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Heavy armor mastery 5e

Alertofficial Always looking for danger, you get the following benefits: • Get a +5 bonus on initiative. • You cannot be surprised when you are conscious. • Other creatures do not gain an advantage from the attack roller against you because they are hidden from you. **Athlete**official You have undergone extensive physical training to get the following benefits: • Increase your strength or dexterity score by 1, up to 20. • When you are susceptible, standing only uses 1.5 meters of your movement. • Climbing does not halve your speed. • You can make a running long jump or a running high jump after moving only 1.5 metres instead of 3 feet. **Actor**official Some of the mimicry and dramaticity, you get the following benefits: • Increase your Charisma score by 1, up to 20. • You have an advantage over Charisma (Fraud) and Charisma (Performance) checks when trying to convey yourself as a different person. • You can imitate the speech of another person or the sounds of other beings. You must have heard the person speak or heard the creature's voice for at least a minute. The successful Wisdom (Insight) review, which is disputed by the Charisma check, allows the listener to determine that the effect is fake. **Crossbow Expert**official Thanks to the extensive practice with crossbow, you will get the following benefits: • You ignore the loading quality of the crossbows with which you are skilled. • Being 1.5 metres away from a hostile creature does not cause any harm to your attack reels. • When using the Attack function and attacking with one hand, you can use the bonus function to attack with the loaded handwheel you are holding. **Dual Wielder**official You control by fighting with two weapons, receiving the following benefits: • You will receive +1 bonus for armoured classAC when using a separate melee weapon in each hand. • You can use a two-gun battle even if the one-hand melee weapons you are using are not lightweight. • You can draw or persist with two one-handed weapons when normally you can only draw or store one. **Dungeon Delver**official Alert for hidden traps and secret doors found in many dungeons will get the following benefits: • When you roll Hit Die to get back hit points, the minimum number of hit points you get back from the roll is a double constitutional transformer (at least 2). • You have the advantage of wisdom (perception) and intelligence (investigation) checks carried out to detect secret doors. • You can save traps by avoiding or resisting throws made. • You are resisting damage caused by traps. • You can search for traps at a normal pace when travelling, rather than just slowly. Durable and durable, you will get the following benefits: • Increase your constitutional score by 1, up to 20. • When you roll Hit Die to regain hit points, the minimum number of hit points received from the reel is double that of your constitutional converter 2). **Element Adept**official Prerequisite: Ability to cast at least one spell When you get this feat, select one of the following types of damage: acid, cold, fire, lightning or thunder. The spells you cast will override the durability of damage to the chosen type. In addition, when rolling damage to a spell that deals with this type of damage, you can treat any 1 damage dies like 2. You can choose this feat several times. Whenever you do that, you have to choose another type of damage. **Grappler**official Prerequisite: Strength 13 or higher You have developed the skills needed to keep yours in the struggle of local fanatics. You get the following benefits: • You have an advantage in attack rolls against a creature that you are struggling with. • You can use your activity to try to attach a creature that sticks to you. To do that, do another grapple check. If you succeed, you and the creature will both be bound until the grapple ends. • Creatures larger in size than you cannot automatically succeed for checkers that escape from your grapple. **Great weapon master**official You have learned to put the weight of the weapon in your favor, allowing it to power your punches. You get the following benefits: • When you take a critical hit with a melee weapon or reduce the creature to 0 hit points by one, you can make one melee weapon attack as a bonus action. • Before you carry out a melee attack with a heavy weapon with which you are skilled, you can choose - a 5-penalty for the attack roller. If the attack hits, you add +10 to the damage to the attack. **Healer**official You are a cyst doctor who allows you to quickly get wounds and get your allies back into battle. You will receive the following benefits: • When you use packs to stabilize a dying creature, the creature will also regain 1 point of impact. • As an activity, you can use one pack of decks to care for the creature and return 1d6 + 4 hit points and additional parts equal to the maximum hit dice quantity of the creature. The creature cannot recover hit points from this feat again until it ends short to long rest. • Get heavy armor for urban skills. **Heavy armor Master**official Prerequisite: Qualification with heavy armor You can wear your armor to combat attacks that would kill others. You get the following benefits: • Increase your Power score by 1 to a maximum of 20. • When wearing heavy armor, the punching, piercing and incision damage you take from non-magical weapons is reduced by 3. **Inspiring