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Revenant blade 5e feat wiki

Revenge Blade Prerequisites: Elf you descend from the master of the double blade, and some of that mastery has passed to you. You'll benefit from: • Increase dexterity or strength points up to 20 points to 1. • While wielding a double blade weapon with both hands, you get +1 AC. • Double blade similar has finesse properties when you wield it. In Silvesti, the work of the team is a talent or specialty that gives the character a special ability. It embodies training, experience and ability beyond what the class offers. At certain levels, classes provide ability score improvements. Optional feat rules allow you to perform the function instead to get the part you want. You can only claim each achievement once unless the description of the feat says otherwise. You must meet all the prerequisites specified in the feat to achieve that achievement. If you lose from a precondition for a feat, you will not be able to use it until the prerequisites are restored. For example, a grappler's feat must have a strength of at least 13. If your power is somehow reduced to 13 or less, you probably won't benefit from Grappler's feat until your strength is restored - by a withering curse. General achievement warnings are always on the lookout for risks, and you get the following benefits: you get a +5 bonus on the initiative. You can't be surprised while you're conscious. Other creatures don't get an advantage in attack rolls against you as a result of not being seen by you. Athletes you have under received extensive physical training to gain the following benefits: increase your strength or dexterity score by up to 20 1. When you tend, standing will use just 5 feet of your movement. Climbing doesn't cost you extra moves. You can only walk 5 feet instead of 10 feet and then make long jumps or run high jumps. An experienced actor in imitation and drama, you get the following benefits: increase your charismatic score to up to 20. There are benefits to being a different person in charisma (deception) and charisma (performance). You can imitate other people's speeches or sounds made by other creatures. You would have heard a man speak, for at least a minute, or the creature heard this sound. A successful wisdom (insight) test, disputed by a charismatic (deception) test, allows listeners to determine if the effect is fake. When using your actions in Charger Dash, you can use bonus actions to make a single melee weapon attack or push creatures. If you move at least 10 feet in a straight line just before taking this bonus action, you'll get a +5 bonus on the attack roll of the attack (if you choose to melee and hit) or push the target up to 10 feet away (if you choose to push and succeed). Warnings about hidden traps and secret doors found in many dungeons, you get the following benefits: you have the advantage in examining wisdom (perception) and information (investigation) created to detect the existence of secret inquiries. You have the advantage in avoiding or saving throws made to resist traps. You have resistance to the damage dealt by traps. Traveling at high speeds does not impose a normal -5 penalty on passive wisdom (perceptual) scores. Sturdy hardy and resilient, you get the following benefits: increase your constitutional score by 1, up to 20. When rolling a hit die to regain hit points, the minimum number of hit points recovered from the roll is twice that of the Constitutional Modifier (at least two). Elemental Skilled Prerequisites:

The ability to cast at least one spell when you get this feat chooses one of the following damage types: mountain, cold, fire, lightning, or thunder. An order that was started to ignore resistance to damage in the selected format. You can also heal 1 for damage to 2 when you roll damage to a spell that has caused that type of damage. You can choose this feat multiple times. Each time you do this, you must select a different type of corruption. Grappler Prerequisites: Strength 13 or more has developed the skills you need to hold your own in close quarter struggles. You get the following advantages: you have advantages on the attack roll against the creatures you wrestle with. You can use the action to try to fix the creatures wrestled by you. To do this, do another grapple check. If successful, both you and the creature arc will be bound until the end of the grapple. Creatures that are one size larger than you do not automatically succeed in checking the escape from your hooks. Healer is a competent doctor, so that you can quickly mend wounds and get your allies back in the fight. You get the following benefits: If you use a therapist's kit to stabilize a dying creature, that creature also regains 1 hit point. With the action, you can spend one use of the therapist's kit to restore this 1d6+4 hit points to this biorhythm, plus additional hit points the same as the maximum number of creatures in the hit dice. These creatures will not be able to regain their hit points from this feat again until they have completed a short or long break. Inspirational leader prerequisites: Charismatic 13 or more you can spend 10 minutes inspiring your companions, pushing their will to fight. When you do, choose up to six friendly creatures (which you can include yourself) within 30 feet of seeing or listening to you. Each creature can get the same temporary hit point as the Level + Charisma modifier. Creatures will not get temporary hit points from this feat again until they have completed a short or long break. Sharp mind You have a mind that can track time, direction and details with bizarre precision. you get Benefits. Increase the intelligence score to 1 with a maximum of 20 points. You always know which way north. You always know how much time remains before sunrise or sunset then. You can remember exactly everything you've seen or heard in the past month. Linguists you have studied language and code, gaining the following benefits: increase your intelligence score to 1, up to 20. You learn three languages of your choice. You can create a password that is created. Others can't crack the code you've created unless you teach them, they succeed in an intelligence check (dc+ proficiency bonus equal to your intelligence score), or they use magic to decipher it. If you're lucky, you have unexplained luck that seems to kick at the right moment. You have 3 lucky points. Each time you make an attack roll, feature check, or save throw, you can use one lucky spot to roll the additional d20. You can choose to send one of the lucky points after you roll to die, but not before the result is determined. Select one of the d20s used for attack rolls, feature checks, or save throws. Once the attacking roll is created, you can also send one lucky point. Roll d20, and then choose whether the attack uses the attacker's roll or the user's roll. If two or more creatures use lucky points to influence the outcome of the roll, the points cancel each other out. Additional dice are not rolled. You regain sorm points when you complete a long break. Mage Slayer you have practiced useful skills in melee combat against spellcasters, gaining the following benefits: When a creature casts a spell within 5 feet of you, you can use the reaction to create a melee weapon attack against that creature. If you damage a creature that focuses on a spell, it has a disadvantage in the storage throw it makes to stay focused. You have the advantage in saving to throw for spells cast by creatures within 5 feet of you. Magic Start selects classes: Bard, Clergy, Druids, Wizards, Tullock, or Wizards. Learn the two cantrips selected from the order list for that class. Also, select the first-level order that you can learn from the same list. This feat allows you to cast a spell once at the lowest level and requires you to complete a long break to cast it again. The