

# Ironclad Tank

*Prerequisite: proficiency with heavy armor*

You've spent your entire life in the heaviest of armor, making you an unstoppable war machine. While wearing plate armor and a shield, you gain the following benefits:

- Your movement speed cannot be lowered by spells or magical effects, and you ignore nonmagical difficult terrain.
- You have advantage on saving throws against spells and effects that would push you, knock you prone, grapple, or restrain you.
- Allied creatures within 5 feet of you have half-cover against ranged attacks and spells.

# Bronze-Blooded

You were born within the fires of the forge, granting you a powerful shield against heat and a short temper. You gain the following benefits:

- Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.
- You gain resistance to fire damage.
- On the first round of combat, your movement speed is doubled.

# Leaded Inclination

*Prerequisite: 9th level*

Your mind is heavy like lead: heavy thoughts and questions plague you, but this weight stills your mind. You gain the following benefits:

- Increase your Constitution, Intelligence or Wisdom score by 1, to a maximum of 20.
- You learn the nondetection spell. You can cast the spell without expending a spell slot or requiring material components. When cast this way, the spell can only target nonmagical objects. Once you cast the spell in this way, you can't cast it in this way again until you finish a long rest. You can also cast the spell using spell slots you have of the appropriate level.
- You have advantage on Intelligence (Investigation) checks to untangle mysteries and plots, as well as on saving throws against the frightened condition.