Leader**official Prerequisite: Charisma 13 or higher You can spend 10 minutes inspiring your partners, which is their determination to fight. When you do, choose up to six friendly creatures (which may contain yourself) 10 meters away from you who see or hear you and who I understand what you're saying. Each creature can get temporary hit points equal to your level + Charisma transformer. The creature cannot get temporary hit points for this achievement again until it has finished short to long rest. **Keen Mind**official You have a mind that can track time, direction and detail with amazing accuracy. Get the following benefits: • Increase your IQ by 1, up to 20. • You always know where the North is. • You always know how many hours remain before the next sunrise or sunset. • You can remember exactly everything you have seen or heard in the last month. **Lightly Armoured**Official You have trained to control the use of light armor and received the following benefits: • Increase your strength or comfort score by 1 to a maximum of 20. • You will receive an urban scale from light armor. **Linguist** You have studied languages and codes and received the following benefits: • Increase your IQ by 1, up to 20. • You will learn three languages of your own. • You can skilfully create written cipher. Others can't interpret the code you create unless you teach them, they succeed with an IQ check (DC matches your IQ + qualification bonus) or they use magic to interpret it. **Lucky man** You have unexplained happiness that seems to be starting at just the right moment. You have three points of good ingeni. Whenever you make an offensive roll, ability check or save throw, you can use one point of goodness to roll an extra d20. You can use one of your points of well after you roll death, but before the result is determined. You can choose which d20 to use for the attack roll, ability check, or to record toss. You can also spend one point of good life when you're attacked with an offensive roll. Roll d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature uses a point of good time to influence the outcome of a roll, the points cancel each other out; the guide is not rotated. You'll get back your used points of good health when you end your long rest. • When you damage a creature focused on a spell, it has the disadvantage of a savings throw that it makes to maintain its concentration. • You can save throws against spells that are 1.5 metres away from you. **Magic Initiate**official Select class: bard, cleric, druid, wizard, wizard or wizard. Learns two of the canties you want from the class's spell list. In addition, select one 1 from the same list. You learn a spell and you can throw it to its lowest level. After throwing it, you need to rest for a long time before you can throw it again. The spelling capacity of these spells depends on the category Charisma for a bard, sorcerer or sorcerer; Wisdom for a priest or druid; or intelligence for a sorcerer. **Martial Adept**official You have combat training that allows you to conduct special combat exercises. Get the following benefits: • You will learn two of the movements you have selected from the movements available to the master's archetype in the fighter class. If you use a movement that requires your goal to make a savings throw to resist the effects of movement, the savings throw DC is an 8+ qualification bonus + a converter of your strength or dexs (your choice). • If you already have the dice of superiority, you will get one more; Otherwise, you have one superiority, which is d6. This diet is used to feed your movements. Superiority dies when you use it. You will regain your dimming of sacrificial superiority when you finish a short or long rest. • When using medium-sized armor, you can add to armour class 3 and not 2 if the comfort is 16 or more. **Mobile**official You are exceptionally fast and agile. You get the following benefits: • Your speed increases by 3 feet. • When using dash, difficult terrain does not cost extra movement with this turn. • When you carry out a melee attack on a creature, you do not provoke attacks on the possibilities of that creature until the end of the gear, whether you hit it or not. **Moderately armoured**official Prerequisite: Qualification with light armor You have trained to control the use of medium-sized armor and shields, gaining the following benefits: • Increase your power or dexterity score by 1, up to a maximum of 20. • You will receive an urban scale with medium armor and shields. **Cavalry fighter** You are a dangerous enemy when you are installed. Once installed and inoperable, you will get the following benefits: • You have an advantage in the offensive rollers of melee against any unintended creature smaller than your horse. • You can force an attack on your stand to target you instead. • If your fastener is subject to an effect that allows it to make a dexterity-saving throw to take only half the damage, it will not damage if it succeeds in saving throwing, and only half of the damage if it fails. **Observant**official Quick will notice the details of your surroundings, you will get the following benefits: • Increase your IQ or wisdom score by 1, up to 20. • If you see the mouth of the creature when it speaks the language you understand, you can interpret its messages by reading its lips. • You have a +5 bonus for points of passive wisdom (perception) and passive intelligence (Investigation). **Polearm