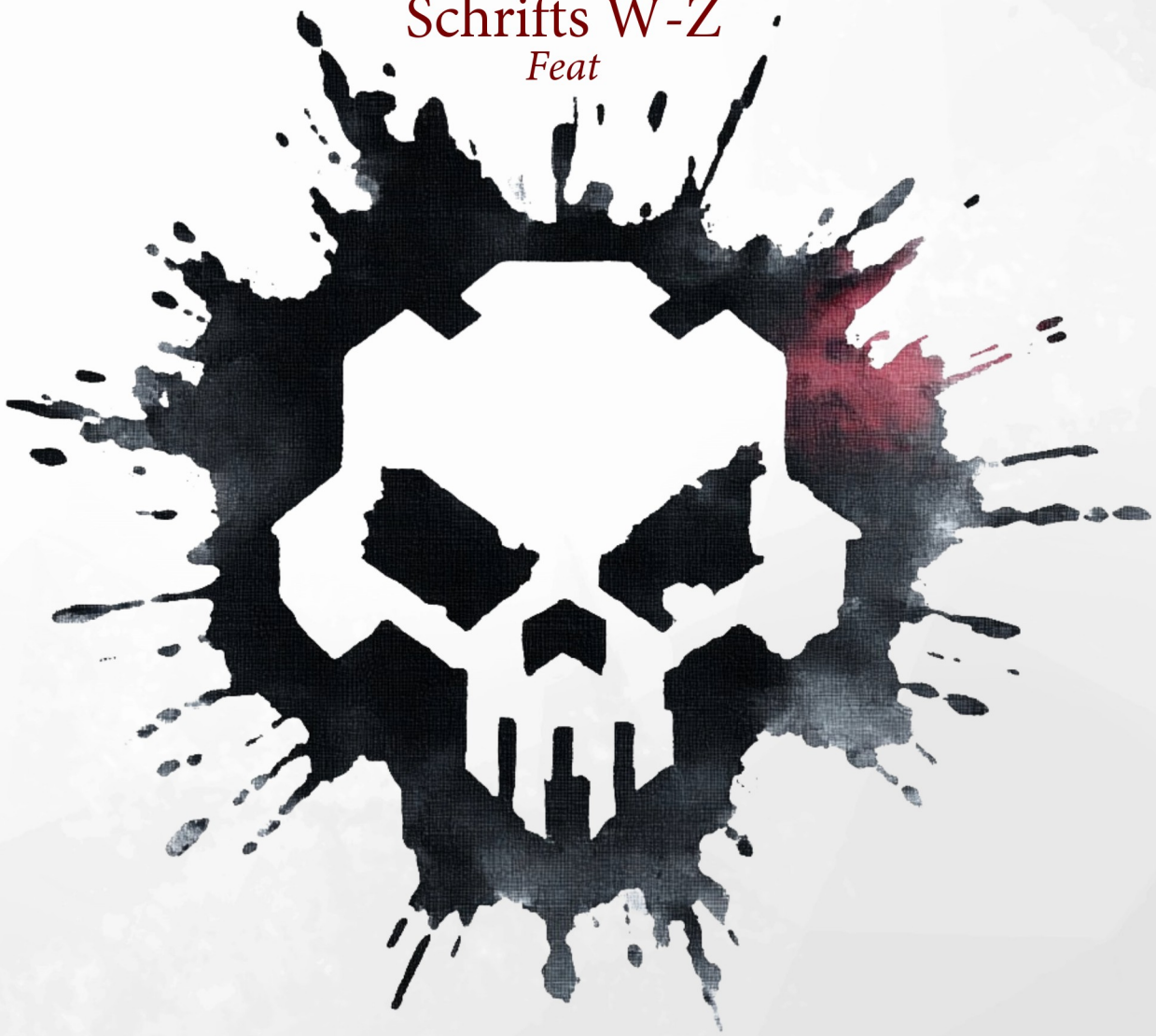
DUALINK

Schrifts W-Z

Feat



Bleach Edition

Schrifts W-Z

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: W - The Wind

Prerequisite: Schrift Bearer

As a bonus action, you create an aversion field for 1 minute.

While the field lasts, opportunity attacks against you are made with disadvantage.

The field ends early if you are incapacitated.

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

Schrift: X - The X-Axis

Prerequisite: Schrift Bearer, 8th level

As a bonus action, choose one creature you can see within 120 feet. Until the end of your next turn, your ranged weapon attacks ignore half cover and three-quarters cover

against that creature, and the creature doesn't benefit from resistance to the damage dealt by those attacks.
Once you use this bonus action, you can't use it again until you finish a short or long rest.

Schrift: Y - The Yourself

Prerequisite: Schrift Bearer, 8th level
As an action, choose one Humanoid you can see within 30 feet.
You magically assume its appearance for 1 hour.
Your equipment doesn't change with you.
The effect ends early if you end it (no action required).
While the effect lasts, you have advantage on Charisma (Deception) checks made to pass yourself off as the chosen creature.
Once you use this action, you can't use it again until you finish a long rest.

Schrift: Z - The Zombie

Prerequisite: Schrift Bearer, 8th level
As an action, choose one Humanoid corpse within 30 feet that has been dead no longer than 1 minute.
The corpse rises as a zombie under your control for 10 minutes, using the zombie stat block.
The zombie acts immediately after your turn and obeys your commands (no action required).
Once you use this action, you can't use it again until you finish a long rest.