

# Specialties and Feats

When you create your character, you can choose a specialty. You may take the specialty suggested by your class or choose a different one.

A specialty represents specialized knowledge and training that helps define your character's approach to adventuring. A typical specialty represents knowledge of certain tricks of the trade frequently used by adventurers, such as training in special magical techniques or mastering particular combat tactics.

Two characters might both be fighters, for example, yet behave in different ways based on their specialties. One is an ambush specialist, making use of cover and striking from hiding, while the other is a defense specialist, shielding allies from harm. Your character's specialty helps define your play style and preferred techniques.

## Feats

A specialty comprises a handful of feats, which provide special abilities to your character. Your character gains a feat at level 1, 3, 6, and 9.

Each feat's entry describes the feat's effect in the game world and includes a **benefit**, which explains how the feat works in the game rules.

Some feats have **prerequisites**. For example, the Ambush feat requires a Dexterity of 11 or higher. A character must meet a feat's prerequisites to take that feat. If the character ever loses a feat's prerequisites, he or she cannot use that feat until the prerequisites are regained.

Many feats offer added benefits when used by the fighter class. Feats marked with an entry for **fighter's expertise** can be enhanced by a fighter's expertise dice. Only characters with levels of the fighter class have access to these added benefits.

A feat can be taken only once, unless it says otherwise.

## Customizing a Specialty

After you select a specialty, you can deviate from the feats it provides by choosing any feat for which your character qualifies. You aren't required to take the next feat in a specialty, and you can even skip to a feat that is listed at a higher level, as long as your character meets its prerequisites.

## Choosing Feats on Your Own

At your DM's discretion, you can ignore the provided specialties altogether. If you do so, simply choose a feat each time your character gains one, regardless of specialty.

Your character must meet the feat's prerequisites as normal. It's also a good idea to think about what the feats you choose say about your character. How did he or she pick up these abilities?

You can also take feats that reflect your character's experiences. If your rogue witnesses a miracle and becomes a devotee of a god of mercy, the Healing Initiate feat can represent that change.

Note that not every feat described in this section has an associated specialty, and are only available to players who choose feats individually.

### **Optional Rule: Retraining**

Sometimes a feat isn't as useful in your campaign as you expected, or the feat doesn't quite fit the concept you have for your character. This optional rule is designed for such cases.

With your DM's approval, you can swap one of your character's feats for a new one when the character gains a level, but not if the old feat is a prerequisite for one of the character's other feats or abilities. The main reason for limiting how many feats you can change at once is to help preserve your character's identity and the believability of his or her evolution.

## Example Specialties

Use the Example Specialties from the D&D Next Playtest Packet #4 (*121712 Specialties and Feats.pdf*, pages 2 to 5) with the following changes:

- **Reaper:** Change the Level 6 feat from “Martial Training (Trip)” to “Tripping Strike”
- **Sharpshooter:** Change the level 3 feat from “Martial Training (Rapid Shot)” to “Rapid Shot”

# Feat Descriptions

## Ambush

You strike foes with deadly precision when you catch them unaware.

**Prerequisite:** Dexterity 11 or higher

**Benefit:** When you start your turn hidden from a creature, you have advantage on your first attack roll against that creature during the same turn, even if you are revealed before the attack.

In addition, if you make a ranged attack against a creature from which you are hidden and you miss, the attack does not reveal your location.

## Arcane Dabbler

You know some of the basics of magic use, and can cast some rudimentary spells.

**Prerequisite:** Intelligence 11 or higher

**Benefit:** You learn two of the following cantrips of your choice: *light*, *mage hand*, *prestidigitation*, and *read magic*.

## Called Shot

You shoot or hurl a missile at a precise spot on an enemy's body.

**Prerequisite:** 9th level, Dexterity 11 or higher, at least 2 weapon damage dice

**Benefit:** As an action, you can make a ranged attack with disadvantage against a creature. If your attack hits, you cause the creature to drop one item it is holding with one hand.

In addition, you can use your action to prepare a called shot against a target you can see. If you do not make any other attacks and you can see the target at the start of your next turn, a normal hit against the target from your next ranged attack on your next turn becomes a critical hit.

**Fighter's Expertise:** When disarming a creature using this ability, you can spend one expertise die to make the attack without disadvantage. If you spend two expertise dice, you can cause the creature to drop an item it is holding with both hands.

## Charge

You can rush across the field of battle and still compose yourself enough to make an attack.

