

## Equalizer

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*(alternative to the lucky feat)*

Whenever you make an attack roll, an ability check, or a saving throw, you can choose to replace the result of the roll by a 10. You can choose to use this ability after you roll the die, but before the outcome is determined.

You can use this ability 3 times and regain all uses after a long rest.

## Precise Combatant

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You have learned to exert great control over your might when fighting. You gain the following benefits:

- Your Strength, Dexterity, Wisdom, Intelligence or Charisma score increases by 1, to a maximum of 20.
- Whenever you reduce a creature to 0 hit points or lower, you can choose to knock the creature out. You can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.
- When you make an attack roll, you can increase your focus and gain a bonus to the roll equal to your proficiency bonus. Once you use this ability you can't use it again until you take a short or long rest.

## Sanctified Warrior

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Your exposure to divine magic has changed you, granting you the following benefits:

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You learn the *bles*s spell and one 1st-level spell of your choice. The 1st-level spell must be from the cleric or paladin spell list. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

## Wings of Change

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*Prerequisite: worshipping a god*

Your unwavering faith grants you wings. As a bonus action you can sprout a pair of wings, that grant you a 60 feet flying speed. Attacks of opportunity against you have disadvantage while you have these wings. They vanish at the start of your next turn, where you fall if nothing is holding aloft.

You can create these wings a number of times equal to your proficiency bonus, and regain all expended uses after completing a long rest.