ability to send spellings for these orders depends on the class you choose: charisma for the Bard, wizard, or tullock; Wisdom for clergy or druids; Or intelligence about the wizard. Martial arts skilled you have martial arts training to perform special combat maneuvers. You get the following benefits: you can learn two maneuvers of your choice among those available in combat master circles in fighter class. If the maneuver you use requires a goal to make a save throw to resist the effects of the maneuver, throw save DC 8+ of your Bonus + your strength or dexterity (your choice). You get one superiority die, which is d6 (this die is in addition to the superiority dice you have from other sources). This die is used to fuel your maneuvers. Superiority dies are consumed when using it. Regain the somey way dice when you complete a short or long break. You get the following advantages: your speed increases by 10 feet. The Dash action eliminates the cost of additional movement for that turn due to difficult terrain. When you do a melee attack on a creature, you don't trigger a chance attack from that creature for the rest of the turn, whether you attack or not. Equipped combatants are dangerous enemies you face while equipped. It is not incapacitated, but has the advantage of a melee roll against unmounted creatures that are smaller than a mount. You can force an attack targeting a de-attack. If the mount has the effect of inflicting 3 damage on Dexterity, successful save throwing won't take damage, and failure will cause only half the damage. If you notice the details of your environment carefully, increase your intelligence or wisdom score to a maximum of 20 points. If you can see the mouth of a creature while speaking a language you understand, you can read the lips and interpret what it says. You have a +5 bonus on your passive wisdom (perception) and passive intelligence (survey) score. The prerequisites of fast craftsmanship: intelligence over 13 (airplane shift: Kaladesi) you have mastered the art of instant invention, improvement and jury manipulation. You can use your talents to create an immediate and short-term magical effect similar to ordering, a given time and a proper supply of ether. Selecting this feat allows you to master two magic effects, each of which reproduces the effect of a tier 1 spell with a ritual tag. These orders can come from a class list, but intelligence is the ability to send spelling. If you stumble upon a schematic prepared for study with a quick craftsman or another Quicksmith, you can add another spell to the mastered effect. The level of the order cannot exceed half of the level (rounding) and must have an ordinance tag. Mastering an order takes 2 hours per order level and costs 50gp per level. The cost indicates the ether you use to experiment with the master order effect on it. They are also good at artisanal tools (quick smith tools). These tools allow you to create a small clock unit (AC 5, 1 m) using materials up to 10gp per hour. The device will stop working after 24 hours. You spend 1 time repairing it to keep it working. You can use the operation to disassemble the device, at which point you can retrieve the material used to create the device. You can use up to three devices active at a time. When you create your device, choose one of the following options: Watch work toys. These toys are watch animals, monsters or people such as frogs, mice, birds, dragons or soldiers. When placed on the ground, the toy moves 5 feet across the ground at each turn with a random directional fire starter. The device generates miniature flames that can be used to light candles, torches or bonfires. Work is required to use the device. When this music box opens, play one song at a reasonable volume. When the box reaches or closes the end of the song, playback stops. Select one elastic ability score to a maximum of 20 points. You're good at saving throws using your chosen abilities. Ritual Caster Prerequisites: Intelligence or Wisdom 13 or above you have learned a number of spells that you can cast into consciousness. This spell is written in a ceremonial book, and should be on hand while casting one of them. If you choose this feat, you'll be able to learn a ritual book with two first-level spells of your choosing. Choose one of the following classes: Bard, Clergy, Druid, Mage, Tlock, or Wizard. You must select an order from the order list for that class, and the selected order must have an ordinance tag. The class you choose also has pre-spelling abilities for these spells, namely Charisma for Bard, Mage, or Tullock: Wisdom for Clergy or Druids: Intelligence for Wizards. If you encounter an spell in a written form, such as scrolling through magic spells or spelling a wizard, you can add it to your ordinance book. The order must be in the order list for the selected class, the order level can be at least half the level (rounded), and the ordinance tag must be there. Copying magic into a ritual book takes 2 hours per spell level and costs 50gp per level. The cost indicates the material components you consume, as well as the fine ink you need to record it, when you experiment with orders to master it. When a barbaric attacker rolls damage against a melee weapon attack once per spin, you can roll back the damage dice of the weapon and use either gun. Sentinel you have mastered the art of utilizing all the drops of enemy guards, gaining the following benefits: When you attack a creature with a chance attack, the creature's speed becomes 0 for the rest of the turn. Creatures within 5 feet trigger opportunistic attacks even if they take decommissioning measures before leaving their hands. When a creature within 5 feet attacks the target (And that target doesn't have this feat), you can use reactions to make melee weapon attacks against attacking creatures. Servo making you skilled in the creation of servo - a small structure that works as a personal assistant. You can cast something familiar as a ritual to create a servo that will play a familiar role instead of an animal. Servo's statistics appear in the Artifact Creatures section of this article. In every other way, servo familiar features can be found familiar. You can communicate telepathically with familiar servo and recognize through your senses as long as you are in the same plane of existence. You can speak through the servo in your own voice. You can also give up one of your own attacks when taking offensive measures, allowing servo to make familiar attacks. Servo small structure, unal aligned armor class 11 hit point 10 (3d4+3) speed 20 feet STR 4 (~3) DEX 11 (+0) CON 12 (+1) INT 3 (~4) WIS 10 (+0) CHA 7 (~2) damage immune poison conditions fascinate immunity, Hit 10 attacks (10) +0 with a sense of venom, reach 5 feet,1 target. Hit: 1 slash damage. Spell Sniper Prerequisites: The ability to cast at least one spell where you have learned certain kinds of spells and skills to enhance your attack, and gaining the following benefits: When you cast a spell you need to create an attack roll, the range of spells is doubled. Long-range spell attacks ignore half-cover and third-quarter cover. Learn cantlips that require attack rolls. Select a cantlip from the Bard, Clergy, Druid, Mage, Tlock, or Wizard spell list. The spelling transfer ability for this cantlip depends on the list of orders you choose: charisma for bards, wizards or tullocks; Wisdom for clergy or druids; Or intelligence about the wizard. Tavern brawlers who are accustomed to fighting rough with some weapon in their hands get the following benefits: increase their strength or constitutional score by up to 20 points: You are good at improvised weapons and unarmed attacks. Unarmed strikers use d4 for damage. When you hit a creature with an unarmed attack or improvised weapon in your turn, you can use bonus actions to try to wrestle the target. It's tough to increase your