**Benefit:** As an action, you can move and attack. When you do so, choose a creature that you can

see; move up to your speed by the shortest, safest route possible to that creature, and then make a melee attack against it.

**Fighter's Expertise:** Provided you move at least 15 feet during your charge, any expertise dice you spend to add to the damage of this attack are maximized.

## Cleave

You can let the momentum from a deadly attack carry your weapon into another foe.

**Benefit:** Once on each of your turns, when you reduce a creature to 0 hit points or fewer with a melee attack, you can make a single melee attack against another creature within your reach as a part of the same action.

**Fighter's Expertise:** If you reduce the additional creature you attacked using this ability to 0 hit points or fewer, you can spend a single expertise die to make an extra melee attack against one more additional creature.

## Combat Reflexes

Your instincts take over when danger presents itself and can strike whenever you spot an opening.

**Benefit:** You can take an extra reaction each round, but no more than once per turn. The reaction can be used only to make an opportunity attack.

**Fighter's Expertise:** Once per turn, you can spend an expertise die to use this ability one additional time.

## Combat Superiority

You can protect your allies and deliver a punishing counterstrike.

**Prerequisite:** 9th level, Shield Bash feat

**Benefit:** When you use the Shield Bash feat, you can make a melee attack against the attacking creature as part of the same action.

**Fighter's Expertise:** You can spend two expertise dice to gain advantage on this attack.

## Composed Attack

You calm your mind and focus on whatever disadvantages that would cause your attack to miss.

**Benefit:** When you make an attack with disadvantage, you can add your Wisdom or Charisma modifier (whichever is higher) to the lower d20 roll. This total cannot exceed the higher die roll.

**Fighter's Expertise:** You can spend an expertise die and choose to add the result to the lower d20 roll instead of your Wisdom or Charisma modifier. If you spend two expertise dice, you can instead negate disadvantage on the attack.

## Covert Strike

When you dispatch a foe, you know how to make a hasty exit and vanish from sight.

**Prerequisite:** 9th level, First Strike feat

**Benefit:** Once on your turn, when you reduce a creature to 0 hit points or fewer with an attack, you can also attempt to hide as a part of the same action. If you have any movement left for this turn, you can use it to move before attempting to hide.

## Defensive Ward

You can quickly conjure defensive wards that protect you from harmful magic.

**Prerequisite:** 9th level, the ability to cast at least one 1st-level spell

**Benefit:** When you make a saving throw against a magical effect, you can use your reaction to give yourself advantage on that saving throw.

## Deflect

You can turn aside a blow with your weapon, using your opponent's momentum to your advantage.

**Prerequisite:** Dexterity 11 or higher

**Benefit:** When a melee attack hits you while you are wielding at least one light weapon with which you have proficiency, you can use your reaction to halve the damage against you, provided the attacker is within 5 feet of you.

**Fighter's Expertise:** You can spend expertise dice to reduce the damage further. Roll any dice you spend, and subtract the total from the damage before halving it.

## Disarming Strike

You strike a blow that also batters at your opponent's weapon.

**Benefit:** As an action, you can make a melee attack with disadvantage against a creature - if your attack hits, you cause the creature to drop one item it is holding with one hand.

**Fighter's Expertise:** You can spend one expertise die to use this ability without disadvantage. If you spend two expertise dice, you can cause the creature to drop an item it is holding with both hands.

## Distant Spell

You have learned how to cast touch spells at a distance.

**Prerequisite:** The ability to cast at least one spell

**Benefit:** Once per day when you cast a spell that normally requires you to touch a target, you can instead choose a target within 30 feet of you.

## Dual Wielding

You are skilled with fighting with two weapons at once.

**Benefit:** When you use the attack action with a one-handed weapon, you can give up your ability bonus to damage to make an extra attack with a light weapon carried in your other hand. Roll damage normally for both attacks, but do not add your ability bonus to damage to either attack.

If your class gives you more than one weapon damage die, you split your damage dice between each attack instead of giving up your ability bonus to damage. For example, if you normally roll two weapon damage dice for damage, instead roll one damage die for each attack and add your ability modifier to both attacks. If you have more than two weapon damage dice, you can split the dice between your attacks however you like.

**Fighter's Expertise:** You can use expertise dice to add to the damage of either attack; if you miss with your primary attack, you can save your dice to add to your secondary attack (if it hits).

## Durable

You are uncommonly tough.

