

Feats

- **Actor-** You have an advantage on Deception and Performance checks when trying to pass yourself off as a different person.
- **Admantine Bones-** As a reaction you can cause any critical hit against you to be treated as a regular hit.
- **Always watching-** You can't be surprised while you are conscious and other creatures don't gain advantage on attack rolls as a result of being unseen by you.
- **Apprentice Alchemist- intelligence-** Over the course of 10 minutes you can temporarily improve the potency of one potion of healing of any rarity. To use this benefit, you must have alchemist's supplies with you, and the potion must be within reach. If the potion is drunk no more than 1 hour after this, the creature drinking the potion can forgo the potion's die roll and regains the maximum number of hit points that the potion can restore. You can only have a number of alchemical items equal to your intelligence modifier increased in potency at any one time.
 - **Adept alchemist- intelligence-** when you increase the potency of an alchemical item it may be used anytime within 24 hours instead of 1 hour.
 - **Bomb expert-intelligence-** you can also increase the potency of alchemical bombs such as alchemist fire. Doing so doubles the damage dice from the bomb and gives creatures disadvantage on saves against the bombs or checks to extinguish the fires.
 - **Bombardier- Intelligence-** Any bombs you throw that are of increased potency also ignore damage resistance (but not damage Immunity). **Minimum level 6**
- **Arcane Blade-** as a bonus action can make any weapon you are wielding count as a minor magic weapon until the start of your next turn.
 - **Arcane strike-** When you use your Arcane Blade you may choose to have the weapon count as cold iron or silver. In addition, attack and damage rolls made with the weapon get a +1
 - **Arcane edge-** When you use your Arcane Blade the weapon instead counts as a magic weapon. In addition, attack and damage rolls made with the weapon deal +2 damage.
 - **Arcane razor-** When you use your Arcane Blade the weapon instead counts as a major magic weapon. In addition, damage rolls made with the weapon deal +3 damage.
- **Antagonize-** You can use an action to try and goad a creature who can hear and see you into attacking you. The creature must make a wisdom save of 8+ your proficiency + your charisma modifier. On a Failure if the creature attacks on the next turn you must be one of its targets. Once a target succeeds on the save it is immune to your goad for 24 hours.
 - **Infuriate-** Creatures goaded by you leave themselves open to attacks. The first attack against a creature you have successfully goaded before the end of your next turn has advantage.
 - **Quick Poke-** You can goad a creature as a bonus action. **Minimum level 8.**
- **Barbed hide-** As a bonus action, you can cause small barbs to protrude all over your body

or cause them to retract. At the start of each of your turns while the barbs are out, you deal 1d6 piercing damage to any creature grappling you or any creature grappled by you.

- **Barrage-** When you take the attack action with a ranged weapon you may choose to forgo your proficiency bonus on all attacks made this round. If you do so you may use your bonus action to make an extra attack with a ranged weapon. You may not use this feat and the Deadeye feat at the same time. **Minimum level 6.**
- **Bigger on the Inside-** Your speed increases by 5 ft and you don't have disadvantage on attack rolls with heavy weapons. **Must be a small creature.**
- **Bloodlust-** Whenever you reduce a creature to 0 hp during combat you may gain temporary hp equal to 1d4+your constitution modifier.
- **Bull Rush-** when you move at least 30 feet in a straight line at an enemy before making a melee attack, as part of your melee attack you may attempt to shove them 10 feet directly away from you. Doing so is an opposed athletics check.
 - **CHARGE!!-** When you use bull rush on an enemy the attack also deals extra damage equal to your proficiency.
- **Cats fall-**Treat any distance fallen as 1/2 as much, you have advantage on saving throws to avoid falling damage, and you have resistance to damage from falling.
- **Climber-** Climbing doesn't cost you extra movement and you automatically succeed on climb checks of DC 15 or less.
- **Close quarters ranger-** Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- **Codebreaker-** You have advantage on all checks made to decipher codes. In addition, You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your 8 + Intelligence score + your proficiency bonus), or they use magic to decipher it.
- **Couch Surfer-** you can maintain a comfortable lifestyle without paying any living expenses.
- **Crafter-** When making a roll to craft an item you roll with advantage.
 - **Practiced Crafter-** you may choose to take 10 instead of rolling while crafting items.
 - **Master Crafter-** when rolling to craft items treat any rolls of below 10 as 10.
- **Crossbow expert-** You ignore the loading quality of crossbows with which you are proficient in addition you may use hand crossbows while dual weapon fighting.
- **Brawny-** You can carry up to 5 more bulk without being lightly encumbered.
 - **Brawny Man!!-** You can carry an additional 5 bulk without being lightly encumbered.
 - **Mule-** You can carry an additional 5 bulk and you can never be lightly encumbered.
- **Deep diver-** You can hold your breath for twice as long and gain advantage on saves vs the effects sea pressure.
- **Diehard-**You gain advantage on death saving throws.
 - **Diehard 2, still pretty good-** You may choose to automatically stabilize on your turn while at 0 hp. Once you do so you must finish a long rest before you do so again.

