

# Bloody Feats

## Arcane Hemorrhage

*Prerequisite: At least 1 level in the Wizard or Sorcerer class*

As your injuries become more severe you start to lose control of the arcane forces you wield. When you fall at or below half of your total hit point maximum at the start of your turns, roll 1D100 using the Wild Magic Surge table on Pg104 of the Player's Handbook. The result takes effect before you take any other action or movement. The Arcane Hemorrhage ends if you receive at least 1 point of healing or naturally on its own after 1 minute. This effect can only happen once per day.

## Prophecy Manifest

*Prerequisite: Character Lvl must be 19 or higher*

It is only near death you gain the ability to guide your next few actions and hopefully prevent tragedy. When you have 50 or fewer hit points you gain the effects of the Foresight spell for 1 minute. This effect can end early if you receive any healing that restores hit points or if you drop to 0 hit points. This ability can only manifest once per long rest.

## Light Before Death

*Prerequisite: Character has at least 1 level in the Cleric or Paladin class*

Not just blood but also light escapes from your body thanks to your divine connections wherever you lash out. When you drop below half of your total hit points your attacks deal an additional 2D4 Radiant damage on hit. This effect lasts for 1 hour or ends if you receive any healing that restores hit points. This effect only happens once per long rest.

## Last Stand

*Prerequisite: Lvl must be 16 or higher*

When it feels and looks like your body is about to give out through the sheer will to survive you refuse to go down easily. When you have 50 or fewer hitpoints your speed is reduced by half but you gain +2 to AC. This bonus to AC ends when you take a short rest or receive any healing.

## Past Your Limit

*Prerequisite: Character Constitution score must be 16 or higher.*

If you are at least 1 hit point below your total high point maximum you can push yourself to move beyond your normal limitations. During your turn you have the ability to move an additional 30 feet of movement taking 1D6 damage per additional 5ft of movement you move.



## Adrenaline Rush

If you take any damage from a physical or magical attack you can use your reaction to move up to 30 feet in any direction after taking damage. This movement is quick and sudden enough that you do not trigger opportunity attacks during this movement.

## Elemental Scaring

Pain is a powerful teacher and you learn quite well if you ever take a serious amount of damage from an elemental magic attack. If you ever take a critical hit from an attack that does at least 1 point of acid, cold, fire, lightning, necrotic, radiant or thunder damage you gain resistance to that type of damage. If you take damage from multiple types of damage whichever type deals the most damage is the resistance you gain. You only can gain one type of resistance at a time through this feat. This resistance does not stack or gain any additional benefits if you happen to be resistant or immune to a type of damage already and subsides naturally after 1D4 days. If the character is healed by a Lesser Restoration spell then the Elemental Scaring can be removed early.

## Let me patch myself up

You know how to keep yourself going and shrug off injury, at least a little bit longer if you're in a serious situation. You have a pool of hitpoint recovery that is equal to your Survival skill score. As an action, you can recover a number of hit points up to the maximum your survival score will allow. After taking this feat every time your character levels up, increase your survival skill score by 1.