

Chapter 4: Character Customization

The combination of ability scores, race, class, and background define your character's capabilities in the game, and the personal details you create set your character apart from every other character. Even within your class and race, you have options to fine-tune what your character can do. But this chapter is for players who with the DM's permission want to go a step further. This chapter defines two optional sets of rules for customizing your character: multiclassing and feats.

Multiclassing lets you combine classes together, and feats are special options you can choose instead of increasing your ability scores as you gain levels. Your DM decides whether these options are available in a campaign.

Multiclassing

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options.

With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in Sage and two in Fighter, you're a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing in a third or fourth class. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

Prerequisites: To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. For example, a Fighter who decides to multiclass into the Sentinel class must have both Strength and Charisma scores of 13 or higher. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by higher-than-average ability scores.

Multiclass Prerequisites

- Artificer Intelligence of 13
- Guardian Dexterity & Wisdom of 13
- Sentinel Strength & Wisdom of 13
- Adept Charisma of 13
- Monk Dexterity & Wisdom of 13
- Elementalist Charisma of 13
- Berserker Strength of 13
- Empath Charisma of 13
- Fighter Strength or Dexterity of 13
- Rogue Dexterity of 13

Experience Points

The experience point cost to gain a level is always based on your total character level, as shown in the Character Advancement table in chapter 1, not your level in a class. So, if you are a Sage 6/Fighter 1, you must gain enough XP to reach 8th level before you can take your second level as a Fighter or your seventh level as a Sage.

Proficiency Modifier

Your proficiency bonus is always based on your total character level, not your level in a class. For example, if you are a Soldier 3/Vagabond 2, you have the proficiency bonus of a 5th-level character, which is +3.

Other Proficiencies

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

Multiclass Prerequisites

- Artificer: Tinkering Tools
- Guardian: Light & medium armor, shields, simple weapons and 1 martial weapon, one skill from the class's skill list
- Sentinel: Light armor, medium armor, shields, simple weapons, martial weapons
- Adept: Light Armor and Simple Weapons
- Monk: Simple weapons and Short Swords
- Elementalist: None
- Berserker: Shields, simple weapons, martial weapons

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- **Empath:** Light armor, one skill of your choice, one musical instrument of your choice
- **Fighter:** Light armor, medium armor, shields, simple weapons, martial weapons
- **Rogue:** Light armor, one skill from the class's skill list, thieves' tools

Class Features

When you gain a new level in a class, you get its features for that level. A few features, however, have additional rules when you're multiclassing.

Extra Attack: If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you do (as the Soldiers version of Extra Attack does.)

Feats

A feat represents a talent or an area of expertise that gives a character special capability. It embodies training, experience, and abilities beyond what a class provides. At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow, you can't benefit from the Grappler feat until your Strength is restored.

Acrobat

You gain proficiency in the Acrobatics skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it. As a bonus action, you can make a DC 15 Acrobatics check. If you succeed, difficult terrain doesn't cost you extra movement until the end of the current turn.

Actor

Skilled at mimicry and dramatics, you gain the following benefits:

- Your Charisma Score goes up by 1.
- You have an advantage on Deception and Performance checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Insight check contested by your Deception check allows a listener to determine that the effect is faked.

Alert

Always on the lookout for danger, you gain the following benefits:

- You can't be surprised while you are conscious.
- You gain a +5 bonus to initiative.
- Other creatures don't gain advantage on attack rolls against you because of being unseen by you.

Athlete

You have undergone extensive physical training to gain the following benefits:

- +1 to Strength, Constitution, or Dexterity
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't cost you extra movement.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

Armor Proficiencies

Gain an additional proficiency in armor, and shields when taking this feat. If you are proficient in light armor for example, you gain Proficiency in medium armor. You cannot gain Proficiency in heavy armor without first having medium armor.

- **Light Armor:** +1 to Dexterity
- **Medium Armor:** +1 to Strength or Dexterity
- **Heavy Armor:** +1 to Strength or Constitution

Basic Fighting Styles

These are techniques that some classes automatically have access to. If you wish to, you can take one of these fighting styles as a feat choice.

- **Defense:** You gain a +1 bonus to AC.
- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting:** When you roll a 1 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die if the roll is a 1. The weapon must have the two-handed or versatile property for you to gain this benefit.

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- **Marksman:** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Protection:** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- **Weapon Focus:** Pick a single weapon. You gain Proficiency in that weapon, and a +1 to attack with that weapon.
- **Tunnel Fighter:** You excel at defending narrow passages, doorways, and other tight spaces. As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.
- **Two-Weapon Fighting:** While wielding 2 weapons, you can add your proficiency modifier into the attack, and your Base stat modifier into the damage. This takes a bonus action to attack with.

Battle Mastery

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits:

- You learn 2 maneuvers of your choice from among those available to the Combat Maneuvers page. The Save DC is 8+ Prof.+ Strength or Dexterity.

If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d8. These dice are used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Bulwark

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Charger

When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature. If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).

Defensive Duelist (Prerequisite: Dexterity 13 or higher)

When you are wielding a finesse weapon with which you are proficient, and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

Dual Wielder (Prerequisites: 2-weapon fighting style)

You master fighting with two weapons, gaining the following benefits:

- You gain a +2 to your AC while wielding 2 weapons.
- You can use two-weapon fighting even when the onehanded melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.
- Each turn on your attack, you can make a single offhand strike. This replaces your bonus action strike with your offhand weapon, not giving an additional strike including your bonus action.

