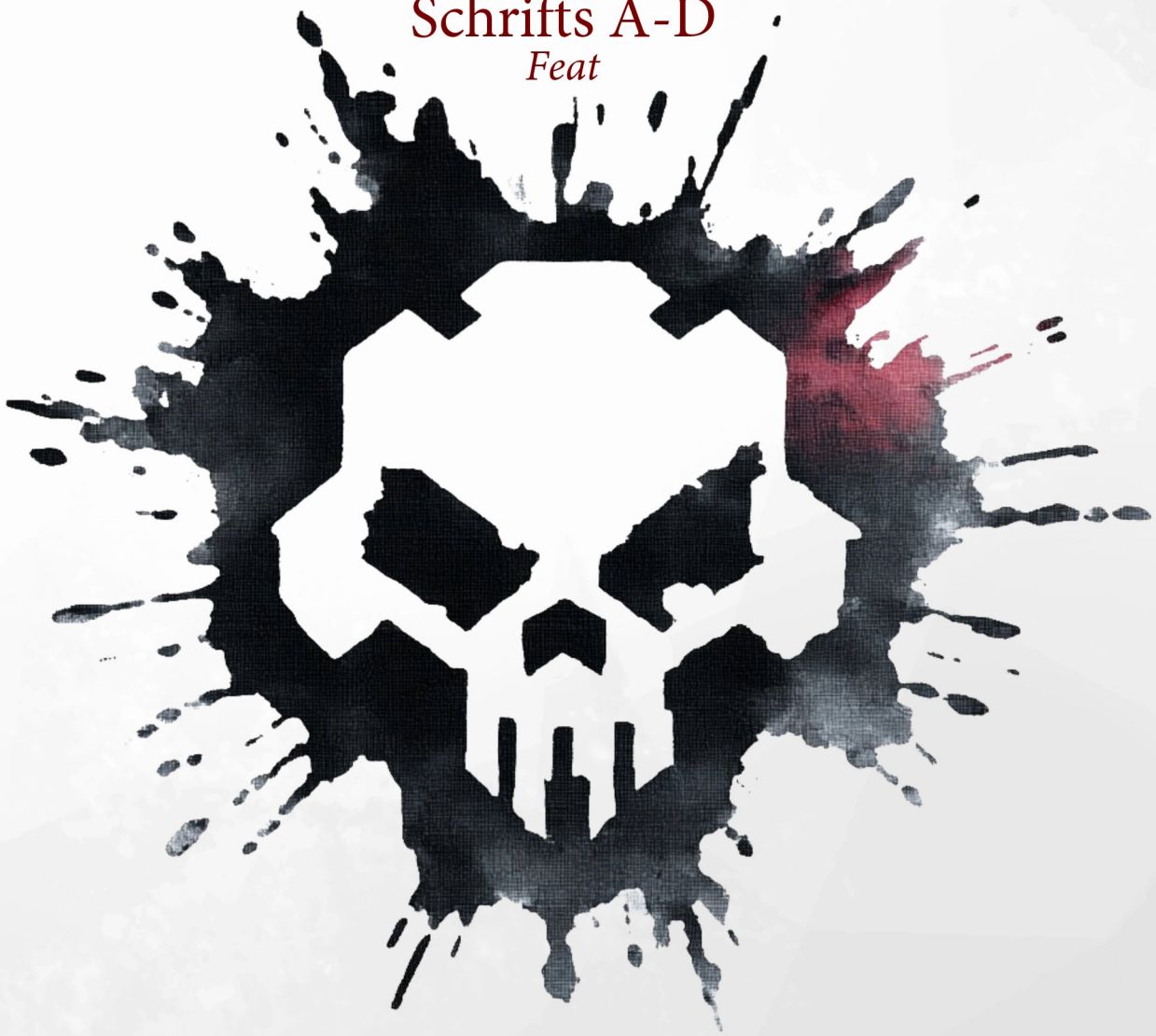
DUALINK

Schrifts A-D

Feat



Bleach Edition

Schrifts A-D

A Schrift is a Quincy letter engraved upon the soul, awakening a singular, character-defining ability. The feats below present Schrifts as player options.

Schrift Bearer

Prerequisite: Quincy (or Wandenreich training), 4th level

You have awakened a Schrift.

- **Quincy Ability.** Choose Wisdom or Charisma.
- **Schrift Save DC.** Your Schrift save DC equals 8 + your proficiency bonus + your Quincy Ability modifier.
- **One Letter.** You can take this feat only once. Once you have this feat, you can take one Schrift feat from the list below. You can't gain a second Schrift feat unless a feature explicitly allows it (DM's discretion).

Schrift: A - The Almighty

Prerequisite: Schrift Bearer, 12th level

When you roll initiative, you can choose one creature you can see. Until the end of the first round, that creature can't have advantage on attack rolls against you, and you have advantage on the first saving throw you make against that creature.

Once you use this benefit, you can't use it again until you finish a long rest.

Schrift: B - The Balance

Prerequisite: Schrift Bearer

When a creature you can see within 60 feet hits you with an attack roll or succeeds on a saving throw against an effect you created, you can use

your reaction to mark that creature until the end of its next turn.
The next time the marked creature deals damage before then, it takes psychic damage equal to your proficiency bonus.
In addition, as a bonus action, you can choose one creature you can see within 60 feet.
The creature must make a Wisdom saving throw against your Schrift save DC.
On a failed save, until the end of its next turn, the first time it would roll with advantage, it rolls normally instead.
On a successful save, the creature is immune to this bonus action until the end of your next turn.
You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Schrift: C - The Compulsory

Prerequisite: Schrift Bearer, 8th level
As an action, choose one creature you can see within 60 feet.
The target must make a Wisdom saving throw against your Schrift save DC.
On a failed save, the target is restrained until the end of its next turn, and it can't take reactions while restrained in this way.
On a successful save, the target's speed is reduced by 10 feet until the end of its next turn.
You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Schrift: D - The Deathdealing

Prerequisite: Schrift Bearer

When you deal damage to a creature, you can record one damage type you dealt (no action required).

A creature can have only one recorded type from you at a time.

As a bonus action, choose one creature you can see within 60 feet that has a recorded type from you. The creature must make a Constitution saving throw against your Schrift save DC.

On a failed save, the next time the creature takes the recorded damage type before the end of your next turn, it takes extra damage equal to 2d8 + your proficiency bonus.

On a successful save, the extra damage is 1d8.

You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.