

## Feats

### Children of Twilight

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*Prerequisite: low light vision*

You gain proficiency in perception checks. If you are already proficient, you can add 1d6 to the roll each time you make a perception check instead.

Your eyes have grown accustomed to the darkness that permeates the world. You can see in darkness within 60 feet of you as if it were dim light.

#### GM NOTE:

This feat is only usable if you choose to use low light vision instead of darkvision in your games.

### Heir of Darkness

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*Prerequisite: The ability to cast a spell of 1st level or higher.*

You can cast *darkness* once without expending a spell slot, and regain the ability to do so once you complete a long rest.

You can see through any darkness created by spells you cast (*hunger of hadar*, *darkness*, etc...).

### Massive Strike.

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*Prerequisite: 16 Strength or higher*

Your mastery of close combat goes beyond comprehension.

Your Strength score increases by 1.

When two creatures or more creatures are within reach of a melee weapon you are wielding, you can strike two creatures with the same attack roll instead of one. Roll damage separately for each. Although these are made with the same attack roll, they count as two separate attacks for the purposes of everything (Divine Smite, Sneak Attack, etc..) but Extra Attacks.

You can use this ability a number of times equal to your proficiency bonus and regain the ability to do so when you complete a short or long rest.

### Shadow Rover

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You are one with the shadows. While in darkness, you gain the following benefits:

- You make stealth checks with advantage
- Your movement speed increases by 10 feet.
- When you score a critical hit, you deal an additional 1d8 necrotic damage, as the shadows attack the target.

These benefits stop as soon as you enter dim light or bright light.