- **Diehard 3 electric boogaloo-** You may choose to automatically stabilize a number of times per day equal to your constitution modifier.
 - **Diehard 4, really this guy's just unlucky-** When you self-stabilize while at 0 hp you regain consciousness with 1 hp.
- **Disarming Personality-** You have advantage on attack rolls made to disarm a creature. In addition, you may attempt to disarm a creature even if you are unarmed.
 - **Weakened Grip-** You no longer have disadvantage to disarm a creature that is wielding a weapon in two hands.
 - **The Bigger they Are-** A creature must be two size categories larger than you to gain advantage on opposed disarm checks. (if you are medium they must be huge).
 - **Disarm the Gods-** A creature does not gain advantage on opposed disarm checks regardless of their size. **Minimum level 10.**
 - **AWAY!-** When you disarm a creature you may choose to fling the disarmed weapon up to 10 feet away in any direction.
 - **MINE!-** When you disarm a creature you may choose to instead take the weapon as part of the disarm attack, so long as you are able to carry it. If you do so you may use a bonus action to attack with the weapon if you are proficient. **Minimum level 6.**
- **Drive-By-** When using an action to pilot a vehicle the character may use a bonus action to make an attack with a light weapon.
- **Dual Wielder-** You can use two weapon fighting even when the one handed melee weapons aren't light and you can draw or stow two one handed weapons when you would normally be able to draw or stow only one.
 - **Defensive Dual Wielder-** You gain a plus one to AC when wielding a separate melee weapon in each hand.
 - **Dual Defense-** You gain an additional plus one to AC when wielding a separate melee weapon in each hand. **Minimum level 6.**
 - **Master Dual wielder-** When you use a bonus action to attack with your off handed weapon, you may instead attack with that weapon twice. **Minimum level 8.**
- **Durable-** When you roll a hit die to regain HP the minimum number of hit points you regain is equal to twice your constitution modifier.
 - **Very Durable-** When rolling a Hit die to regain HP you may roll each hit die twice and take the higher result.
 - **Extremely Durable-** As a bonus action you may expend 2 hit die to heal 1 hit die worth of hp.
- **Dwarven Fortitude-** Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total.
- **Elemental Apprentice-** When you choose this feat choose a damage type: acid, cold, lightning, or thunder. Spells you cast of the chosen type treat all 1 on any damage dice as a 2. This feat may be taken multiple times choosing a different damage type each time.