hit points up to twice the same amount as your level when you get this feat. Each time you get a level after that, the hit point maximum is increased by an additional 2 hit points. WarCaster Prerequisites: The ability to cast at least one spell during a battle, learning skills that give you the following benefits: You have the advantage of throwing a constitution saving that you make to keep your focus on spells when you take damage. you can do this. A component of a spell, even if you have a weapon or shield in one hand. When a hostile creature's movement triggers a chance attack from you, you can use the chance attack rather than the reaction to cast a spell on the creature. A spell must have a casting time of one action and target only that creature. Armor Mastery is lightly skilled gloves, gaining the following benefits and training: increase your strength or dexterity score to up to 20. You get light armor and skill. Moderately Armored Freeriquid: Skill with light armor has benefited from training you to master the use of medium armor and shields, increasing your strength or dexterity points by up to 20 points. Skilled with medium armor and shields. Medium Armor Master Freeriquid: Mastery with medium armor gains the following benefits by moving to medium armor: Wearing medium armor does not penalize dexterity (stealth) inspections. If you have dexterity over the age of 16 when wearing medium gloves, you can add 3 instead of 2 to the AC. Heavy Armor Prerequisites: Armored Proficiency: Increase strength points by up to 20 points by training them to master with heavy armor. You get heavy armor and skill. Heavy Armor Master Prerequisites: Skill with heavy armor you can use armor to deflect attacks that will kill others. Increase the strength score to a maximum of 20 points. While in heavy armor, the blur, piercing, and slash damage from non-magical weapons is reduced to 3. Shield Master you use shields not only for protection but also for attacks. While wielding a shield, you'll get the following benefits: Attack actions on the turn allow you to use bonus actions to push creatures within 5 feet of your shield. If you are not incapacitated, you can add an AC bonus of shield that you throw in order or other harmful effects that you only target for the dexterity you create. If Dexterity Save gives you the effect of causing half the damage, you can use reactions to avoid damage if you succeed in interlocking the shield between you and the source of the effect. Weapon Mastery Feat Weapon Mastery has you practiced extensively with a variety of weapons, gaining the following benefits: increasing your strength or dexterity score to up to 20. You get four weapons and proficiency of your choice. Each weapon must be simple or martial arts. Blade mastery you will master shorts, long swords, similar, rape, and great swords. You can enjoy the following benefits: Use one of them: you get a +1 bonus to attack the rolls you make with your weapons. In your turn, you can use reactions that assume a weapon, if you have a weapon in hand. This gives the AC a +1 bonus until the next turn or until you're not carrying a weapon. There are advantages to the attack roll when playing opportunistic attacks with weapons. Thanks to crossbow expert crossbows and extensive practice, you get the following benefits: you ignore the loading quality of the crossbows you are proficient at. Being within 5 feet of a hostile creature doesn't penalize your street attack commotion. If you attack and attack with one hand, you can use the bonus action to attack with the loaded hand crossbow you're holding. Defensive Duel Prerequisites: Dexterity 13 or later if you are proficient and wield a finesse weapon that other creatures hit you with melee attacks, you can use the reaction to add skilled bonuses to the AC for that attack, potentially causing an attack that misses you. Get a +1 bonus on ac while you wield a separate melee weapon in each hand: dual wielding master fighting with two weapons, you get the following benefits. You can use two-weapon fights even if the one-hand melee weapon you wield doesn't have light. In general, you can draw a weapon with two one hands when you can only draw one. Hand down and you master the hatches, battle axes, tom axes, war hammers, and hammers. You get the following benefits when you use any of them: you get a +1 bonus to attack the rolls you make with your weapons. Whenever there is an advantage to melee roll making and hitting with a weapon, the lower part of both d20 rolls can also knock the target if it hits the target. Each time a melee roll you create with a weapon has its drawbacks, the attack is missing, but the higher of the two d20 rolls will cause the same blurring damage as the damage modifier (at least 0). Use the Help action to help your allies melee while wielding weapons, knocking out the target's shield in a moment. In addition to allies gaining an edge on attack rolls, alliances are tricky weapons to use flailing to get a +2 bonus on the roll if the target uses shield flail, but you've spent countless hours mastering it. You can enjoy the following benefits: You get a +1 bonus to attack the rolls you make with flails. With bonus action in your turn, you can prepare yourself to expand your flails by sweeping the shield of the target. By the end of this turn, Attack Roll will use flails to use shields to earn +2 bonuses on targets. If a chance attack is made using flails, the target must succeed in its strength. Throw (DC 8+ Proficiency Bonus + Strength Modifier) or knock prone. The Great Weapon Master has learned that you put the weight of the weapon to your advantage, letting that momentum give strength to your attacks. You get the following benefits: When you take your turn, you score important hits with the melee weapons or reduce creatures to 0 hit points to one hit point, you can do one melee weapon attack with bonus action. Before you take a melee attack with a proficient weapon, you can choose 5 penalties - on the attack roll. If an attack occurs, add +10 to the damage of the attack. Polem Master you can keep your enemies in the bay with reaching weapons. You can get the following advantages: you can only attack dazzling, dorbard, quarter staff, or attack with a spear, you can use bonus actions to make melee attacks towards the opposite end of the weapon. This attack will use the same function modifier as the default attack. This attack causes damage to the weapon d4, and the attack causes blurry damage. While wielding dazzling, one-bird, pike, quarter-staff, or windows, other creatures create chance attacks when they get within your reach. Sharp shooter you can master range weapons and create shots that others find impossible. Long-range attacks are not adverse to long-range attack rolls: you can get the following benefits: Ranged weapon attacks ignore half-cover and third-quarter cover. You can choose -5 penalties on the attack roll before attacking with skillful ranged weapons. If an attack occurs, add +10 to the damage of the attack. Windows Familiar is a simple weapon to learn this window, but it rewards you for the time you've mastered it. You can enjoy the following benefits: You get a +1 bonus to attack a spearing roll. Windows change the damage from d6 to d8 and from d8 to d10 when wielded with both hands. (This benefit will not work if other features have already improved the weapon's die.) You can set up a window to receive charges. As a bonus action, you choose creatures that can be seen at least 20 feet away. If that creature moves within reach of the spear the next turn, you can make a melee attack on it with the spear as a reaction. If an attack occurs, additional 1d8 piercing damage or additional 1d10 piercing damage occurs if the window is wielded with both hands. This feature is not available if you used the Detach action before the creature moves. With bonus action