

BRAWLER CAREER OF THE TRAVELER

Travelers are well-experienced and knowledgeable in outdoor and social situations. They rely on what they already know from their past to survive, as they always have. Travelers can be found anywhere, and can be difficult to identify, given they may look like common wanderers, but are actually great adventurers.

WELL-TRAVELED

Travellers' experience in a variety of foreign situations is what makes them great leaders and imposing warriors. At level 3, you gain proficiency in any skill and any tool kit.

In addition, after attempting to read a language you don't understand and/or listening to someone speak it for 10 minutes, you can communicate simple thoughts in the language for the next 8 hours.

COVER FROM THE ELEMENTS

Level 11 allows you to apply your knowledge of escaping the elements when outdoors. As an action, and by expending a Stunt Die, for a number of hours = your Intelligence modifier + the number rolled on it, you are immune to the effects of extreme environmental heat and cold. When you use this ability, choose a damage type. You gain resistance to it for the duration.

You may use this ability once between long rests without expending the Stunt Die rolled.

WILD SENSE

By expending a Stunt Die, as a bonus action, starting at level 17, you can gain blindsight for 30 feet, as well as a swim and climb speed of 20 feet for the next minute. You may also immediately move a number of feet equal to the number rolled (rounded up to the nearest 5 feet) without provoking attacks of opportunity, and can take the Disengage or Hide actions as a bonus action for the duration. You are so in touch with nature your interactions with it seem nearly magical.

You may use this ability once between long rests without expending the Stunt Die rolled.