

SACRIFICE

You are willing to place yourself in harms way to protect your comrades.

- Increase your Constitution score by 1, to a maximum of 20.
- When you are within 5 feet of an ally, and that creature is the target of an melee or ranged attack that you can see, you can use your reaction to swap places with your ally. When you do, you become the target of the attack.
- You and your ally do not provoke an attack of opportunity when using this ability.

IMPROVISED WEAPON MASTER

You have a natural ability to make any object a viable weapon in combat.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You have proficiency using all improvised weapons.
- All one handed improvised weapons are considered finesse weapons.
- All improvised weapons deal 1d6 damage.
- When you roll a 1 on your attack roll with an improvised weapon, you can re-roll it and you must use the new result. You can use this feature once per long rest.

CAT-LIKE REFLEXES

Your lightning quick acrobatic reflexes allow you to brace yourself when you fall.

- You gain proficiency in Acrobatics. If you are already proficient, you gain expertise in the skill.
- When you fall, you can use your reaction to soften your landing by bracing yourself for impact. You can ignore a number of feet equal to your Acrobatics bonus times 10. (ex. If your Acrobatics bonus is +7 and you fall 80 feet, you would ignore 70 feet of falling and only take fall damage for the 10 feet remaining.)
- You are not knocked prone even if you take damage from the fall.

DIRTY FIGHTER

All is fair in a fight. You are able to use every trick in the book to gain an upper hand in battle.

- Increase your Strength score by 1, to a maximum of 20.
- You have advantage when making or breaking a grapple.
- If you take the Attack action on your turn, you can use a bonus action to do one of the following unarmed attacks. The target must be within your reach and you must have the ability to move your body to do so; if you want to punch, you must have a free hand.

If an ability requires a saving throw, the DC is equal to 8 + your Proficiency Bonus + your Strength Modifier.

Attack Type Result

Punch Bludgeoning damage equal to 1d4 + Strength / Kick modifier

Head Butt Target must succeed on Strength saving throw, on a failed save they are reeling and their speed is reduced to 0 until the end of their next turn.

Knee to the Groin Target must succeed on Constitution saving throw, on a failed save they have the wind knocked out of them and their next attack is made with disadvantage

Trip The target must succeed on Dexterity saving throw, on a failed save the target is knocked prone.

PARKOUR

You can use your momentum from running to leap off walls, leap, tumble and long jump.

- You gain proficiency in either Athletics or Acrobatics,. If you are already proficient in your chosen skill, you gain expertise.
- After moving a minimum of 10 feet, you can vault yourself off a wall adjacent to you. You are able to jump 10 feet, over creatures medium size or smaller, and land on the opposite side of them.
- There is no penalty when you long or high jump without moving 10 feet first.
- You do not provoke any attacks of opportunity when you are leaping over a creature.