

# FEATS

## AMATEUR BRAWLER

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You have begun to learn the skills needed for brawling. You gain the following benefits:

You learn two Stunts of your choice from the Brawler Stunts list. These stunts must be available for Brawlers to select at level 1.

You gain two Stunt Dice, which are d4s. These Stunt Dice are expended when they are rolled, and used for the above stunts. You regain both of them at the end of a long rest.

## BATTLEFIELD MEDIC

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You have great skill at healing in the midst of combat. You gain the following benefits.

You gain +1 to your choice of either your Intelligence or your Wisdom scores.

You may administer a potion to an unconscious target as a bonus action on your turn.

## BLOWGUN MASTER

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You gain the following benefits:

- You gain +1 to your Dexterity score.
- You gain proficiency with blowguns.
- Blowguns have a 1d6 damage die for you.
- You have advantage on ability checks to disguise or hide your blowgun, even when you are using it.
- You ignore the loading property of blowguns you use.

## WHIP MASTER

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You gain the following benefits:

- You gain +1 to your Dexterity score.
- You gain proficiency with whips.
- Whips have a d6 damage die for you.
- When using a whip, as an attack, instead of attacking a nearby creature or object, you may make an attack roll against an object, grabbing it on a success. You may pull the object towards you if it weighs less than one third your carrying capacity and it is not fastened down. If it is larger or fastened down, you may grab onto it.