

Blacksmith

Ability Scores: +2 Strength, +1 Constitution

Skill Proficiencies: Athletics, Sleight of Hand

Tool Proficiencies: Smith's Tools

Language: Dwarvish

Feat: Blacksmith

By the fire of the forge is where you feel most comfortable. With a hammer in your hand and metal on the anvil, you can create deadly weapons for an assassin, armor for the mightiest of warriors, or a simple tool to assist in everyday life. Your body has learned how to tolerate the heat and your hands are covered in the scars of your labor.

Equipment

Charcoal
Lamp
Oil (3 flasks)
Scrap Metal (10 lbs)
Smith's Tools
Tinderbox
Waterskin (Full)
Whetstone
8 GP

Revised Blacksmith Feat

- **Prerequisite:** None
- **Repeatable:** No

With access to a forge and smith tools your smithy talents flourish. Metal bends to your will as you hold it to the flame and shape it with your hammer.

Fire Resistance You have resistance to fire damage.

Hammer Time Once per turn, when you hit a creature with an melee weapon attack that deals bludgeoning damage, you can move it 5 feet to an unoccupied space, provided the target is no more than one size larger than you.

Metal Weapon As part of a long rest, you can create a simple weapon or armor made of metal, provided you have metal and your smith's tools on hand.

Chef

Ability Scores: +2 Constitution, +1 Wisdom

Skill Proficiencies: History, Nature

Tool Proficiencies: Cook's Tools

Language: Elvish

Feat: Chef

You can create a delicious meal or a quick bite to satiate your hunger. Whether working under pressure during a dinner rush or standing on your feet for 15 hours a day, you know that food is the one thing that can bring people together, no matter their differences.

Equipment

Cook's Utensils
Metal Pots (4, various sizes)
Recipe Book
Small Knife
Tinderbox
Waterskin(full)
10 GP

Revised Chef Feat

- **Prerequisite:** None
- **Repeatable:** No

Your years of working in kitchens and with other culinary individuals has provided you with a book chock full of recipes that can delight, heal and bolster everyone who eats them.

Food for the Soul As part of a short rest, you can cook special meal, provided you have ingredients and cook's utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 + your proficiency bonus. At the end of the short rest, any creature who eats the food and spends one or more Hit Dice to regain hit points regains an extra 1d8 hit points.

Hunt for your Food You have advantage on Wisdom (Survival) checks when looking for local wild game and herbs.

Snack Time With one hour of work or when you finish a long rest, you can cook a number of small, quick treats equal to your proficiency bonus. These special treats last 24 hours after being made. A creature can use a bonus action to eat one of those treats to gain temporary hit points equal to your proficiency bonus.

Grifter

Ability Scores: +2 Charisma, +1 Wisdom

Skill Proficiencies: Deception, Insight

Tool Proficiencies: Calligrapher Supplies

Language: The natural language of the person or creature you are conning.

Feat: Actor

Your charming smile and self assurance have allowed you to separate many a victim, known as the mark, from their coin. You are a natural in the art of the con. You learned at an early age that acting with complete confidence and seducing people with the lure of riches is, for you, a much easier and less violent way to steal money. Some grifters work solo, while others work with a crew. No matter what style fits your personality, there has never been a mark you have not been able to swindle.

Equipment

Calligrapher Supplies
Fine Clothes
Parchment (5 sheets)
Vial of Perfume
Sealing Wax
20 GP

Revised Actor feat:

Prerequisite: Minimum base Charisma of 12

Repeatable: No

You can get yourself out of trouble through charm and bold face lying. You are able to deceive people out of their gold, or to do tasks for you they normally wouldn't dare to attempt. You are granted the following benefits:

Cantrip You learn the *friends* cantrip. You may cast this spell once per short or long rest. Charisma is your spellcasting ability for this spell.

Inside Knowledge You gain a bonus equal to your proficiency bonus on Wisdom (Insight) checks.

The Mark You designate one individual as your mark. You gain advantage to Charisma (Deception) checks made against this person for 24 hours. You may use this ability once per long rest.

Pirate

Ability Scores: +2 Dexterity, +1 Wisdom

Skill Proficiencies: Acrobatics, Intimidation

Tool Proficiencies: Navigator's tools, vehicles (water)

Language: Aquan

Feat: Pirate

You live your life on the water, searching for treasure and unsuspecting ships to raid. Scourges of the seas, you are a constant threat to all who spends time away from land. You go by many names; brigand, buccaneer, or privateer. But no matter what you are called, you instill fear in merchant ships who are unfortunate enough to cross your path.

Equipment

Belaying pin (club)

Common Clothes

Hooded Lantern

Lucky Charm of Your Choice

Navigator's Tools

Rope (50 feet)

10 GP

Revised Pirate feat:

Prerequisite: None

Repeatable: No

Traveling the high seas, you have adjusted to the hardships that come with it.

Darkvision Thanks to your life on the water, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If you already have darkvision, the range is doubled.

Sea Life You ignore the effects of difficult terrain or uneven ground caused by a ship's movement.

Swimming You gain a swimming speed equal to your walking speed, up to 30ft.

Travel by the Stars You also have Advantage on Wisdom (Survival) checks at night and you can see the stars.