

## FEATS

Some extra feats (not to confuse with feets, the only way to get more of those is to play a centaur) a

### LAST DYING BREATH

*Prerequisite: 15 in Constitution*

Your physique allows you a few moments of clarity before unconsciousness, you gain the following benefits:

- Your Constitution Score increases by 1 to a maximum of 20.
- When you take damage that reduces you to 0 hit point or lower, and you are not killed outright, you get an extra turn. During that turn you can only use your action, it has to be the Attack Action (Weapon Attacks only) You then fall unconscious and must immediately roll a death saving throw. Once you used this ability you can't use it again until you've taken a long rest.

### ICE TO MEET YOU

Your presence is cold and intimidating.

- Your Charisma or Strength score increases by 1 to a maximum of 20.
- You have advantage on all intimidation checks, and can use Strength (Intimidation) checks instead of Charisma (Intimidation) Checks.
- Once per long rest you can try to make an intimidation check, contested by a creature's Wisdom (Insight) check. If they fail, they are afraid of you for 1 minute and their speed become 0. They can use an action on subsequent turns to repeat their check, ending the effect on a success.

### FROST ACCLIMATION

*Prerequisite: 13 in Constitution*

Your body has gotten used to the harsh cold, you gain the following benefits:

- Your Constitution Score increases by 1 to a maximum of 20
- You gain resistance to cold damage
- You ignore difficult terrain caused by the cold

### JÖTUNN MAGIC

*Prerequisite: Jötunnkyn Race*

You awaken your primordial blood, gaining the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *faerie fire* spell and one 1st-level spell of your choice. The 1st-level spell must be from the divination or evocation school of magic. You can cast each of these spells without expending a spell slot Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. If you have the Spellcasting or Pact Magic feature, this spell is also added to your spell list. The spells' spellcasting ability is the ability increased by this feat.

### FROST BREATH

*Prerequisite: Dragonborn*

Your Dragon breath has been altered by the north, you gain the following benefits:

- Your dragon breath now can inflict cold damage in a 15 foot cone in front of you, instead of your regular dragon breath damage.
- When you use your dragon breath a creature takes 2d6 damage + your Proficiency bonus on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 5th level, 4d6 at 8th level, 5d6 at 11th level, and 6d6 at 17th level.
- You can use your dragon breath twice between rest.

### CLEAVING ATTACKS

Your attacks carry weight and devastate the battlefield, you gain the following benefits:

- Your Strength Score increases by 1 to a maximum of 20
- When you make a melee weapon attack using Strength against a creature, if there are other targets within 5 feet of you and it, you can cleave them with the same attack. You target other creatures within reach and, if the original attack roll can hit them, apply damage equal to your Strength modifier.

### WRESTLER

You know how to utilise your body as a weapon, you gain the following benefits:

- When you succeed on a Shove Attack you can push the creature a number of feet equal to 5 times your Strength Modifier.
- You can move at full movement when you grapple a creature of same size or smaller than you
- When you attempt to grapple, you can make a special grapple instead where you take a -5 penalty to your check, but if you succeed the target is grappled and restrained.

### NIMBLE

You can leap from place to place, you gain the following benefits:

- Your Dexterity or Strength score increases by 1 to a maximum of 20
- You gain a climbing speed equal to your walking speed.
- You can use Dexterity instead of Strength to calculate jumping distances and if you use Strength, your jumping distance is doubled.

## DEFENDER

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You learn to protect your allies from the tides of battle, you gain the following benefits:

- Your Constitution Score increases by 1 to a maximum of 20.
- When an ally you can see within 5 feet of you is the target of a creature's attack roll, you can use your reaction to leap in between your ally and the enemy as long as you are not prone, grappled, or restrained. You move up to 5 feet into your ally's space, and your ally must have an unoccupied space within 5 feet of them that they take during the move. Your ally's movement does not provoke opportunity attacks. This makes you the new target of the triggering attack roll.

## LOOPING CANTRIPS

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You've learned to increase the potency of your cantrips, you gain the following benefits.

- Your Intelligence, Wisdom or Charisma score increases by 1 to a maximum of 20
- When you cast a cantrip, instead of increasing that damage when you reach certain levels, you can cast the cantrip additional times as part of the same action. The cantrip must deal damage, and it must make a spell attack or require a saving throw. You can cast it two times at 5th level, three times at 11th level, and four times at 17th level. When you do, the cantrip can deal its damage more than once, but its other effects aren't applied to the same target again.

## RECKLESS CASTING

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You can sacrifice life in order to empower your spells, you gain the following benefits.

- Your Intelligence, Wisdom or Charisma score increases by 1 to a maximum of 20
- When you cast a spell, you can cast it as if using a spell slot level that is one higher. To do so, you take force damage equal to one of your hit dice multiplied by the spell level. The hit dice used are then considered spent. This damage cannot be reduced in any way.