on your turn, you can increase your reach to 5 feet of windows for the rest of your turn. Skilled achievements Skilled you get skilled skills in a combination of three skills or tools of your choice. Acrobat Excavation Arcana: Achievements in TechnologyYe your becoming more agile, Benefit: Increase Dexterity to 1 with a maximum of 20 points. I'm good at acrobatic skills. If you're already proficient, your proficiency bonus will double to check your check. Bonus actions can be performed for DC 15 dexterity (acrobatic) inspections. If successful, difficult terrain will not cost you any additional movement until the end of the current turn. Animal Handler Excavation Arcana: An achievement for your skills you train and master the skills needed to handle animals. You can enjoy the following benefits: Increase wisdom score to 1 with a maximum of 20 points. I'm good at animal processing techniques. If you're already proficient, your proficiency bonus will double to check your check. You can use bonus action on your turn to command my one friendly beast 60 feet of you that you can hear and that you are not currently following the commands of others. You will now decide what action the beast will take and will move on during the next turn, or you will issue a general order that lasts for one minute, etc. to protect a particular area. Alchemist you are an expert in researching the secrets of alchemy and practicing it, gaining the following benefits: increasing your intelligence score by 1, up to 20. You get proficient in the supply of alchemist. If you're already proficient, double your proficiency bonus to check with them. By action, you can identify one potion within 5 feet of you, just as you tasted it. Liquids must be displayed for this benefit to work. Through the process of short breaks, you can temporarily improve the strength of one potion of healing of any rarity. To use this benefit, you must supply the alchemist with you, and the potion must be reachable. If the potion is drunk for more than an hour after a short break, the potion-drinking creature can give up the die roll of the potion and regain the maximum hit point that the potion can restore. Arcana Vision Unearthed: Achievements in Technology you gain the following benefits, study vision art: increase your intelligence score to up to 20 1. You get proficient in Arcana technology. If you're already proficient, your proficiency bonus will double to check your check. You learn prestige and sense magic spells. You can cast magic once without spending a spell slot, regaining the ability to do so when you complete a long break. Brawny Dig Arcana: Achievements on technology are stronger, gaining the following benefits: increase strength score by 1, up to 20. You get proficient in athletics skills. If you're already proficient, your proficiency bonus will double to check your check. You count as if you were one size larger for the purpose of determining your carrying capacity strength and you pride yourself on Meticulous research on agility and certain covert activities. Increase dexterity to a maximum of 20 points. You get skilled with the tools of thieves. If you're already proficient, double your proficiency bonus to check with them. Diplomat Unearthed Arcana: Achievements in Technology You master the art of diplomacy, gaining the following benefits: increase your charismatic score to 1, up to 20. You get proficient in persuasion skills. If you're already good at this skill, double your proficiency bonus to check your skills. If you spend a minute talking to someone who can understand what you're saying, you can do a contention charisma (persuasion) check by examining the wisdom (insight) of the creature. If you or your companion are fighting a creature, the test will automatically fail. If the test is successful, the target is within 60 feet and the subject is attractive for a minute the after that. Empathy Unearthed Arcana: Achievements in Technology You have a keen insight into how others think and feel. Increase your wisdom score to a maximum of 20 points. You're good at insight skills. If you're already proficient, your proficiency bonus will double to check your check. You can use the task to try to gain bizarre insights into the one humanoid you see within 30 feet of you. Check the contention wisdom (insight) by examining the subject's charisma (deception). If the scan succeeds, there are benefits to the attack roll and ability check on the target until the end of the next turn. Gourmand has mastered a variety of special recipes, so that you can prepare exotic dishes with useful effects. You get the following benefits: increase your constitutional score by up to 20 1. You get skilled with chef's utensils. If you're already proficient, double your proficiency bonus to check with them. As an action, you can examine a drink or plate of food within 5 feet of you and determine whether there is poison, if you can see and smell it. During long breaks, if you have adequate food, cooking utensils and other supplies, you can prepare and serve meals to help you and your allies recover from the rigors of adventure. Meals are served for up to six people, and the person dining recovers two additional heat dice at the end of a long break. In addition, those who participate in meals have advantages in the constitution, saving them a throw for the disease over the next 24 hours. Herbalists you are experts in harvesting the useful properties of herbs and other plants, and using them to make medicinal ointments, remedies and unguents. You get the following benefits: increase your intelligence or wisdom score to 1, up to 20. You get a medicine kit and proficiency. If you're already proficient, double your proficiency bonus to check your check. With action you can examine plants within 5 feet of you and determine whether they are edible or poisonous if you can see and smell them. You can apply herbal remedies to help yourself or your allies recover from the disease. Through the process of short breaks, you can consume one reagent to remove one poison or disease from yourself or one of the friendly creatures within reach. To use this benefit, you must have access to an herbal kit. Arcana: A study of achievement history on technology that has unearthed history rewards you with the following benefits: up to 20, increasing your intelligence score by 1. You get proficient in historical skills. If you're already proficient, your proficiency bonus will double to check your check. You can perform DC 15 intelligence (historical) checks by performing help tasks to help other creatures verify their abilities. To success, those creatures get the same bonuses as proficiency bonuses, as checks share relevant advice and historical examples. To receive this bonus, you need to be able to understand what the creature is saying. Investigator Dig Arcana: Achievements for technology you can have an eye for detail and choose small clues. Increase your intelligence score to a maximum of 20 points. You get proficient in investigative skills. If you're already proficient, your proficiency bonus will double to check your check. You can perform a search operation as a bonus action. The master of disguise has honed your ability to shape your personality and read other people's personalities. Increase your charisma score to a maximum of 20 points. You can gain mastery with the Disguise Kit. If you're already proficient, double your proficiency bonus to check your check. If you spend 1 time observing a creature, you can spend 8 hours creating a disguise that you can quickly do to imitate that creature. A disguise kit is required to disguise. You need to be checked normally to disguise yourself, but you can assume your stomach as an action. Medic Dig Arcana: Achievements on technology you master the art of doctors, gaining the following benefits: increase your wisdom score by 1, up to 