



Print on card-stock paper, and cut along the black crop marks (works best with a sharp utility knife or paper/photo trimmer). Fold at the grey dash line, and glue them back-to-back.

You can also laminate the cards using *laminating pouches* in **business card format** (card size: 86 mm × 54 mm). But then please use normal paper, and don't glue them, because this would kill your laminator!

GENERAL FEAT

RAPID RELOAD

ADVENTURER FEAT

LEARNED

Reloading a heavy crossbow now takes only a quick action.
Reloading a hand or light crossbow is a free action.

GENERAL FEAT

RAPID RELOAD

GENERAL FEAT

GENERAL FEAT

REACH TRICKS

ONCE PER BATTLE

ADVENTURER FEAT

LEARNED

Once per battle, tell the GM how you are using your weapon's reach to perform an unexpected stunt with a reach weapon such as a longspear or halberd.
To use the stunt, you must roll a 6+ on a d20.

GENERAL FEAT

REACH TRICKS

FEAT USED

ONCE PER BATTLE

GENERAL FEAT

RITUAL CASTING

ADVENTURER FEAT

LEARNED

You can cast any spells you know as rituals.
Classes that are already ritual casters (cleric, wizard) don't need this feat.

GENERAL FEAT

RITUAL CASTING

GENERAL FEAT

See Rituals for ritual casting rules.

GENERAL FEAT

SKILL ESCALATION

TWICE PER DAY

ADVENTURER FEAT

LEARNED

Twice per day, you can add the escalation die to one of your skill checks. Choose after you roll the check.

GENERAL FEAT

SKILL ESCALATION

FEAT USED

TWICE PER DAY

USED

GENERAL FEAT

STRONG RECOVERY

Trigger: You roll recovery dice.

ADVENTURER FEAT

LEARNED

When you roll recovery dice, reroll one of the dice and use the higher result.
At 5th level, reroll two of the dice.
At 8th level, reroll three of the dice.

GENERAL FEAT

STRONG RECOVERY

GENERAL FEAT

GENERAL FEAT

TOUGHNESS

ADVENTURER FEAT

LEARNED

You get additional hit points equal to half your baseline class hit points (rounded down).

At 5th level, the total hp bonus increases to your baseline hp value.

At 8th level, the total hp bonus increases to double your baseline hp value.

GENERAL FEAT

TOUGHNESS

GENERAL FEAT

ELVEN GENERAL FEAT

HERITAGE OF THE SWORD

ADVENTURER FEAT

LEARNED

If you can already use swords that deal d6 and d8 damage without attack penalties, you gain a +2 damage bonus with them. (This bonus doesn't increase miss damage.)

Otherwise, if your class would ordinarily have an attack penalty with such swords, you can now use them without penalties.

ELVEN GENERAL FEAT

HERITAGE OF THE SWORD

ELVEN FEAT

Only Dark Elfs, High Elfs and Wood Elfs may choose this feat.