- **Elemental Adept-** Spells you cast ignore resistance of the chosen type. In addition, you may re roll any 1's on any damage dice you roll for a spell of the chosen type. **Minimum level 4**
 - **Elemental master-** Whenever you roll damage for a spell of the chosen type you may re roll any number of damage dice for that spell. This ability replaces the re roll ability for elemental adept. **Minimum level 8.**
- **Encased in steel-** You may sleep in medium armor with no penalty.
 - **Steel Carapace-** you may sleep in heavy armor with no penalty.
- **Eschew Materials-** You can ignore the material component of spells that do not have a cost.
- **Eye for Ingredients-** Can use 1/2 cost components when casting spells.
- **Fade Away-** Immediately after you take damage, you can use a reaction to magically become invisible until the end of your next turn or until you attack, deal damage, or force someone to make a saving throw. Once you use this ability, you can't do so again until you finish a short or long rest.
- **Fast Crawl-** you can move at full speed while prone.
- **Flail Adept-** Whenever you are wielding a flail you gain a +2 to hit an opponent who is wielding a shield. You do not gain this bonus if receiving the benefits of the ax mastery feat.
 - **Flail Master-** Whenever you make an opportunity attack with a flail if it hits the target must make a strength saving throw equal to 8+proficiency+your strength modifier or be knocked prone. **Minimum level 8**
- **Fencer-** When you are wielding a finesse weapon and have no weapon or shield in the other hand you may use your reaction to add your proficiency to your AC whenever you are hit by an attack.
 - **Blade Dance-** So long as you are wielding finesse weapon and have no weapon or shield in the other hand you may use your bonus action to gain bonus to your AC equal to ½ your proficiency modifier rounded up until the start of your next turn.
 - **Riposte-** Whenever you use parry if an opponent misses with that attack you may make an attack against that opponent. **Minimum level 6**
 - **Flurry of Steel-** When you take the Attack action while you are wielding a finesse weapon and have no weapon or shield in the other hand you may choose to make all attacks this round without your proficiency bonus. If you do so you may make an extra attack. **Minimum level 8**
 - **Blade Storm-** When you use flurry of steel you may choose to make extra attacks until you miss. Once you use this ability you must complete a short or long rest before you do so again. **Minimum level 10.**
- **Gentle touch-** You may make melee attacks to knock people unconscious without disadvantage.
- **Gourmand-** During a long rest, you can prepare and serve a meal that helps you and your allies recover from the rigors of adventuring, provided you have suitable food, cook's utensils, and other supplies on hand. The meal serves up to six people, and each person who eats it regains two additional Hit Dice at the end of the long rest. In addition, those who partake of the meal have advantage on Constitution saving throws against disease for the next 24 hours.
- **Grappler-** You have advantage on attack rolls against creatures that you are grappling.

- **Giant Grappler-** You may attempt to grapple creatures of up to two size categories above you.
 - **Adept Grappler-** When you hit a creature with an unarmed strike you can use a bonus action to attempt to grapple the target. A grapple check is a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check.
 - **Wrestler-** You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed the creature is restrained until the grapple ends. **Minimum level 8**
- **Great weapon Adept-** on your turn when you score a critical hit or reduce a creature to 0 HP with a heavy two-handed weapon you may use a bonus action to make one melee attack on that turn.
 - **Great weapon Master-** Before you make a melee attack with a heavy two-handed weapon that you are proficient with, you can choose to forgo your proficiency bonus on the attack roll to add double your proficiency to the damage roll instead.
- **Gunslinger-** you may draw and stow pistols as a free action. In addition, you may use two weapon fighting while wielding pistols in each hand.
 - **Trick Shot-** You may make an attack roll against a location you cannot see but have a path to (ex: someone is hidden completely behind a tree or wall). If a creature is occupying that square you can make the attack roll without disadvantage. Once you do so you must finish a short or long rest before doing so again.
 - **Curve the bullet-** You may use trick shot an unlimited number of times.
- **Healer-** You may use a healer's kit to attempt to stabilize a dying creature as a bonus action. In addition, stowing and getting out a healer's kit do not take an item interaction.
 - **Gifted healer-** When you use a healer's kit to stabilize a dying creature you may choose to have that creature regain hp equal to your proficiency bonus + your wisdom.
 - **Healing Savant-** During a short rest any number of creatures may choose to have their first X hit dice automatically heal the maximum amount where X is your proficiency + your wisdom modifier. Once a creature has chosen to benefit from this feat they may not do so again until they finish a long rest.
 - **Healing Touch-** During a short rest any number of creatures you choose may use one of their hit dice to remove an injury. Once they do so they may not benefit from this feat until they finish a long rest.
- **Heavily armored-** You gain proficiency with heavy armor. Requires proficiency with medium armor.
 - **Heavy armor master-** as a reaction you may take 1/2 damage from any one source that you can see. Once you do so you must finish a short or long rest before you do so again.
 - **Second skin-** your worn heavy armor no longer adds to your bulk.
- **Hotshot Pilot-** You have advantage on all dexterity saving throws made by a vehicle you are piloting.
- **I always have a knife on me-** You may draw any number of thrown weapons during your turn without requiring an item interaction. In addition, you may use two handed fighting

with thrown weapons.