**Prerequisite:** Constitution 11 or higher

**Benefit:** Whenever you roll a die to increase your hit point maximum (such as when you gain a level) or to regain hit points by spending a Hit Die, you can roll twice and use the higher result.

## Energy Substitution

You specialize in a particular type of magical energy. You can alter your spells to call forth that energy whenever you like.

**Prerequisite:** The ability to cast at least one spell.

**Benefit:** When you gain this feat, choose a damage type: acid, cold, fire, lightning, or thunder. When you cast a spell, you can change one type of damage dealt by the spell to the damage type you chose. You can change only a spell's acid, cold, fire, lightning, or thunder damage using this feat.

## Fast Movement

You move with uncanny speed.

**Benefit:** Your speed increases by 10 feet.

## Find Familiar

You have a familiar, a spirit that takes animal form to serve you.

**Prerequisite:** The ability to cast at least one 1st-level spell

**Benefit:** You can bond with a familiar by mastering and performing a special ritual, as described in the "Bonding with a Familiar" sidebar. You can have only one familiar at a time.

Your familiar acts independently of you, but it always obeys your commands. In combat, it has its own turns and rolls its own initiative.

While you are within 100 feet of your familiar, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears for 1 round, and you also gain the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

Finally, while within 100 feet of your familiar, you can have it deliver a spell on your turn that requires touching a creature, so that it touches the creature on your behalf, provided nothing is preventing the familiar from taking actions. If the spell requires an attack roll, you use your attack

modifier for the roll. The familiar cannot make attacks of its own.

### Familiar

**Tiny Celestial, Fey, or Fiend**

**Armor Class** 12

**Hit Points** 9 (2d8)

**Speed** 20 ft.

**Str** 2 (-4)      **Dex** 12 (+1)      **Con** 6 (-2)

**Int** 2 (-4)      **Wis** 10 (+0)      **Cha** 2 (-4)

### TRAITS

**Familiar:** When the familiar drops to 0 hit points or fewer, it disappears, leaving behind no physical form. The familiar cannot reappear until its master recalls it by spending 30 minutes performing a minor ritual.

### TRAITS BY TYPE

**Bat:** Cannot be blinded; has darkvision with a range of 20 feet; has a speed of 5 feet and a fly speed of 20 feet

**Cat:** Gains a +5 bonus to all checks to avoid detection; takes no damage when falling 20 feet or less.

**Hawk:** Has a speed of 5 feet and a fly speed of 30 feet.

**Owl:** Has darkvision with a range of 40 feet; has a speed of 5 feet and a fly speed of 25 feet.

**Rat:** Gains a +5 bonus to all checks to climb and a +5 bonus to all checks to sneak and hide.

**Raven:** Has a speed of 5 feet and a fly speed of 25 feet; can mimic simple sounds (such as a person whispering, a baby crying, or a small animal chittering).

**Snake:** Gains a +5 bonus to all checks to avoid detection, and a +5 bonus when rolling its initiative.

**Toad:** Can jump up to 10 feet.

**Weasel:** Gains a +5 bonus to all checks to climb and a +5 bonus to all checks to sneak and hide.

### Bonding with a Familiar

A familiar is a simple spirit from another plane of existence that takes a physical form resembling a normal animal. To bond with a familiar, you must learn and master a special ritual that allows you to call it forth from its home plane, give it its animal form, and bind it to your service. At the time of the ritual's performance, you choose the type of animal form your familiar will take.

The process of calling a familiar is exhausting and expensive. To do so, you must stoke a brass brazier with charcoal and add 100gp worth of incense, herbs, and fat. For the next day, you must perform an incantation, casting out your voice into the ether. At the end of this time, your new familiar crawls out from the smoking remains of the brazier's contents, bound to serve you.

## First Strike

Your quick reflexes allow you to get the jump on your foes.

**Benefit:** On your first turn of combat, you have advantage on attack rolls against any creature that has not yet taken a turn during this encounter.

**Fighter's Expertise:** If you hit a creature with an attack that has advantage due to this ability, any expertise dice you add to the damage of this attack are maximized.

## Glancing Blow

Even when you miss with an attack, you can manipulate your weapon to deliver a glancing blow.

**Benefit:** When you miss a target with a melee weapon attack but your attack result is a 10 or higher, you can deal damage to the target equal to your ability modifier for the ability used for the attack (typically Strength or Dexterity). The damage is of the weapon's damage type, but delivers no additional effects associated with the weapon or the attack.