Master**official You can keep your enemies away with your target weapons. You get the following benefits: • When you perform an Attack action and attack only with glaive, or quarterstaff, you can use the bonus function for a melee attack on the opposite side of the weapon. Damage to the weapon is killed in the attack on the D4, and the attack causes damage to the manikin. • When using glaive, halberd, pike or quarter foam, other creatures cause the possibility to attack you when they become within your reach. **Resilient**official Select one talent score. You will get the following benefits: • Increase the selected ability score by 1, up to a maximum of 20. • You will have the skills to save throws with the ability you choose. **Ritual Caster**official Prerequisite: Intelligence or Wisdom 13 or higher You have learned several spells that you can cast as ritual. These spells are written in a ritual book that you must have in your hand when you throw one of them. When you choose this feat, you will get a ritual book with two 1st-year-olds I want. Select one of the following categories: bard, cleric, druid, wizard, sorcerer or wizard. You must select spells from the category spell list, and the spells you select must have a ritual identifier. The class you choose also determines your spell ability for these spells: Charisma for a bard, wizard, or sorcerer; Wisdom to a priest or druid; or the intelligence of the wizard. If you come across a spell in a written form, such as a magic spell scroll or a wizard spell book, you might be able to add it to your ritual book. The spelling must be in the spelling list for the category you selected, the spelling level cannot be more than half your level (rounded up) and must have a ritual identifier. Copying a spell into your ritual book takes 2 hours per level of spell and costs 50 gp per level. The cost represents the material components you use when experimenting with a spell to control it, as well as the fine ones you need to record it. **Sentinel**official You have mastered techniques to take advantage of every drop of every enemy guard, gaining the following advantages: • When you hit a creature with a chance to attack, the creature's velocity turns into 0 the turn of the entire turn. • Creatures 1.5 metres from you cause opportunities for attacks, even if they take detachment before leaving your reach. • When a creature 1.5 metres away attacks a target other than you (and this target does not have this achievement), you can use your reaction to carry out a melee weapon attack on the attacking creature. **Sharpshooter**official You have controlled range weapons and can make shots that others consider impossible. You will get the following benefits: • Attack by long range will not cause any inconvenience to your range gun attack reels. • The gun attacks you are carrying ignore half deck and three-quarters protection. • Before attacking with a range gun that you are skilled at, you can choose - 5 penalties for the attack roller. If the attack hits, you add +10 to the damage to the attack. **Shield Master**official You use shields not only for protection, but also for You will get the following benefits when using the shield: • If you perform the Attack function in turn, you can use the bonus function to try to push the creature 1.5 meters away from you with your shield. • If you are not incapacitated, you can add your shield armor classAC bonus to any Dexterity savings throw you make against a spell or other harmful

effect that only affects you. • If you are impressed to make a Dexterity savings throw to take only half of the damage, you can use your reaction not to damage if you succeed in the savings throw, with your protection between yourself and the source of the effect. Skulkerofficial Prerequisite: Dexterity 13 or later You are adept at sneaking through shadows. You will get the following benefits: • You can try to hide when you are lightly obscured by the creature you are hiding from. • When you are hiding from a creature and long for it with a large-scale gun attack, carrying out an attack does not reveal your location. • Dim light does not cause any inconvenience with your wisdom (observation) checks based on vision. Spell Sniperofficial Prerequisite: The ability to fall for at least one spell You have learned techniques to improve your attacks with certain types of spells and get the following benefits: • When you cast a spell that requires you to make an attack roll, the spell area doubles. • Extensive spell attacks ignore the half deck and the three-quarters deck. • You will learn one country stream that requires an attack roller. Select cantrip from the list of spellings for bard, cleric, druid, wizard, wizard, wizard, or wizards. Your spelling ability in this country music depends on the list of spells you chose: Charisma for bard, wizard, or sorcerer; Wisdom to a priest or druid; or the intelligence of the wizard. Tavern Brawlerofficial Used to fierce fighting with any weapon at hand, you get the following benefits: • Increase your power or constitutional score by 1, up to 20. • You know improvised weapons and unarmed attacks. • An unarmed impact uses d4 as damage. • When you hit a creature with an unarmed blow or improvised weapon on your shift, you can try to grab the target with bonus action. War Casterofficial Prerequisite: The ability to cast at least one spell You have practiced spells in the midst of battle, learning