



## Ghost Town Survivor

You survived an encounter within a deadly western ghost town, leaving you scarred forever. You gain the following benefits:

- You can see within the Ethereal Plane to a range of 30 feet.
- You gain resistance against necrotic damage.
- You have advantage on saving throws to resist being possessed or being cursed by undead creatures.

## Curse Expert

Your life has been marred by curses, but you've found your way around it. You gain the following benefits:

- Your Intelligence or Wisdom score increases by 1
- You can ignore one curse from one cursed magic item you are attuned to.
- You learn the *remove curse* spell. You can cast it without expending a spell slot or material components. When cast in this way, its casting time becomes 1 minute and it removes the curse only for the next 8 hours. Once you cast the spell in this way, you can't cast it in this way again until you finish a long rest. You can also cast the spell using spell slots you have of the appropriate level, in which case the spell is cast as normal. The spell's spellcasting ability is the ability increased by this feat.

## Dirty Fighter

You have to do difficult things to stay alive, even unethical things. You gain the following benefits:

- Your Intelligence or Charisma score increases by 1.
- You can use nonmagical objects and consumables as a bonus action.
- After taking the Attack action on your turn, you can use your bonus action to step on a creature's foot or throw sand in their eyes. Make an unarmed strike using your Strength or Dexterity modifier. On a hit, if you stepped on a creature's foot, its movement speed is reduced halved until the end of its next turn. If you threw sand in its eyes, it is blinded until the end of your current turn.

## Rodeo Expert

You've spent your entire life on the back of creatures that don't want you there, fighting for your life to remain mounted. You gain the following abilities:

- Your Strength or Dexterity score increases by 1.
- You can mount creatures regardless of size, willingness or anatomy.
- When dismounted, you always fall on your feet (unless you choose to fall prone).
- While mounted on a creature, you have advantage on all checks made to grapple, restrain or remain on top of the creature.