**Fighter's Expertise:** You can spend an expertise die and choose to add the result to the damage of your glancing blow instead of your ability modifier. You can spend multiple expertise dice, but you only add the highest die result.

## Healing Initiate

You have learned the basics of magical healing.

**Prerequisite:** Wisdom 11 or higher

**Benefit:** You learn the *cure minor wounds* and *resistance* cantrips.

## Heighten Spell

You know how to modify your spells to make them harder to resist, or more accurate in seeking out their target.

**Prerequisite:** The ability to cast at least one spell

**Benefit:** Once per day, you can choose to gain advantage on a single attack roll made as part of a spell or to give one target disadvantage on any saving throws made against the spell.

## Herbalism

You have studied the medicinal and poisonous qualities of plants and can use that knowledge to create various remedies.

**Prerequisite:** Intelligence 11 or higher

**Benefit:** You can spend one hour to create up to three items, chosen in any combination from this list:

- antitoxin (25 gp)
- healer's kit (2gp, 5sp)
- *potion of healing* (25gp)

To create an item, you must expend material components (herbs, vials, cloth, and the like) worth the amount given for each item.

Additionally, you can automatically determine by sight or smell whether an herb is poisonous.

## Hide in Shadows

You have learned to keep to the shadows and to see clearly within them.

**Prerequisite:** Dexterity 11 or higher

**Benefit:** You gain training in the Sneak skill. In addition, you gain the ability to hide in dim light and other lightly obscured areas, and you gain low-light vision with a range of 10 feet.

## Hold the Line

You can use your shield to stop incoming enemies in their tracks.

**Prerequisite:** Proficiency with shields

**Benefit:** When a creature of your size or smaller moves within your reach while you are wielding a shield, you can use a reaction to cause the creature to end its movement for the turn.

**Fighter's Expertise:** When you use this ability, you can spend expertise dice to reduce the creature's movement for its next turn as well. Each die spent reduces 10 feet from the creature's available movement on its next turn.

## Improved Initiative

You make the most of the chaos that erupts at the start of a battle.

**Benefit:** You gain a +4 bonus to initiative. If your initiative total is less than 10, treat it as 10.

## Iron Hide

You shrug off minor injuries with ease.

**Prerequisite:** 9th level, Constitution 11 or higher

**Benefit:** Whenever you take bludgeoning, piercing, or slashing damage, the damage is reduced by 1.

## Lunge

You stretch out to strike at an enemy just outside your normal reach.

**Benefit:** When you make a melee weapon attack, you can increase your reach for that attack by 5 feet, but you gain disadvantage on the attack.

**Fighter's Expertise:** You can spend an expertise die to use this ability without disadvantage.

## Magical Rejuvenation

You have mastered advanced magical healing techniques.

**Prerequisite:** 3rd level, Wisdom 11 or higher

**Benefit:** Once per day, you can cast *cure light wounds* or *lesser restoration*.

## Maximize Spell

You can alter your spells to get the maximum possible result out of the damage that they deal.

**Prerequisite:** The ability to cast at least one spell

**Benefit:** Once per day before you roll damage for a spell, you can maximize the damage, rather than rolling it.

## Opportunist

When you spot an opening in your opponent's defenses, you strike with uncanny accuracy.

**Benefit:** When you make an opportunity attack, you can add your Wisdom or Intelligence modifier (whichever is higher) to your attack roll.

**Fighter's Expertise:** You can spend an expertise die and choose to add the result to your opportunity attack roll instead of your Wisdom or Intelligence modifier. You can spend multiple expertise dice, but you only add the highest die result.

## Polearm Training

You've been trained in the basics of using a polearm, and can use the lengthy weapon to turn the area around you into a whirlwind of violence.

**Benefit:** You gain proficiency with the glaive, the halberd, the longspear, and the quarterstaff. You have advantage on opportunity attacks using these weapons.

When you are wielding a glaive, a halbert, or a longspear, the weapon functions as a double weapon that has a second end that deals 1d6 bludgeoning damage.

**Fighter's Expertise:** When you hit a creature with an opportunity attack using a glaive, halberd, longspear, or quarterstaff, any expertise dice you add to the damage of the attack are maximized.

## Precise Shot

When your target has cover, you can take aim for any sliver of flesh left exposed.

