DUALINK

Schrifts E-H

Feat



Bleach Edition

Schrifts E-H

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: E - The Explode

Prerequisite: Schrift Bearer

As an action, choose a point you can see within 60 feet.

Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw against your Schrift save DC.

On a failed save, a creature takes 4d8 force damage.

On a successful save, it takes half as much damage.

If at least one creature fails this saving throw, you can push one creature that failed the saving throw up to 10 feet away from the center (no action required).

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: F - The Fear

Prerequisite: Schrift Bearer

When you hit a creature with an attack, you can force it to make a Wisdom saving throw against your Schrift save DC (no action required).

On a failed save, the creature is frightened of you until the end of its next turn.

On a successful save, the creature is immune to this effect until the end of your next turn.

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

Schrift: G - The Glutton

Prerequisite: Schrift Bearer

When a creature within 5 feet of you is reduced to 0 hit points, you can use your reaction to gain temporary hit points equal to 2d6 + your proficiency bonus.

In addition, as an action, choose one creature you can see within 30 feet. The target must make a Constitution saving throw against your Schrift save DC.

On a failed save, the target takes 3d8 necrotic damage, and you gain temporary hit points equal to half the necrotic damage dealt.

On a successful save, the target takes half as much damage and you gain no temporary hit points.

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: H - The Heat

Prerequisite: Schrift Bearer

You have resistance to fire damage.

In addition, as an action, choose one creature you can see within 60 feet. The target must make a Dexterity saving throw against your Schrift save DC.

On a failed save, the creature takes 4d8 fire damage.

On a successful save, it takes half as much damage.

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.