Dungeon Delver

Alert to the hidden traps and secret doors found in many dungeons, you gain the following benefits:

- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- You can search for traps while traveling at a normal pace, instead of only at a slow pace.

Durable

Hardy and resilient, you gain the following benefits:

- +1 to Constitution
- You recover an additional 1d4 HP per day.

DME Enhanced (Must have 1 Elemental power)

When you gain this feat, choose either Fire, Ice, Poison, Acid, lightning, or thunder or damage. Powers you use ignore resistance to damage of the chosen type. In addition, when you roll damage for a power you use that deals damage of that type, you can treat any 1 on a damage die as a 2 and you can add your DME base ability modifier to the damage. You can select this feat multiple times. Each time you do so, you must choose a different damage type.

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DME Hunter

You have practiced techniques useful in melee combat against DME User, gaining the following benefits:

- When a creature within 5 feet of you uses a power, you can use your reaction to make a melee weapon attack against that creature.
- When you damage a creature that is concentrating on a power, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- You have advantage on saving throws against powers used by creatures within 5 feet of you.

DME Sniper (Prerequisite: The ability to use a Power)

You have learned techniques to enhance your attacks with certain kinds of powers, gaining the following benefits:

- When you use a power, the power's range is doubled.
- Your ranged power attacks ignore half cover and three-quarters cover.
- You learn one trick that requires an attack roll. Your power ability for this trick is either Charisma or Wisdom.

DME Touched

You learn two tricks from the Force Trick list. In addition, choose one 1st-level power. You learn that power and can use it at its lowest level. Once you use it, you must finish a long rest before you can use it again. Your DME ability for these powers can be Intelligence, Wisdom or Charisma.

DME Warrior (Must have the ability to use at least one power)

You have practiced using powers during combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a power when you take damage.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to use a power at the creature, rather than making an opportunity attack. The power must have an activation time of 1 action and must target only that creature.

Diversified Talents (Must have the ability to use at least one power)

You gain the ability to branch out into additional categories of DME. You pick 1 additional DME Category to be able to work with. You can gain circles up to 4th level in this category. You can take this feat multiple times. This gains you either a new Category, or 1 additional Circle level in a power you already took with Diversified Talents.

Grappler (Prerequisite: Strength 13 or higher)

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- Your Strength or Constitution modifier goes up by +1 to a maximum of 20.
- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.
- Creatures that are one size larger than you don't automatically succeed on checks to escape your grapple.

Great Weapon Master

You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Healer

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a healer's kit to tend to a creature and restore 1d6+4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

Inspiring Leader (Prerequisite: Charisma 13 or higher)

You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

Keen Mind (Prerequisites: Intelligence of 13)

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits.

- Increase your Intelligence score by 1, to a maximum of 20.
- You always know which way is north.
- You always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.

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Linguist (Prerequisites: Intelligence of 13)

You have studied languages and codes, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn three languages of your choice.
- You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use a force power to decipher it.

Lucky

You have inexplicable luck that seems to kick in at just the right moment.

You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. You regain your expended luck points when you finish a long rest.

Mobile (Prerequisites: 13 Dexterity)

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Observant (Prerequisites: 13 Wisdom)

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

Polearm Master

You can keep your enemies at bay with reach weapons. You gain the following benefits:

- When you take the Attack action and attack with only a glaive, halberd, or quarterstaff, you can use a bonus action to make a melee attack with the opposite end of the weapon. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage.
- While you are wielding a glaive, halberd, pike, or quarterstaff, other creatures provoke an opportunity attack from you when they enter your reach.

Savage Attack

Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total, and you can roll 1 additional damage dice.

Resilient

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

Resistant

Pick 1 form of damage to become resistant to.

Sharpshooter

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Shield Master

You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action you can attack with your shield dealing 1d4+ STR modifier. Additionally, you can attempt to shove a creature within 5 feet of you with your shield. A contested Strength (Athletics) check is required.

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- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a powers or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Skilled

You gain proficiency in any combination of three skills or tools of your choice.

Skulked (Prerequisite: Dexterity 13 or higher)

You are expert at slinking through shadows. You gain the following benefits:

- You can try to hide when you are lightly obscured from the creature from which you are hiding.
- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

Marksmen Expert

Thanks to extensive practice with a ranged weapon, you gain the following benefits:

- You gain the Firearm Proficiency
- You ignore the loading quality of ranged weapons with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a onehanded weapon that requires a reload, you can use a bonus action to attack with a loaded hand firearm you are holding.

Tavern Brawler

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You are proficient with improvised weapons and unarmed strikes.
- Your unarmed strike uses a d4 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

Tough

You gain 2 additional HP per your level.

Weapon Finesse

You have practiced with weapons to be precise in your attacks, not being brutal but elegant with your attacks. All weapons with the Finesse tag can use Dexterity instead of Strength for attack and damage.

Weapon Focus

You have focused on a single weapon to the exclusion of others and have found hidden techniques within. You gain a +1 to attack and damage that stacks with other enhanced or imbued weapons.

Weapon Master

You have practiced extensively with a variety of weapons, gaining the following benefits:

- Increase your Strength or Dexterity score by 1
- You gain proficiency with four weapons of your choice.