techniques that give you the following benefits: • You have an advantage in the constitutional savings throws you make to maintain your focus on the spell when you take damage. • You can perform somatic components of spells even when you have weapons or a cover in one or both hands. • When the movement of a hostile creature causes you to attack, you can use your reaction to cast a spell on the creature instead of making it a chance to attack. The casting time of the spell must be 1 and it must only apply to that creature. Weapon masterofficial You have practiced extensively • Increase your power or dextance score by 1 to a maximum of 20. • You will be qualified with four weapons of your choice. Barbed Hide (UA: Feats for Races) Prerequisite: Binding One of your ancestors was a spiked devil or other prickly devil. Barbs are prodding into your head. You will receive the following benefits: • Increase your constitutional or charisma score by 1, up to 20. • As a bonus function, you can make small barbs protrud throughout your body or cause them to withdraw. At the beginning of each of your shifts, when the barbs are out, you'll share 1d6 piercing damage to all the creatures that struggle with you or who have grabbed you. • You will receive intimidation skills. If you're already adept at it, your professional bonus will double all the check you've made with it. Critter Friend (UA: Feats for Races) Prerequisite: Gnome (Forest) Your friendship with animals deepens mysteriously. You will receive the following benefits: • You will get the art of handling animals. If you're already adept at it, your professional bonus will double all the check you've made with it. • You will learn to talk to animals about the spell and you can cast it for yourself without using the spelling place. You will also learn the spell of animal friendship, and you can cast it once with this feat, without using a place to spell. You'll regain the ability to throw it this way when you end a long rest. Intelligence is your spell ability for these spells. Dragon Fear (UA: Feats for Races) Prerequisite: Dragonborn Angry you radiate the threat. You get the following benefits: • Increase your Force or Charisma score by 1, up to 20. • Instead of inhaling destructive energy, you can roar and use your breathing weapon to force every creature you choose within 10 meters of you to make a wisdom saving throw (DC 8 + Qualification Bonus + Charisma Transformer). The item succeeds automatically if it can't hear or see you. In a failed rescue, the subject is frightened for 1 minute. If a frightened object takes damage, it can repeat the savings throw and end the effect on itself of success. Dragon Hide (UA: Feats for Races) Prerequisite: Dragonborn You have inherited the power and majesty of your dragon ancestors. You get the following benefits: • Increase your Force or Charisma score by 1, up to 20. • You grow retractable nails from the tip of your fingers. Extending or pulling back the nails does not require any action. Claws are natural weapons that allow you to carry out unarmed attacks. If you hit them, you will treat the damage to the 1d4 + Strength converter instead of hitting the normal damage to the unarmed impact. • Scales harden; you get +1 bonus in the armour category when you are not wearing armor. Dwarf Resiliness (UA: Feats for Races) Prerequisite: Dwarf You inherit the power and majesty of your dragon ancestors. You will receive the following benefits: • Add score by 1, up to 20. • Whenever you do Dodge action in battle, you can use one Hit Die to heal yourself. Roll die, add a constitutional converter and get back multiple hit points equal to the total (at least 1). Elven Accuracy (UA: Feats for Races) Prerequisite: Elf or Half-Elf You have an amazing aim. You get the following benefits: • Increase your Dexterity score by 1, up to 20. • Whenever you have the advantage in the attack roll, you can roll one die once. Everyone's friend (UA: Feats for Races) Prerequisite: Half-lying You develop your magnetic personality to ease your way through the world. You get the following benefits: • Increase charisma score by 1, up to 20. • Get the skills of fraud and persuasion skills. If you have already folded either skill, your qualification bonus will double all the check you have made with this skill. Fade Away (UA: Feats for Races) Prerequisite: Gnome You can take advantage of your magical heritage to escape danger. Get the following benefits: • Increase your IQ by 1, up to 20. • When you take damage, you can use the reaction to become magically invisible until the end of the next turn or until you attack, damage or force someone to make a saving throw. When you exercise this ability, you cannot do it again until you finish short or long rest. Get the following benefits: • Increase your IQ by 1, up to 20. • You will learn a misty step spell and you can throw it once without using the spelling place. You get back the ability to throw it this way when you end a short or long rest. Intelligence is your spell ability for this spell. Flames of Phlegethos (UA: Feats for Races) Prerequisite: Tiefling You will learn to call hell fire to serve your commands. You get the following benefits: • Increase your IQ or charisma score by 1 to a maximum of 20. • When you roll fire damage to drop the spell you have cast, you can roll any 1 roller into the fire damage dice, but you will need to use a new roller, even if it is another 1. • Whenever