20. You get proficient in medical techniques. If you're already proficient, your proficiency bonus will double to check your check. During a short break, you can clean and bind the wounds of beasts and humanoids willingly up to six. Check dc 15 wisdom (medicine) for each creature. With success, if a creature spends a hit die during a break, that creature can give up the roll and instead regain the maximum number of die hit points Restore. Creatures can only use the remaining 1 time, regardless of how many hit dice they spend. Unearthed Arcana: Achievements on Technology you gain the following benefits, and become macamus to others: increase your charismatic score to 1, up to 20. You get proficient in intimidating techniques. If you're already proficient, your proficiency bonus will double to check your check. When you take an attack action in your turn, you can replace one attack by scamming one humanoid that you can see within 30 feet of you to see and hear. The subject's wisdom (insight) is confirmed by a test of competitive charisma (intimidation). If the scan succeeds, the target is feared until the end of the next turn. If the check fails, the target will not be able to see the scare this way for an hour. Naturalist Unearthed Arcana: Achievements in Technology Extensive research on nature rewards you with the following benefits: up to 20, increasing your intelligence score by 1. I become proficient in natural technology. If you're already proficient, your proficiency bonus will double to check your check. You learn Druid Craft and detect poison and disease spells. You can cast detect poisons and diseases once without consuming an order slot, and you regain the ability to do so when you complete a long break. Tectonic unearthed Arcana: Achievements for technology you hone your senses until they become sharp. Increase your wisdom score to a maximum of 20 points. You get proficient in perceptual skills. If you're already proficient, your proficiency bonus will double to check your check. Being in a lightly veiled area does not penalize wisdom (perception) examination if you can see and hear. Performer Unearth Arcana: An achievement for skill master performance that will allow you to command any stage. Increase your charisma score to a maximum of 20 points. Proficient in performance skills. If you're already proficient, your proficiency bonus will double to check your check. During the show, you may try to distract one humanoid from seeing who you can see and hear you. Humanoid wisdom (insight) is confirmed by examining contention charisma (performance). If the test is successful, attracting the attention of humanoids, wisdom (perception) and intelligence (investigation) are paid enough attention to be penalized until performance is interrupted. Quick Finger Unearthed Arcana: Achievements for your skills can carry the sleight of hand with your nimble fingers and agility. Increase dexterity to a maximum of 20 points. You get skilled skills in Sleight of hand skills. If you're already proficient, your proficiency bonus will double to check your check. With bonus action, you can (Sleight in the hand) to see if you plant something in someone else, hide objects in the creature, lift your wallet, or take something out of your pocket. Artana: Achievements on technology you develop conversation skills to better deceive others. Increase your charisma score to a maximum of 20 points. You get proficient in cheating skills. If you're already proficient, your proficiency bonus will double to check your check. When you take an attack action in your turn, you can replace one attack with an attempt to trick one humanoid into being seen within 30 feet of you that you can see and hear. Check the charismatic (deception) contested by examining the wisdom (insight) of the target. If the scan succeeds, the move does not trigger an opportunistic attack on the target and has the advantage of an attack roll. Both benefits persist until the end of the next turn or until another target has used this feature. If the check fails, you can't fool the target for an hour. Skulker Prerequisites: Dexterity 13 or later you are an expert at flashing through shadows. You get the following advantages: you can hide when lightly obscured from the creatures you are hiding. When you miss it with a ranged weapon attack hidden from a creature, creating an attack won't reveal your location. Dim light does not penalize wisdom (perception) tests that depend on vision. Secret Unearthed Arcana: Achievements on technology you know the best way to hide. Increase dexterity to a maximum of 20 points. You get proficient in stealth skills. If you're already proficient, your proficiency bonus will double to check your check. If you are hidden, you can move up to 10 feet from the open without disclosing yourself if you exit the move from a position you clearly do not see. Survivalist Unearthed Arcana: Achievements on Skills you master wild legends, gaining the following benefits: increase your wisdom score for up to 20. You get proficient in survival skills. If you're already proficient, your proficiency bonus will double to check your check. Learn to place alarm orders. You can cast once without consuming order slots, regaining the ability to do so when you complete a long break. Theologian Excavation Arcana: Extensive study of religion achievements on technology rewards you with the following benefits: increasing your intelligence score by up to 20. You get proficient in religious skills. If you're already proficient, your proficiency bonus will double to check your check. You learn thaumaturgy and sense evil and good spells. You can cast detecting evil and good once without spending a spell slot, and you regain the ability to do so You complete a long break. Expanding Racial Achievements introduces additional achievements that further explore a character's race, official D&B Beyond supplements. Each of these achievements relates to a source outside the player's handbook and is summarized in the race feat table below. Like the achievements found in Janatar's Guide for All, the use of these racial achievements means that more dramatic things have happened, such as deepened connections to racial culture or physical changes through age, powerful magic or great events in the campaign. Big Dragon Mark Prerequisites: Level 8, characters must have a dragon mark (UAD-7) only a part of the Dragon Mark and dragon mark ever developed a Greater Dragon Mark. The power they possess is more powerful than the broad magic that underlying the magical economy. Teleporting, these services for instant communication over vast distances are rare, amazing and largely unique to a home in its heart. Your dragon mark has grown in size and strength. This improves the existing dragon mark, and the advantage is based on the mark you already have. The larger Dragon Mark provides the following benefits: increase the die type of your dragon mark intuition die one by one. Increase one ability point to 1 with a maximum of 20 points. The abilities you can use are based on your marks as indicated in the Greater Dragonmark Benefits Table. Learn a set of spells that can be cast once without playing a spell slot or using material components. A list of orders, the ability to send spellings for these orders, and the remaining types that must be completed to regain the use of these orders are displayed in the Greater Dragonmark Benefits table. Big Dragon Mark Benefits Dragon Mark Ability Increase Order Allowance RequiredRest Detection Int / Cha Reference Transparent. Find true looking Int long Wis/Dex/Strcrrc, find creature wis long handling Wis/Dex beast sense, dominate beast wis long healing Wis/Dex bigger restoration, mass healing words Wis long hospitality tea / dex magnificent mansion, sanctuary car long making Int / dex creation, production Int long passage cone / dex teleport circle cone