

ACROBAT

You gain Advantage when Testing to do acrobatic tricks such as tumbling, long-distance jumps, climbing, and maintaining balance.

ALCHEMIST

Provided the right reagents and recipes, you can mix potions, elixirs, and poisons. You also gain Advantage when identifying unknown liquids.

BEASTSPEAKER

You are able to communicate with animals. This form of communication is primitive and very simplistic.

BRAWLER

You gain Advantage when making unarmed attacks.

CHARISMATIC

You gain Advantage when attempting to convince someone of something or otherwise influence them.

DIEHARD

When an attack would reduce you to 0 Hit Points, it instead reduces you to 1 Hit Point. You can do this once per day.

DUNGEONEER

You gain Advantage when attempting to find your way through a dungeon or cave system, and when attempting to identify creatures native to dungeons or caves.

EDUCATED

You gain Advantage when checking to see if you know specific information.

EIDETIC MEMORY

When Testing to recall information you have seen or heard previously - even in passing - you succeed on a roll of 4, 5, or 6.

FAMILIAR

For as long as you can remember, you have never truly been alone. Another spirit has linked itself to yours, accepting you as its friend and master.

FLEET OF FOOT

Your speed increases from 25 feet to 30 feet.

HEALER

As an Action, you can Test 2d6 to heal a creature other than yourself. If the Test is successful, the target creature is healed for 2 Hit Points. This Trait can also be used to cure poison, disease, and other physical ailments that are non-magical. You must be next to the creature to heal it.

INSIGHTFUL

You gain Advantage when Testing to discern whether or not someone is telling the truth or lying.

MARKSMAN

When using the Focus Action, your next attack with a ranged weapon is successful on a Test of 3, 4, 5, or 6.

NIMBLE FINGERS

You gain Advantage when Testing to pick locks, steal, or do slight-of-hand.

OPPORTUNIST

If an enemy within range fails to hit with an attack against you, you may immediately make an attack with Disadvantage against that enemy.

PERCEPTIVE

You gain Advantage when Testing to gain information about your surroundings or find things which may be hidden. You gain this even while asleep.

QUICK SHOT

You are able to reload a Ranged Weapon and fire it in one Action.

RESOLUTE

You gain Advantage on all Save Tests.

SHIELD BEARER

While wielding a shield, Test with 2d6 on Evade or Goblin Agility Actions instead of 1d6. If you choose this Trait, your Adventurer gains a shield at Adventurer creation.

SNEAKY

You gain Advantage when Testing to hide or sneak around without others noticing you.

SPELL READER

You have spent years learning the sacred language of the arcane, allowing you to read power-laced words from magic scrolls.

SPELL-TOUCHED

You were born with an arcane heritage, and while the centuries have diluted the power, you are still able to subtly influence the world around you by merely willing it to happen.

STRONG

You gain Advantage when Testing to do something with brute force.

SURVIVALIST

You gain Advantage when Testing to forage for food, find water, seek shelter, or create shelter in the wild.

TOUGH

You gain 1 additional Hit Point.

TRACKER

You gain Advantage when Testing to track someone or an animal in the wilderness. While outside, you can also locate true north without Testing.

TRAPMASTER

You gain Advantage when Testing to create, locate, and disarm traps. You also gain Advantage on Save Tests against traps.

VIGILANT

You gain Advantage on Initiative Tests.

BOW MASTERY

You have Mastered bows and have Advantage when using them. This is in addition to the Mastered weapon chosen at Adventurer Creation.

FEY

DARK VISION

You are able to see 30 feet around you in total darkness.

DWARF

GOBLIN AGILITY

You can Test 1d6 whenever you are successfully hit by an enemy. If your Test is successful, you evade the attack and do not take damage. Declaring Evade as an Action has no additional benefit.

GOBLIN

PYROTHERMIC HEALING

Any damage that would be dealt to you by a source of fire instead heals you for that amount.

SALIMAR