you perform a spell that causes fire damage, you can cause a mixture of flames until the end of the next turn. The flames won't harm you or your property, and they'll light up brightly to 30 feet and dim the light another 30 feet. When the flames are present, every creature five feet from you that hits you with a melee attack will suffer 1d4 fire damage. Grudge-Bearer (UA: Feats for Races) Prerequisite: Dwarf You have a deep hatred for a certain type of creature. Choose your enemies, a kind of creature that bears the burden of your anger: abnormalities, beasts, celestial, structures, dragons, elements, fey, diabolical, giants, monsters, drizzles, plants or the undead. Alternatively, you can choose two humanoid shakes (such as gnolls and You will receive the following benefits: • Increase your strength, constitution or wisdom score by 1 to a maximum of 20. • In the first round, where you fight the enemies you choose, your attack on them is an advantage. • When one of your chosen enemies attacks you, it causes the attack to roll unfamically. • Whenever you make intelligence (Arcana, History, Nature, or Religion) to check that you remember information about your enemies of your choosing, you add a double qualification bonus to the check, even if you are not normally skilled. Human Determination (UA: Feats for Races) Prerequisite: Man You are full of determination that can pull the unattainable out of your reach. You will get the following benefits: • Increase one of your selection's ability points by 1, up to 20. • When you make an attack roller, ability check or savings throw, you can do so cheaply. When you use this ability, you will not be able to use it again until you stop taking a short or long rest. You will receive the following benefits: • Increase your constitutional score by 1, up to 20. • You are resistant to cold and toxic damage. • You have the advantage of throwing against poisoning. Orcish Fury (UA: Feats for Races) Prerequisite: Half-orc Your rage burns tirelessly. You will receive the following benefits: • Increase your power or constitutional score by 1, up to 20. • When you hit an attack with a simple or combat weapon, you can throw one of the damage to the weapon for extra time and add it as an additional type of damage to the weapon. When you use this ability, you will not be able to use it again until you have finished short or long rest. • As soon as you install your Relentless Endurance feature, you can use your reaction during a single gun attack. Prodigy (UA: Feats for Races) Prerequisite: Half-lying or human You have a knack for learning new things. You will get the following benefits: • Increase one of your selection's ability points by 1, up to 20. • You will get one skill, one tool skill and fluency in one language of your choice. Second Chance (UA: Feats for Races) Prerequisite: Halfling Fortune favors you. For the following benefits: • Increase your dextrability, constitution or charisma score by 1 to a maximum of 20. • When you see the creature hit you with an attack roller, you can use your reaction to force the creature again. When you exercise this ability, you cannot do it again until you finish short or long rest. You will receive the following benefits: • Increase your power or dextility score by 1 to a maximum of 20. • Increase your walking speed by 1.5 meters. • Get acrobatics or athletics skills. If you're already good. skill, your qualification bonus will be doubled for all the check you've done with it. Wonder Maker (UA: Feats for Races) Prerequisite: Gnome (rock) You master your people's tinkering techniques. You get the following benefits: • Increase your Dexterity or Intelligence score by 1, up to 20. • When you perform a check using the skill of the tinker tools, you add a double qualification bonus to the check. • When you make a device with the Tinker feature, you will have the following additional options: Alarm. This device senses when the creature moves 5 meters from it without speaking aloud the password that is selected when you create it. One lap after the creature moves into range, the alarm makes a sparkly call that lasts 1 minute and can be heard from up to 100 meters away. Calculator. This device makes it easy to use amounts. Lifter. This device can be used as a block and a tackle, allowing the user to lift five times the weight that the user can normally lift. A timekeeper. This pocket watch takes a precise time. Weather sensor. When used as a function, the device predicts weather conditions within a 1.5 km radius over the next 4 hours and displays one symbol (clouds, sun/moon, rain or snow) for each hour. Dragon Fear (XGE) official prerequisite: Dragonborn When you get angry, you radiate a threat. You get the following benefits: • Increase your strength, constitution, or charisma by 1, up to 20. • Instead of inhaling destructive energy, you can use your breathing weapon feature to roar, forcing every creature you choose within 10 meters of you to make a wisdom savings throw (DC 8 + Qualification Bonus + Charisma Transformer). The item succeeds automatically if it can't hear or see you. In a failed rescue, the subject will be afraid of you for 1 minute. If a frightened object takes damage, it can repeat the savings throw and end the effect on itself of success. Dragon Hide (XGE) official prerequisite: Dragonborn You embody scales and claws reminiscent of your harsh ancestors. You get the following benefits: • Increase your