

AGGRESSIVE

You are a warrior who is eager for battle. When rolling initiative, add your proficiency bonus to the roll. In addition, during the first round of combat, you may move an additional distance equal to your movement and do an additional 1d6 damage on the first attack you hit.

RIDER

It only takes you 5 feet of movement to mount or dismount a creature. You can ride creatures that are not trained to be mounts, as long as they are willing, strong enough, and large enough. Your reach is increased by 5 feet when riding a mounted creature.

WEAPONSMITH

You have the ability to form your own weapons, with their own strengths over more traditional weapons. Pick two of the following weapons below. You may make these weapons with 5 gp of materials for melee weapons, or 1 gp of materials for ranged weapons, and 4 hours of work, which can be completed during a long rest. Only you are proficient in using them. You may select this feat an additional time to gain two additional types of weapons from the list below.

- Bola: The Bola has the same properties as a net, but weighs 2 lb. and has (15/30) range instead.
- Chakram: The Chakram is a ranged weapon with a 1d6 damage die that does slashing damage. It has the thrown (100/200) property. It weighs 2 lb.
- Katana: The Katana is a melee weapon with a 1d8 damage die that does slashing damage. It has the finesse and versatile (1d10) properties. It weighs 4 lb.
- Lasso: The Lasso can be wielded with one hand to give you an additional 5 feet of range for the purpose of grappling. In addition, you may use Dexterity (Acrobatics) instead of Strength (Athletics) when making checks to grapple a creature or object.