long screwing int / Cha sent, Tongue Int Short Sentinel Wis/Str Forced Duel, Ward Bond Wis Short Shadow Cha/Dex Nonsense, Misunderstanding Tea Long Storm Tea/Dex Control Water, Controlled Wind Car LongWord Carp/Dex Glyph Longevity, Knock, Secret Chest † This long † casting secret using this feat, you should have a siberdragonchard with a value of at least 100 gp. You have this Dragonhad in your hand, but it's the focal point of the spell, and you can use it to summon and dismiss chests. Sky Warden Prerequisites: Aracorra (ERF-74) you train both scouting sky and air combat. Increase dexterity or wisdom points to a maximum of 20 points. If you don't already have you get skilled in perceptual skills. Adds double the proficiency bonus to perceptual tests that rely on vision. Once, if you fly, dive straight towards your target for at least 30 feet, and then attack with a melee weapon attack, the attack will deal an additional 1d6 damage to the target. Asimar Angel Protection Prerequisites: Asimar (ERF-74) The innate resistance to magic that angels have extends to you. You have the advantage in saving spells and throws for other magical effects. Bugbear Well Rest Prerequisites: Bugbear (ERF-74) Your practice nap leaves you energized when you are awake. Each time you send one or more hit dice during a short break, you can reclaim an additional 1d6 hit points. At the end of a long break, you get inspired. (PHB, ch.4) Dragon Bron Dragon Horror Prerequisites: When Dragon Bron (XGE-74) rages, you can emit threats. You get the following benefits: increase your power, constitution, or charisma score by 1, up to 20. Instead of exhaling destructive energy, you can roar using the use of your breathing weapon talents and throw wisdom-saving force each creature you choose within 30 feet (DC 8+ Proficiency Bonus + Charisma Modifier). If the target can't hear or see you or, it will automatically succeed in saving. In a failed save, the target will be afraid of you for one minute. If the terrified target deals damage, you can repeat the save draw to end its impact on success. Dragon Hide Prerequisites: Dragon Bon (XGE-74) You represent scales and claws reminiscent of your draconian ancestors. You get the following benefits: increase your power, constitution, or charisma score by 1, up to 20. The balance is hardening. You can calculate the AC as a 13+ dexterity modifier while not wearing armor. You can use shields and still get this benefit. You grow retractable claws at the tip of your finger. Extending or withdrawing claws requires no action. Claws are natural weapons that can be used to carry out unarmed attacks. If you collide with them, you will deal slash damage like the 1d4+ Strength Modifier, instead of the normal blurry damage for unarmed strikes. Dragon Wing Prerequisites: Dragon Vaughn (JA: Achievements for Race) You sprout draconian wings. With wings, the flight speed is 20 feet unless you wear heavy armor and exceed your carrying capacity. Dwarfen Indomitable Prerequisites: Dwarf (XGE-74) You're a Dwarf Hero's Blood your veins. You get the following benefits: increase your constitutional score by up to 20 1. Every time you take a dodge action in battle, you can send one hit die to heal yourself. Add die rolls, constitutional modifiers and recover the number of hit points that are the same as the sum (minimum 1). Dwarf Bouncy Prerequisites: Dwarf (JA: Achievements for Race) You have the blood of a dwarf hero flowing through your veins. You get the following benefits: increase your constitutional score by up to 20 1. Every time you take a dodge action in battle, you can send one hit die to heal yourself. Add die rolls, constitutional modifiers and recover the number of hit points that are the same as the sum (minimum 1). Wanted Bearer Prerequisites: Dwarf (UA: Achievements against Race) You have a deep hatred for certain kinds of creatures. Choose the type of creature that bear the burden of your anger: water source, beast, celestial body, structure, dragon, element, fay, devil, giant, monster, seething, plant, or undead. Alternatively, you can choose between two species of humanoids: nowl and oak. You get the following benefits: increase your strength, constitution, or wisdom score to 1, up to 20. In the first battle against selected enemies, the attack roll against any of them has its advantages. If you give one of your chosen enemies a chance, you'll be at a disadvantage. Every time you do an intelligence (Arcana, history, nature, or religion) check recalling information about your chosen enemy, you add a double proficiency bonus to your check, even if you are not generally proficient. Squat Agility Prerequisites: Small races (half ring, etc.) (XGE-75) you are rarely agile for your race. Increase strength or dexterity to a maximum of 20 points. Increases walking speed by 5 feet. You get proficient in acrobatics or athletics skills (your choice). You have the advantage in checking any strength (athletics) or dexterity (acromatic) to escape from the wrestling you have. Elf Elven Accuracy Prerequisites: Elf or Half Elf (XGE-74) Elves' accuracy is legendary, especially that of elf archers and spellcasters. You have bizarre goals with attacks that rely on precision rather than force. Increase dexterity, intelligence, wisdom, or charisma to a maximum of 20 points. You can use dexterity, intelligence, wisdom, or charisma to roll one of the dice once whenever there are benefits to the attack roll. The Revenant Blade increases dexterity or strength points by up to 20 points to 1. While wielding a double-bladed weapon with both hands, the weapon has finesse characteristics for attacking with it, and you get +1 AC. When you use bonus action to make a melee, on your turn This attack increases the damage of the weapon to 2d4 instead of 1d4 while the blade is at the opposite end of the weapon. Drow High Magic Prerequisites: Elf (drow) (XGE-74) You can learn more of the magic typical of dark elves. You can learn to detect magic magic and cast it meaningfully without consuming spell slots. You also learn to impose and eliminate magic. You regain the ability to cast these two spells in this way when you complete a long break. Charisma is a spell ability for all three spells. Faye Teleport Prerequisites: Elf (High) (XGE-74) High Elven Legend's study unlocks the pay power owned by a few other elves, except for your eladrin cousin. Increase your intelligence or charisma score to a maximum of 20 points. You learn to speak, read and write sylvans. You can learn fog step orders and cast once without consuming order slots. You regain the ability to cast in this way when you complete a short or long break. Intelligence is the spelling transfer feature for this order. Tree Elf Magic Prerequisites: Elf (Tree) (XGE-75) You learn the magic of the Golden Forest, which is respected and protected by your people. You learn one druid cantlip of your choice. It also learns and passes longstriders without tracking spells that can be triggered once without giving you a spell slot. You regain the ability to cast these two spells in this way when you complete a long break. Wisdom is a spelling ability for all three spells. Firbolg Firbolg beast magic prerequisite: Firbolg (ERF-74) deepens the connection to animals. You can learn animal spells and stories and cast them at will, without spending order slots. It also learns animal friendship and beast sense spells, which can be cast once without consuming each spell slot. You regain the ability to cast these two spells in this way when you complete a long break. Wisdom is a spelling ability for all three spells. Genashi Dao Heritage Prerequisites: Genashi (Earth) (ERF-74) You represent more of the magical power of your Dao heritage. You get the following benefits: increase your power or constitutional score by 1, up to 20. You can learn to detect magic magic and cast it meaningfully without consuming spell slots. You get natural armor. You can calculate the AC as a 13+ dexterity modifier while not wearing armor. You can use shields and still get this benefit. Djinn Heritage Prerequisites: Genashi (Air) (ERF-74) You'll see more of the magical power of your djinn legacy. Increase dexterity or constitutional score by up to 20 points. You can learn to detect magic spells Be aware of order slots without consuming them. There is resistance to lightning and thunder damage. Efreet Heritage Prerequisites: Genashi (Fire) (ERF-74) You'll see more of the magical power of your free heritage. Increase your constitutional or intelligence score to a maximum of 20 points. You can learn to detect magic magic and cast it meaningfully without consuming spell slots. The radius of