strength, constitution, or charisma by 1, up to 20. • Scales harden. Even if you don't have armor, you can count AC's 13+ Dexterity converter. You can use the shield and still get this advantage. • You grow retractable nails from the tip of your fingers. Extending or pulling back the nails does not require any action. Claws are natural weapons that allow you to carry out unarmed attacks. If you hit them, you will deal with damage to the 1d4 + Strength converter instead of normal strokes damaging the unarmed impact. Dwarf Latitude (XGE) Official Condition: Dwarf You have the blood of dwarf heroes flowing through your vein. You will receive the following benefits: • Increase your constitutional score by 1, up to 20. • Whenever you do Dodge action in battle, you can use one Hit Die to heal yourself. Roll die, add your constitution and regain multiple hit points equal to the total (at least 1). Elven Accuracy (XGE) official Prerequisite: Elf or semi-elf Elf accuracy is legendary, especially for elf archers and spell performers. You have an amazing aim with attacks based on accuracy rather than brute force. Get the following benefits: • Increase your dexterity, intelligence, wisdom or charisma by 1, up to 20. • Whenever you have the advantage in the attack roll using Dexterity, Intelligence, Wisdom or Charisma, you can roll one die top once. Fade (XGE) official prerequisite: Gnome Your people are intelligent, folding the magic of illusion. You've learned the magical trick of fading when you suffer damage. You get the following benefits: • Increase your Dexterity or Intelligence score by 1, up to 20. • As soon as you have taken damage, you can magically use the reaction until the end of the next turn or until you attack, treat the damage or force someone to make a savings throw. When you exercise this ability, you cannot do it again until you finish short or long rest. Depending on your Fey ancestry, you can momentarily drive through Feywild to shorten your path from place to place. You get the following benefits: • Increase your IQ or charisma score by 1 to a maximum of 20. • You will learn to speak, read and write Sylvan. • You will learn a misty step spell and you can throw it once without using the spelling place. You get back the ability to throw it this way when you end a short or long rest. Intelligence is your spell ability for this spell. Official prerequisite for phlegethos (XGE) flames: Tiefling You will learn to call Hell fire to serve your commands. You get the following benefits: • Increase your IQ or charisma score by 1 to a maximum of 20. • When you roll fire damage to drop the spell you have cast, you can roll any 1 roller into the fire damage dice, but you will need to use a new roller, even if it is another 1. • Whenever you perform a spell that causes fire damage, you can cause a mixture of flames until the end of the next turn. The flames won't harm you or your property, and they'll light up brightly to 30 feet and dim the light another 30 feet. When the flames are present, every creature five feet from you that hits you with a melee attack will suffer 1d4 fire damage. Official condition of the Hellish Constitution (XGE): Tying diabolical blood runs strong, opening up a resilient reminiscent of the resilient held by some devils. You will receive the following benefits: • Increase your constitutional score by 1, up to 20. • You are resistant to cold lesions and toxic damage. • You have the advantage of throwing against poisoning. Official prerequisite for Orchish Fury (XGE): Half-orc Your inner rage burns tirelessly. get the following benefits: • Increase your power or constitutional score by 1, up to 20. • When you hit an attack with a simple or combat weapon, you can roll the dice for damage to one of the weapons and add it as an additional type of damage to the device. When you use this ability, you will not be able to use it again until you have finished short or long rest. • As soon as you install your Relentless Endurance feature, you can use your reaction during a single gun attack. Prodigy (XGE) official Prerequisite: Half-lying, half-orc or human You have a knack for learning new things. You will receive the following benefits: • You will receive one skill, one tool skill and fluency in one language of your choice. • Select one skill in which you are qualified. You'll get expertise with this skill, which means your qualification bonus will double for all the talent checks you do with it. The skill you choose must be one that doesn't yet benefit from a feature like Expertise that doubles your skills bonus. Second Chance (XGE) Official Prerequisite: Halfling Fortune favors you when someone tries to hit you. You get the following benefits: • Increase your dextrability, constitution or charisma score by 1 to a maximum of 20. • When you see the creature hit you with an attack roller, you can use your reaction to force the creature again. When you use this ability, you cannot use it again until you roll the initiative at the beginning of the fight or until you finish a short or long rest. You will receive the following benefits: • Increase your power or dextility score by 1 to a maximum of 20. • Increase your walking speed by 1.5 meters. • Get acrobatics or athletics skills (your choice). • You have the advantage of any force (athletics) or dextrinity (Acrobatics) check that you do to escape the struggle. in a chain.

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