

Aviary Feats

Aerial Conditioning

Prerequisite: Capability of Flight

Constantly in flight in a variety of environments has strengthened your wings granting you an additional 15 feet of flight speed. You can select this feat multiple times.

Bladed Feathers

Prerequisite: Character race is Aarakocra or Kenku

Your feathers are hardened and can be put to use outside of flight. You gain 5 Bladed Feathers. You can choose to use up to 5 of these feathers as an attack action. You can direct the feathers at the same target or at different ones. Make a separate attack roll for each feather. These feathers have a range of 30 feet and deal 4D4 piercing dmg on a hit. You make this attack with proficiency regardless of your weapon proficiencies. You regain 1D4 feathers to a maximum of 5 feathers back at dawn.

Raptor's Eyes

Your sharp senses make you an experienced hunter of small prey. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Perception skill or Mastery if you are already proficient in Perception.
- You have advantage when making an attack roll on any target that is Small size or smaller.

Screaming Eagle

Prerequisite: Capability of Flight

Constant combat in the air and against enemies on the ground makes you an effective fighter as you rendezvous with destiny. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Increase your flight speed by 10 feet.
- You gain proficiency with hand and heavy crossbows and ignore the loading property of crossbows.
- When you make an attack while airborne more than 5 feet off the ground you can roll an additional 1D6 and add the outcome to your attack roll. You can choose to roll your D6 after your attack roll but before the outcome is determined. You can use this feature once per short rest.

One with the Wind

Through flight or study among the clouds you are uniquely in tune with the weather in and around your environment. While outside you can spend an action to accurately predict the weather in the next hour within a mile radius without fail. You also can tell if the weather is being altered or has been altered through magical means if done so in the past hour. Once per day you can cast the cantrip Gust as a bonus action and you are immune to any of the effects if you are attacked with the Gust cantrip.



Feathered Shield

Prerequisite: Character race is Aarakocra or any race Capable of Flight

Large wings are great for flight but not so much as a shield from an attack. But if all else fails you can use them to avoid an attack's damage for a price. When you are hit by an attack you can use your reaction to use your wings to shield yourself. Until the start of the next character's turn you have a +3 bonus to AC including against the triggering attack. Doing this however seriously damages your wings and reduces your flight speed to 0. Your wings return to a healthy condition normally after consuming a Common or better healing potion, you are healed by a Greater Restoration or Regenerate spell or naturally on its own in 24 hours.

Roc Winged

Prerequisite: Character race is Aarakocra or any race Capable of Flight

Feathers on your wings grow large. You carry the size of such massive feathers with ease and the larger wingspan gives you some extra abilities. You gain an additional 25 feet of flight speed. When you take the Dash action you can choose to use your massive wings for an extra boost of speed and add 10 x 1D4 feet of extra movement. If you use the Gust Cantrip you can beat your wings to enhance the cantrip. If you choose to do so the cantrip now affects large sized creatures and any small blast of air made to move an object no more than 5 pounds is pushed up to 20 feet away from you.

Elemental Plumage

Prerequisite: Character race is Aarakocra or any race Capable of Flight

Your feathers are touched with the power of one of the great birds of Fire, Lighting or Ice. When you choose this feat pick one of the following effects listed below.

Thunder Feathers: You gain resistance to lightning damage. If you make a magical attack that deals damage on hit add an 1D6 lightning damage to your attack.

Fire Feathers: You gain resistance to fire damage. You know the Fire Bolt cantrip if you didn't and can cast this cantrip as a bonus action now.

Ice Feathers: You gain resistance to ice damage. Once per day you may use an action to grow a thin layer of ice over your plumage for 1 minute. During this time your speed is reduced by half but you gain immunity to cold damage and add +1 AC.