your dark vision is 120 feet. Marid Heritage Prerequisites: Genashi (Water) (ERF-74) You'll see more of the magical power of your heritage. You get the following benefits: increase the constitution or wisdom score to 1, up to 20. You can learn to detect magic magic and cast it meaningfully without consuming spell slots. You have resistance to cold damage. Goblin boss like prerequisites: Goblins (ERF-74) are accustomed to using others to avoid attacks. Increase dexterity to a maximum of 20 points. When the creatures and other creatures you see targeting you as an attack are within 5 feet of you, you can use the reaction to impose a disadvantage on the attack roll. This feature prevents you from using it again until you have completed a short or long break. Squat Agility Prerequisites: Small races (half ring, etc.) (XGE-75) you are rarely agile for your race. Increase strength or dexterity to a maximum of 20 points. Increases walking speed by 5 feet. You get proficient in acrobatics or athletics skills (your choice). You have the advantage in checking any strength (athletics) or dexterity (acromatic) to escape from the wrestling you have. Endurance prerequisites for Mount Goliath: Goliath (ERF-74) The ability to reduce some injuries is legendary even in racing. You get the following benefits: increase your power or constitutional score by 1, up to 20. Instead of rolling d12 and adding a Constitutional modifier, you can resist the type of damage in a triggering attack until the start of the next turn when you use the endurance talent of the stone as a reaction to reduce damage. If the triggering attack handles more than one type of damage, select one. As usual, if you use this attribute, you will not be able to use it again until you have completed a short or long break. GNOME Fade is a far prerequisite: GNOME (XGE-74) your people are clever, witty about fantasy magic. You have learned the magic trick for fading away when you cause harm. Here are some benefits of increasing your dexterity or intelligence score to a maximum of 20 points: You can use reactions that don't magically appear immediately after you're damaged, until the end of the next turn, or until you attack, deal damage, or force someone to throw salvation. If you use this feature, you will not be able to use it again. Complete a short or long break. Squat Agility Prerequisites: Small races (half ring, etc.) (XGE-75) you are rarely agile for your race. Increase strength or dexterity to a maximum of 20 points. Increases walking speed by 5 feet. You get proficient in acrobatics or athletics skills (your choice). You have the advantage in checking any strength (athletics) or dexterity (acromatic) to escape from the wrestling you have. Animal Friend Prerequisites: Gnome (Forest) (UA: Achievements on Race) Friendship with Animals deepens mysteriously. It can be used skillfully in animal processing techniques. If you're already proficient, your proficiency bonus will double to check your check. You can learn animal spells and stories and cast them at will, without spending order slots. You can also learn animal friendship spells, cast once with this feat without spending a spell slot. You regain the ability to cast in this way when you complete a long break. Intelligence is a spelling transfer feature for these orders. Wonder Maker Prerequisites: GNOME (Rock) (UA: Achievements for Race) You master your people's tinkering skills. Here are some benefits of increasing your dexterity or intelligence score to a maximum of 20 points: Adds a double proficiency bonus to checks when inspecting using Proficiency as a tool for tinkering. When creating a device with the Tinker trait, you have the following additional options for what you create: the alarm device detects when a creature moves within 15 feet without loudly talking the password of the choice when making it. After the creature moves to range, one round produces a sharp ringing that lasts a minute and can be heard up to 300 feet away. Calculator this device can easily sum up. Lifter The device can be used as a block and tackle, allowing the user to lift five times the weight that can normally be lifted. Timekeeper This pocket watch maintains the correct time. When used as a weather sensor operation, the device predicts weather conditions in a 1-mile radius over the next four hours, displays one sign (cloud, sun/moon, rain, or snow) every hour. Svirfneblin Magic Prerequisites: GNOME (Deep Gnome) (SCAG-115) (MTF-114) You inherited the innate spell casting power of your ancestors. This feature allows you to project your own nonsensitising functions significantly without the need for material components. You can also cast each spell once, such as Blindness/Deafness, Blur, and Disguise Ego. You regain the ability to cast these spells when you complete a long break. Intelligence is a spelling transfer feature for these orders. Half Elf Elven Accuracy Prerequisites: Elf or Half Elf (XGE-74) Elves' accuracy is legendary, especially that of elf archers and spellcasters. It has a quaint goal with an attack that relies on precision rather than force. Increase dexterity, intelligence, wisdom, or charisma to a maximum of 20 points. You can use dexterity, intelligence, wisdom, or charisma to roll one of the dice once whenever there are benefits to the attack roll. Everyone's Friend Prerequisites: Half Elf (UA: Achievements against Race) You develop your personality to ease your way through the world. Increase your charisma score by 1 point up to 20 points. You get proficient in trickery and persuasion skills. If you're already proficient in any skill, the proficiency bonus will double for the checks you can see with that skill. Prodigy Prerequisites: Human, Half Elf, or Van Orc (XGE-75) you have the wit to learn something new. You get the following benefits: you get one technical ability of your choice, one tool ability of your choice, and you get fluency in one language of your choice. Select a skill with proficiency. You get expertise in that skill, which means that the proficiency bonus for checking all the skills you make with it will double. The selected skills must have skills that do not benefit from features such as expertise, which doubles the proficiency bonus. Bancling hearty luck prerequisites: Halfling (XGE-73) Your people have special luck, and you've mysteriously learned to lend it to your colleagues when you see them. You're not How do you do it; You wish it, and it happens. Definitely a sign of lucky favors! If you can see an ally that can be seen within 30 feet of a d20 for an attack roll, feature check, or save throw, you can use the reaction to get your ally to die. Allies must use the new roll. This ability prevents you from using lucky race talents before the end of the next turn. Second chance prerequisite: Harping (XGE-75) luck favors you when someone tries to attack you. Increase your dexterity, constitution, or charisma score to a maximum of 20 points. When the creature you see hits you with an attack roll, you can use the reaction to force that creature to roll back. With this ability, you can't use it again until