**Benefit:** If a creature within your attack range has half cover, as an action, you can make a ranged attack that ignores the cover. This attack deals minimum weapon damage (treat all weapon die results as 1).

**Fighter's Expertise:** You can spend an expertise die to roll normal weapon damage when you use this ability. If you spend two expertise dice, you can ignore three-quarters cover.

## Purge Magic

You know incantations that can free yourself or an ally of unwanted magic.

**Prerequisite:** 6th level, Intelligence or Wisdom 12 or higher, the ability to cast at least one spell

**Benefit:** You can use an action to cast the *dispel magic* spell on yourself or a friendly creature. You can use this benefit a number of times per day equal to your Intelligence or Wisdom modifier (whichever is higher).

## Rapid Shot

You can loose two shots with a ranged weapon in quick succession.

**Benefit:** As an action, you can make a ranged attack with a shortbow or longbow against two targets that are within 10 feet of each other (one attack per target). These attacks deal minimum weapon damage (treat all weapon die results as 1).

**Fighter's Expertise:** You can spend an expertise die to roll normal weapon damage on both attacks. You can spend additional expertise dice to attack additional targets (one extra attack per die spent).

## Relentless

Your unceasing assault makes it difficult for your target to continue evading your attacks.

**Prerequisite:** 9th level

**Benefit:** When you miss a creature with a melee attack, you have advantage on your next melee attack against that creature before the end of your next turn.

**Fighter's Expertise:** If you miss a creature with an attack that has been granted advantage by this feat, you can spend two expertise dice to turn the miss into a hit.

## Resilience

You recover from your injuries at an unusually fast rate.

**Prerequisite:** Constitution 11 or higher

**Benefit:** Whenever you spend a Hit Die to regain hit points, you regain 2 extra hit points.

## Restore Life

You can use your superior healing techniques to restore life to the recently dead.

**Prerequisite:** 9th level, Healing Initiate feat

**Benefit:** You can spend 1 minute tending to a creature that died within the last minute and that has at least 1 Hit Die. The body must be intact and the creature has to have died as a result of taking damage. At the end of this time, the creature spends 1 Hit Die and returns to life, regaining hit points from spending a Hit Die as normal.

You must have a healer's kit to use this feat. Using this feat expends 2 uses from the healer's kit.

## Riposte

You use your opponent's missteps as an opportunity to strike.

**Prerequisite:** 9th level

**Benefit:** While you are wielding a light weapon with which you have proficiency, a creature provokes an opportunity attack from you when it misses you with a melee attack.

**Fighter's Expertise:** You can spend two expertise dice to automatically gain advantage on the opportunity attack granted by this feat.

## Shield Bash

You can disrupt an attack by bashing the attacker with your shield.

**Prerequisite:** Proficiency with shields

**Benefit:** When a creature within 5 feet of you attacks a creature other than you while you are wielding a shield, you can use a reaction to impose disadvantage on the attack roll.

**Fighter's Expertise:** If the creature's attack still hits, you can spend expertise dice to decrease the damage dealt. Subtract the total of any dice that you roll from the damage dealt; if the damage is reduced to 0, the hit becomes a miss.

## Shift

You can nimbly spring in and out of dangerous situations without sacrificing your concentration.

**Benefit:** If you move no more than 5 feet on your turn, that movement does not provoke opportunity attacks.

**Fighter's Expertise:** You can spend expertise dice to increase the distance you can travel while using this feat. For each die spent, add an extra 5 feet to the distance you can travel without provoking opportunity attacks.

## Shove Away

Your attack drives your enemy away from you, sending them reeling.

**Benefit:** As an action, you can make an attack with disadvantage against a creature - if your attack hits, you push the creature back 5 feet away from you.

**Fighter's Expertise:** You can spend one expertise die to use this ability without disadvantage. If you spend two expertise dice, you can use this ability on creatures larger than yourself.

## Skill Focus

Your study and mastery of your skills grows deeper as you focus your effort.

**Benefit:** Choose one of your skills when you gain this feat. When you make a check with that skill, treat any d20 roll of 9 or less as a 10.

**Special:** You can select this feat multiple times, but you must choose a different skill each time.



## Skill Supremacy

You are a master of a chosen skill.

**Prerequisite:** Skill Focus feat

**Benefit:** Choose a skill you have associated with the Skill Focus feat. You have advantage on all checks with that skill.

**Special:** You can select this feat multiple times, but you must choose a different skill each time.

## Sniper

You can steady your aim, spending time to line up a perfect shot.

