack targets an enemy who is engaged with an ally, you have no chance of hitting that ally.

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**PRECISE SHOT**

**GENERAL FEAT**

Print on card-stock paper, and cut along the black crop marks (works best with a sharp utility knife or paper/photo trimmer). Fold at the grey dash line, and glue them back-to-back.

You can also laminate the cards using *laminating pouches* in **business card format** (card size: 86 mm × 54 mm). But then please use normal paper, and don't glue them, because this would kill your laminator!

GENERAL FEAT

## RAPID RELOAD

ADVENTURER FEAT LEARNED ✨

Reloading a heavy crossbow now takes only a quick action. Reloading a hand or light crossbow is a free action.

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## RAPID RELOAD

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## REACH TRICKS

ONCE PER BATTLE

ADVENTURER FEAT LEARNED ✨

Once per battle, tell the GM how you are using your weapon's reach to perform an unexpected stunt with a reach weapon such as a longspear or halberd. To use the stunt, you must roll a 6+ on a d20.

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## REACH TRICKS

FEAT USED

ONCE PER BATTLE

GENERAL FEAT

## RITUAL CASTING

ADVENTURER FEAT LEARNED ✨

You can cast any spells you know as rituals. Classes that are already ritual casters (cleric, wizard) don't need this feat.

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## RITUAL CASTING

GENERAL FEAT

*See Rituals for ritual casting rules.*

GENERAL FEAT

## SKILL ESCALATION

TWICE PER DAY

ADVENTURER FEAT LEARNED ✨

Twice per day, you can add the escalation die to one of your skill checks. Choose after you roll the check.

GENERAL FEAT

## SKILL ESCALATION

FEAT USED

TWICE PER DAY

USED ✨ ✨

GENERAL FEAT

## STRONG RECOVERY

*Trigger: You roll recovery dice.*

ADVENTURER FEAT LEARNED ✨

When you roll recovery dice, reroll one of the dice and use the higher result.  
At 5<sup>th</sup> level, reroll two of the dice.  
At 8<sup>th</sup> level, reroll three of the dice.

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## STRONG RECOVERY

GENERAL FEAT

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## TOUGHNESS

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ADVENTURER FEAT LEARNED ✦

You get additional hit points equal to half your baseline class hit points (rounded down).

At 5<sup>th</sup> level, the total hp bonus increases to your baseline hp value.

At 8<sup>th</sup> level, the total hp bonus increases to double your baseline hp value.

GENERAL FEAT

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## TOUGHNESS

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GENERAL FEAT

ELVEN GENERAL FEAT

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## HERITAGE OF THE SWORD

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ADVENTURER FEAT LEARNED ✦

If you can already use swords that deal d6 and d8 damage without attack penalties, you gain a +2 damage bonus with them. (This bonus doesn't increase miss damage.)

Otherwise, if your class would ordinarily have an attack penalty with such swords, you can now use them without penalties.

ELVEN GENERAL FEAT

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## HERITAGE OF THE SWORD

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ELVEN FEAT

*Only Dark Elfs, High Elfs and Wood Elfs may choose this feat.*