you roll the initiative at the start of a battle or until you complete a short or long break. Squat Agility Prerequisites: Small races (half ring, etc.) (XGE-75) you are rarely agile for your race. Increase strength or dexterity to a maximum of 20 points. Increases walking speed by 5 feet. You get proficient in acrobatics or athletics skills (your choice). You have the advantage in checking any strength (athletics) or dexterity (acromatic) to escape from the wrestling you have. Hobgoblin is a prerequisite for the Legion: Hobgoblin (ERF-74) You were born in the Legion all your life. Next benefit: Increase your Constitution or intelligence score to a maximum of 20 points. If that creature is within 5 feet of an ally that is not incapacitated you can deal additional 2d6 damage to the hit creature with a weapon attack. You can only use this talent once per battle. You can extend the benefits of the Save Face talent to allies. As a reaction, if an ally misses an attack roll or fails to make an ability or throw a save, you can give a bonus on the same roll as the number of allies your allies can see within 30 feet (including you, maximum bonus +5). As usual, this attribute prevents you from using it again until you have finished a short or long break. You'll get the following benefits: Increase your desired ability score to 1 with a maximum of 20 points: You can do this by benefiting from creating attack rolls, feature checking, or save throws. With this ability, you can't use it again until you're done with a short or long break. You get the following benefits: you get one technical ability of your choice, one tool ability of your choice, and you get fluency in one language of your choice. Select a skill with proficiency. you get expertise That skill, that means your ability bonus will double for checking all the abilities you can make with it. The selected skills must have skills that do not benefit from features such as expertise, which doubles the proficiency bonus. Kenku Master of Imitation Prerequisites: Kenku (ERF-74) You have learned to temporarily imitate the training of others. Increase dexterity or wisdom points to a maximum of 20 points. Whenever other creatures you see use these skills or tools, you can use those reactions to gain proficiency in those skills or tools. The proficiency gained in this way lasts for an hour and can only mimic one proficiency at a time. With this ability, you can't do that again until you've finished a short or long break. (XGE-75) You are rarely agile about your race. Increase strength or dexterity to a maximum of 20 points. Increases walking speed by 5 feet. You get proficient in acrobatics or athletics skills (your choice). You have the advantage in checking any strength (athletics) or dexterity (acromatic) to escape from the wrestling you have. Urd Winx Prerequisite: Kobold (ERF-74) You transform into a jar, representing leather wings. You get the following benefits: increase your dexterity score to 1, up to imum 20. You get a flight speed of 30 feet. You can't wear medium or heavy armor to use this speed. Lizard Touch with Cessineek prerequisites: Lizard (ERF-74) embodies the bearings of a lizard king or queen's demon. You get the following benefits: increase the constitution or wisdom score to 1, up to 20. You learn to speak, read, and write. You are immune to being afraid. Orc Thanarug Blood Prerequisites: Orcs (ERF-74) are touched by bafomet's corrupting power through magic or ancestry. You get the following benefits: increase your power or constitutional score by 1, up to 20. You have resistance to fire and poison damage. You get a bite attack with a natural weapon that you can use to attack unarmed. If you hit with it, you will deal piercing damage like a 1d6+ strength modifier, instead of the normal blurry damage for an unarmed attack. Tabashi Felin Grace Prerequisite: Tabashi (ERF-74) Amazing reflexes and agility are further enhanced. Increase dexterity to a maximum of 20 points. You can use the Feline agility attribute twice before you have to East Sea one of the rotations to use the attribute again. You can only use this feature once per turn when you move. If you are not incapacitated, you will not suffer damage that falls below 20 feet. Tiapling Thorn Hide Prerequisites: Tiepling (UA: Achievements for Race) Is one of your ancestors Demons or other spiky demons. Barb pops out of his head. You get the following benefits: increase the constitutional or charismatic score to 1, up to 20. As a bonus action, you can cause small ovs to protrude throughout your body or cause them to retract. At the beginning of each turn, you deal 1d6 piercing damage to you or the creatures wrestling by you while the ov goes out. You get proficient in intimidating techniques. If you're already proficient, your proficiency bonus will double to check your check. Flame of Pledetos Prerequisites: Tiefling (XGE-74) You learn to call hellbull to give your orders. Increase your intelligence or charisma score to a maximum of 20 points. When you roll fire damage for casting spells, you can roll 1 roll on fire damage dice, but you must use a new roll, even if it is different 1. Whenever you cast a spell that damages fire, Flames can garland you until the end of the next turn. The flames don't hurt you or your property, they emit a bright light at 30 feet and a glimmer about an additional 30 feet. While flames exist, all creatures within 5 feet of you that hit you with melee attacks do 1d4 fire damage. Hell constitutional prerequisites: Tiefling (XGE-75) Demonic Blood runs strong on you, unlocking resilience similar to that possessed by some demons. You get the following benefits: increase your constitutional score by up to 20 1. You have resistance to cold damage and poison damage. You have the advantage in saving the toss for poison. Turtle Turtle Protection: You can use the Turtle (ERF-74) shell to better protect yourself and others. Increase your strength or wisdom score to a maximum of 20. Your natural armor characteristics now provide 18 basic AC. As usual, the Dexterity modifier does not affect this number. As a reaction to forcing dexterity savings, choose a creature within 5 feet. Each selected creature is considered half-covered for harmful attacks or effects within 5 feet until the start of the next turn. With this ability, you can't do it again until you've completed a short or long break. Triton Triton Deep Magic Prerequisites: Triton (ERF-74) You master more of the magic of elemental air and water. You can learn to create or destroy water spells and cast them into 1-step magic at will, without spending spell slots. They also learn to ward off wind and water breathing. You regain the ability to cast these two spells in this way when you complete a long break. Charisma is a spell ability for all three spells. Vampire Jubilant Prerequisite: Vampire (Airplane Shift: Iksalan) turns the lower half of your body into black steam. You can float in the air and have a flight speed of 30 feet. This effect lasts up to 10 minutes. With this ability, you can't use it again until you're done with a short or long break. Increase your intelligence or charisma score to a maximum of 20 points. You can use actions to multimorph as an intermediate snake or to re-shape it into a real-world form. The statistics are the same for each form. All equipment worn or transported is not deformed. When you die, you stay in your current form. In snake form, you get a bite attack with a natural weapon that you can use to attack unarmed. If you hit with it, you will deal with piercing damage like a 1d4+ strength modifier, instead of normal blurry damage for unarmed attacks. When hit by a bite, you can deal 2d6 additional poison damage to the target. If you deal this poison damage, you won't be able to do so again until you've finished a long break.

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