**Prerequisite:** Dexterity 11 or higher

**Benefit:** As an action, you can choose a creature within your line of sight and line up a shot. You have advantage on your next ranged attack against that creature before the end of your next turn, and that creature gains no benefit from cover or concealment.

**Fighter's Expertise:** If you hit a creature with an attack that has advantage due to this ability, any expertise dice you add to the damage of this attack are maximized.

## Strike and Fade

Your attacks disorient and confuse your foes, giving you ample time to escape before a counterattack.

**Prerequisite:** 9th level, Shift feat

**Benefit:** When you hit a creature with a melee attack, that creature cannot make opportunity attacks against you for the rest of your turn.

**Fighter's Expertise:** When you hit a creature with a melee attack, you can instead spend an expertise die to prevent that creature from making any opportunity attacks against anyone until the start of your next turn.

## Superior Skill Training

You have specialized training and experience that gives you an edge in certain situations.

**Benefit:** You gain training in two skills of your choice.

**Special:** You can select this feat multiple times, but you must choose two different skills each time.

## Toughness

You are remarkably durable and can stand up to punishment that would send other people to death's door.

**Prerequisite:** Constitution 11 or higher

**Benefit:** You gain extra hit points equal to your level when you take this feat. For each level you gain after taking this feat, you gain 1 extra hit point.

## Tripping Strike

You use your attack to drive your enemy into the ground.

**Benefit:** As an action, you can make an attack with disadvantage against a creature your size or smaller - if your attack hits, you cause the creature to fall prone.

**Fighter's Expertise:** You can spend one expertise die to use this ability without disadvantage. If you spend two expertise dice, you can use this ability on a creature one size larger than you. If you spend three expertise dice, standing up requires the creature to spend all of its movement for the turn.

## Two-Weapon Defense

You can use the weapon you wield in your off hand to defend yourself.

**Benefit:** While you are wielding a different weapon in each hand, you gain a +1 bonus to AC, provided you have proficiency with both weapons.

**Fighter's Expertise:** If you do not attack with both weapons during your turn, you can spend an expertise die to increase this AC bonus to +2 until the start of your next turn.

## Two-Weapon Strike

You can use both of your weapons to make it impossible for your enemy to easily dodge your attacks.

**Prerequisite:** 9th level, Dual Wielding feat

**Benefit:** When you are wielding a different weapon in each hand and have proficiency with each weapon, you can use your action to attack with one of those weapons with advantage. You give up your ability bonus to damage when using this ability (or one weapon damage die if you have multiple weapon damage dice). You cannot make any other attacks on the same turn that you use this feat's benefit.

**Fighter's Expertise:** If you hit a creature with an attack that has advantage due to this ability, any expertise dice you add to the damage of this attack are maximized.

## Warding Polearm

You can use your polearm to keep enemies at bay.

**Prerequisite:** 9th level

**Benefit:** While you are wielding a reach weapon with which you have proficiency, other creatures provoke opportunity attacks from you when they enter your reach.

**Fighter's Expertise:** If your opportunity attack hits, you can spend an expertise die to halt that creature's movement for the rest of its turn.

## Weapon Focus

You have focused yourself on training with your weapon and are more deadly as a result.

**Prerequisite:** At least 2 weapon damage dice

**Benefit:** When you hit with an attack using a weapon with which you have proficiency, treat a roll of 1 on any weapon damage dice rolled as a 2.

**Fighter's Expertise:** If you use your expertise dice for damage, you also treat a roll of 1 on any expertise dice as a 2.

## Weapon Mastery

Your skill with weapons has been honed over the course of many battles, allowing you to further refine your talents.

**Prerequisite:** At least 2 weapon damage dice

**Benefit:** When you roll weapon damage dice, you can reroll one or two of those dice and keep the second result.

**Fighter's Expertise:** You can also choose to reroll any expertise dice you spend on damage as if they were weapon damage dice.

## Whirlwind Attack

You bring your weapon around in a sweeping arc to strike multiple foes simultaneously.

**Benefit:** As an action, you can choose any number of targets within 5 feet of you to attack in melee. Make a melee attack against each target - these attacks deal minimum weapon damage (treat all weapon die results as 1).

**Fighter's Expertise:** You can spend an expertise die to roll damage normally on one attack instead of dealing minimum damage. You can spend an expertise die for each attack you make using this ability.