

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 an 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.

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.

Your DM might customize specialties to represent different organizations and cultures within the campaign setting.

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.

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

Ambusher

You have trained in hit-and-run tactics and excel at maximizing the benefits of surprise. Your abilities help you get the drop on your enemies, make the most of hiding, and fight on the run.

These abilities are usually earned through hard-won experience. You might have grown up in the shadow of a great evil that made regular forays into your homelands. Faced with an overwhelming foe, you learned from a young age to set traps, wait in ambush, and defeat a much more powerful enemy by using your knowledge of your homeland to your advantage. Or you might have been a bandit or raider yourself, but given up that life for a career on the right side of the law.

Level 1: Improved Initiative

Level 3: First Strike

Level 6: Ambush

Level 9: Covert Strike

Defender

Through conscious effort or menacing presence, you command attention on the battlefield. You protect those who cannot protect themselves, often putting yourself at great risk by intercepting enemies' attacks. Alert, wary, and often selfless, you stand as a bulwark against the tide of enemy combatants.

Defenders arise from many different backgrounds and professions. You might have been a professional soldier, having learned techniques from fighting in military formations. Alternatively, you could be a valiant knight, and the act of protection arises from a singular commitment to a chivalric code.

Level 1: Shield Bash

Level 3: Hold the Line

Level 6: Combat Reflexes

Level 9: Combat Superiority

Expert

This specialty represents perhaps the broadest range of characters. While others allow their skills to grow organically, you make a point of mastering your skills. As you progress along this path, you have the opportunity to learn more skills and to increase your proficiency with those you have.

Think about what environment might have fostered this devotion. Are you a dabbler in many varied skills, or deeply invested in a few key skills? Are you a sage seeking to increase the breadth and depth of your knowledge? Or perhaps you're a charlatan who wants to be able to convincingly adopt many new identities.

Level 1: Superior Skill Training

Level 3: Superior Skill Training

Level 6: Skill Focus

Level 9: Skill Supremacy

Hedge Magician

You are a self-taught magic user, colloquially referred to as a hedge magician. You learned magic on your own, teaching yourself using lore you managed to scrounge and constant trial and error—not to mention a healthy dose of what can best be described as mystic insight. The abilities you gain as you progress along this path include learning to combine material components to create potions, securing the assistance of a helpful spirit, internalizing the basic formulas of the simplest spells, then learning how to defend yourself from other magicians who might come calling.

You might be a hermit, teaching yourself the basics of magic while exiled from civilization. Alternatively, you might be one of the cunning folk (or a witch, depending on how the local villagers feel about you), learning magic according to ancient rites and teachings handed down over the generations.

Level 1: Herbalism

Level 3: Find Familiar
Level 6: Arcane Dabbler
Level 9: Defensive Ward

Metamagician

You know how to manipulate magical energy to alter your spells. Many spellcasters train in the art of metamagic in order to get the most out of their spells. You understand better than anyone else how to twist your spells to get the desired effect, surprising your foes with your versatility.

You likely spent some time studying magical theory, for example as a student in a wizard's academy or a scholar in a magical library. Alternatively, you might have learned how to manipulate your spells through painful trial and error, leaving you with scars of failed experiments.

Level 1: Distant Spell
Level 3: Energy Substitution
Level 6: Maximize Spell
Level 9: Heighten Spell

Mystical Healer

Having studied the healing arts, you work to ease suffering, mend wounds, and cure sickness. You know how to conjure magical healing to seal wounds and purge the body of poisons. Your ministrations bring hope to the hopeless, health to the sick, and perhaps even life to the dying.

You might have been an apprentice to a village herb gatherer, a wise one who tended to the villagers' ills. Or perhaps you learned at the side of a wealthy family's personal physician. You could have served as a medic in a military company, aiding injured soldiers while battle raged around you. Or perhaps you are an initiate of a deity such as the Lifegiver, charged with offering healing wherever it is needed.

Level 1: Healing Initiate
Level 3: Magical Rejuvenation
Level 6: Purge Magic
Level 9: Restore Life

Polearm Master

Polearms, such as glaives, halberds, and other reach weapons, are typically the weapon of choice for well-armed masses of infantry. Their length allows tightly packed ranks of warriors to deliver many attacks at once, and they also excel at creating defensive formations against larger creatures.

You have trained with polearms, likely as part of a militia or other military unit, and have learned to apply what you know to the small, desperate skirmishes that adventurers face. Many adventuring fighters with a background as mercenaries practice this specialty.

Level 1: Polearm Training
Level 3: Two-Weapon Defense
Level 6: Weapon Mastery
Level 9: Warding Polearm

Reaper

Some warriors rely on elegance and speed. You prefer using the biggest weapon you can find to deliver the most devastating blows possible.

You likely trained in a mercenary company or other group that focused on battling large creatures. Hill giants and ogres rely on their endurance to overwhelm their foes. Your training has taught you to bring such foes down.

Level 1: Weapon Mastery
Level 3: Cleave
Level 6: Martial Training (Trip)
Level 9: Relentless

Sharpshooter

Sharpshooters have keen eyes and steady hands, letting them hit the most difficult targets. They have perfected their techniques with ranged weapons, letting them launch missile after missile with incredible speed and precision. While many sharpshooters favor bows, some use thrown weapons, slings, and even crossbows.

