DUALINK

Schrifts S-V

Feat



Bleach Edition

Schrifts S-V

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: S - The Superstar

Prerequisite: Schrift Bearer

While you are within 30 feet of at least one ally who can see or hear you, you gain a +1 bonus to saving throws.

In addition, as a bonus action, you gain temporary hit points equal to 1d8 + your proficiency bonus, and you have advantage on the next attack roll you make before the end of your next turn.

Once you use this bonus action, you can't use it again until you finish a short or long rest.

Schrift: T - The Thunderbolt

Prerequisite: Schrift Bearer

You have resistance to lightning damage.

In addition, as an action, choose one creature you can see within 90 feet.
The target must make a Dexterity saving throw against your Schrift save DC.
On a failed save, the target takes 4d10 lightning 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.

Schrift: U - The Underbelly

Prerequisite: Schrift Bearer
As a bonus action, choose one creature you can see within 60 feet.
Until the end of your next turn, the first time you hit that creature with an attack, the attack deals an extra 2d8 damage.
In addition, the chosen creature must make a Wisdom saving throw against your Schrift save DC.
On a failed save, it can't take reactions until the end of its next turn.
On a successful save, it suffers no additional effect.
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: V - The Visionary

Prerequisite: Schrift Bearer, 8th level
As an action, you create a nonmagical object that you can imagine, provided the object fits within a 5-foot cube and weighs no more than 50 pounds.
The object appears in an

unoccupied space you can see within 30 feet and lasts for 10 minutes.
The object can't be worth more than 50 gp (DM's discretion).
The object can't be an explosive, and it can't be a weapon that deals more than 1d8 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.

Schrift: V - Vanishing Point

Prerequisite: Schrift Bearer, 8th level
As a bonus action, you become invisible until the start of your next turn.
The invisibility ends early if you make an attack roll or cast a spell.
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.