

## Ancient Foe

You have spent a lifetime preparing to right some ancient wrong against your people. Choose an ancestral foe that bears the burden of your wrath: constructs, dragons, elementals, elves, giants, goblins, orcs, or undead. You gain the following benefits against your ancient foe:

- During your first round of any combat, you are at advantage on any attack rolls
- You may add your proficiency bonus to damage rolls
- As a reaction, you may impose disadvantage on an attack roll against you

## Blood Mage

*Prerequisite: The ability to cast spells*

You can use your own life force as a source of magical fuel, causing injury to empower your magic.

- Increase your Constitution by 1, to a maximum of 20.
- As a bonus action you can spend up to three hit dice and add the result of the roll to the damage or healing roll of a spell cast before the end of your next turn.
- When you reduce a creature to 0 hit points with a spell attack, you may spend one hit dice for free within the next 10 rounds. You cannot have more than three of these free dice saved.

## Empowered Casting

*Prerequisite: Ability to cast spells*

Before you make a spell attack, you can choose to take a -5 penalty to the attack roll. If the spell hits, you add +10 to the spell damage. This Feat cannot be used for spells that do not require a spell attack roll.

## Fiendish Anatomy

*Prerequisite: Tiefling*

Your fiendish heritage is pronounced. You gain the following benefits:

- Your tail is prehensile and can hold and manipulate objects that weigh no more than 10 lbs. If the object is a weapon, it is treated as if it were in your off hand.
- You possess natural weaponry. It might be horns, claws, or even a stinger. You may make an unarmed attack that deals 1d4 + Strength Modifier piercing damage

## Spear Dancer

Due to your extensive training with spears, you gain the following benefits:

- You may treat spears as finesse weapons.
- When you wield a spear two-handed it gains the Reach property.
- When you take an Attack action and attack using only a spear, you can use a bonus action to attempt to trip your opponent, using your To Hit Roll against your target's Strength (Athletic) or Dexterity (Acrobatics).

If your roll is higher than your target's roll, they fall prone.

## **Weapon Focus**

You have devoted yourself to mastering weapons. This feat may be gained multiple times for different weapons.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Choose four weapons. You may add your proficiency bonus to damage rolls when using these weapons.