As a sharpshooter, you may be an archer in the king's army, a crossbow-toting assassin ever-ready for assignment, or a hunter whose life and

livelihood depend on your ability to bring down prey with a streaking arrow.

Level 1: Sniper

Level 3: Martial Training (Rapid Shot)

Level 6: Weapon Focus

Level 9: Called Shot

Skirmisher

The best way to avoid being a target is to never stand still. You know that being fast, mobile, and slippery is sure to guarantee your enduring safety. Likewise, your speed catches your enemies off-guard, allowing you to slip in, strike, and then retreat before your enemies have a chance to pin you down.

You might be a scout, used to traveling over long distances and evading danger instead of confronting it head-on. Alternatively, you might have lived as a street urchin, where your ability to move quickly through dangerous areas saved you from being snatched up by the city watch, or worse, having your meager possessions stolen by other street toughs.

Level 1: Charge

Level 3: Shift

Level 6: Fast Movement

Level 9: Strike and Fade

Skulker

A subtle approach sometimes is the best way to deal with a powerful opponent or a touchy situation. Why trouble the giants guarding an enormous ruby when you can slip in and take it without disturbing them? Your approach makes things easier for everyone. You're a master of stealth, hiding in circumstances that others would find impossible and learning to avoid the common mistakes that scouts and sneak-thieves make to give themselves away.

The life of an adventurer is probably not all that different from what you did before. You might have been a scout, sneaking up on enemy forces to learn details of their movements or sabotage their supplies. Perhaps you were a messenger tasked with crossing dangerous regions where it was better to avoid predators than to fight them. Or

you might have been a pickpocket or a spy, using your stealth for unsavory ends.

Level 1: Hide in Shadows

Level 3: Ambush

Level 6: Skill Focus (Sneak)

Level 9: Skill Supremacy (Sneak)

Survivor

You are tough. You not only stand up to wounds that would fell a lesser adventurer, but also continue to push forward when others would need to stop for rest. You have a deep reserve of health that gives you the ability to recover more quickly than most people.

You likely had a harsh life before becoming an adventurer. You might have lived in an extreme environment, such as a tundra or a desert, where survival was a daily challenge. Perhaps you are an escaped slave who had to endure terrible conditions, or a prisoner on the run. Or your exceptional endurance could be supernatural in nature, the result of a fey blessing at your birth or a drop of giant blood in your ancestry.

Level 1: Durable

Level 3: Toughness

Level 6: Resilience

Level 9: Iron Hide

Swashbuckler

Elegant weapons are the mark of a civilized warrior, someone for whom precision and panache are elements of skill, not simple flourishes. Your style is all about fluidity, quick reactions, and being nimble enough to step away when things grow too dangerous.

You likely grew up in a city, since weapons such as the rapier are products of a civilized realm. You might also have been trained by a skilled tutor, one hired by your parents or guardian in hopes of teaching you the skills you need to defend yourself.

Level 1: Deflect

Level 3: Combat Reflexes

Level 6: Shift

Level 9: Riposte

Two-Weapon Fighter

The art of fighting with two weapons can be difficult to master, but you have both the grace and the skill to pull off such a complex fighting style. Switching from offense to defense and back again, you keep your enemies unbalanced by striking from two directions at once, weaving your weapons in a complex pattern to turn aside strikes and set up swift counterattacks.

Level 1: Dual Wielding

Level 3: Two-Weapon Defense

Level 6: Weapon Focus

Level 9: Two-Weapon Strike

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, Combat Expertise class feature

Benefit: You gain the Disarm maneuver, and you can make a ranged attack instead of a melee attack when you use that maneuver.

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.

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.

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.

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.

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 reaction.

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.

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 at fighting with two weapons at once.

Benefit: You can attack with two melee weapons even when neither of the weapons you are wielding is a light weapon.

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.

Special: You can select this feat multiple times. Each time you do so, choose a different damage type.

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.

Choose a familiar. Each familiar has the same statistics, modified by the type you choose.

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 100 gp 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.

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 (2 gp, 5 sp)
- *potion of healing* (25 gp)

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 oncoming 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.

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.

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*.

Martial Training

You have undertaken specialized training to be able to do more with your weapon than simply strike at a foe.

Prerequisite: Combat Expertise class feature

Benefit: You learn a maneuver of your choice from the general maneuver list or from your class's maneuver list, if your class has one.

Special: You can select this feat multiple times. You must choose a different maneuver each time.

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.

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 halberd, or a longspear, the weapon functions as a double weapon that has a second end that deals 1d6 bludgeoning damage.

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).

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.

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.

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.

Shift

You can cautiously retreat from a dangerous situation without sacrificing your concentration.

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

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 make shots with precision by sacrificing stopping power.

Prerequisite: Dexterity 11 or higher

Benefit: You gain proficiency with the longbow and the shortbow.

As an action, you can make a single attack with a ranged weapon with advantage. Do not add your Dexterity modifier to the damage of this attack, and if you have martial damage dice you cannot add them to this attack's damage.

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.

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.

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.

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 cannot make any other attacks on the same turn that you use this feat's benefit.

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.

Weapon Focus

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

Prerequisite: Combat Expertise class feature

Benefit: When you roll your martial damage dice to increase damage with an attack using a weapon with which you have proficiency, treat a roll of 1 on any of those 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: Combat Expertise class feature

Benefit: When you roll your martial damage dice to increase damage with an attack using a weapon with which you have proficiency, you can reroll one or two of those dice and keep the second result.