- **Knife thrower**-You suffer no penalties for throwing ranged weapons at long range.
- **Knife juggler**- you may apply the benefits of the archery fighting style and two-weapon fighting style to thrown weapons if you have the chosen fighting style.
- **Ice skater**- You have advantage on rolls to not fall when upon slippery surfaces such as ice or grease.
- **Identifier**- you have advantage on arcana checks to identify magic items.
- **Improved counter spell**- You have advantage on checks made to counter spells.
- **Insomnia**- You need ½ as much sleep each night.
 - **Light sleeper**- You don't suffer a perception penalty when asleep.
- **Inspiring leader**-You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your proficiency + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a long rest.
 - **Very inspiring**-The temporary HP from your inspiring leader is instead an increase to maximum HP until the targets next short rest.
 - **Greatly inspiring**--The temp HP given by your inspiring leader is equal to your level + your charisma modifier.
 - **Super inspiring**-Any creature who was targeted by your inspiring leader may gain advantage any one ability check or attack roll. Once a creature has gained advantage in this way they cannot do so again until they finish a long rest.
- **It's hammer time**-Whenever you have advantage on an attack roll using a Warhammer, light hammer or Maul and you miss the target you still deal damage equal to your strength modifier to the target.
 - **Hammer Master**- Whenever you have advantage on an attack roll using a Warhammer or Maul and you hit the target that is large or smaller you may use a bonus action to attempt to knock that creature prone. Make a strength(athletics) check opposed by their strength(athletics). On a success they are knocked prone.
- **Keen mind**- You always know which way is north, always know how many hours until the next sunrise or sunset and can accurately recall anything you have seen or heard in the last month.
- **Knowledgeable**- You have advantage on knowledge checks to remember information about creatures.
- **Lightly Armored**- you are proficient in light armor
 - **light armor master**- Your light armor no longer encumbers you. In addition, you may take the dodge or the disengage action as a bonus action. Once you do so you may not do so again until you finish a short or long rest.
- **Lightning reflexes**- You have a +5 to initiative.
 - **Faster than the human eye**- After you roll initiative you may choose instead to treat

that roll as if it was a 20. once you do so you may not do so again until you finish a long rest.

- **Flash Gordan-** You may use faster than the human eye again after you finish a short or a long rest.
- **Lip reader-** If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- **Linguist-** you learn three extra languages of your choice. This feat may be taken multiple times.
- **Lucky-** You have 1 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. You regain your expended luck points when you finish a long rest.
- **Mage Slayer-** Whenever you damage a creature that is concentrating on a spell that creature has disadvantage on the saving throw to maintain its concentration.
 - **Wizard Slayer-** whenever a creature within 5 ft of you casts a spell you may make a melee attack against them as a reaction.
 - **Arcane deflector-** -you have advantage on saving throws against spells cast within 5 ft of you.
 - **Spellbound hide-** you can use your reaction to gain advantage on a saving throw against any spell you can see cast. **Minimum level 6**
 - **Disrupter-** If you hit a creature as they are casting a spell that creature must immediately roll as if maintaining concentration. If they fail the spell is countered. **Minimum level 8.**
- **Magic Initiate** -Choose a class: wizard, cleric, bard, or Druid. You learn two cantrips of your choice from that class's spell list. The class you choose also determines your spellcasting ability for these spells: Wisdom for cleric or druid, intelligence for wizards, charisma for bards and sorcerers.
 - **Ritual Caster** – You have learned a number of spells that you can cast as rituals. These spells are written in a ritual book, which you must have in hand while casting one of them. When you choose this feat, you acquire a ritual book holding two 1st-level spells of your choice. you must choose your spells from the spells from the list of the class taken with the magic initiate feat and the spells you choose must have the ritual tag. If you come across a spell in written form, such as a magical spell scroll or a wizard's spellbook, you might be able to add it to your ritual book. The spell must be on the spell list for the class you chose, the spell's level can be no higher than half your level (rounded up), and it must have the ritual tag. The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 sp per level. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

- **Magic Adept** - Choose one 1st-level spell from that same list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again. **Minimum level 4**
 - **Magic Expert** – Choose one 2nd-level spell from that same list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again. **Minimum level 8**
- **Marital adept**- If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest. In addition, you learn one maneuver of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- **May I axe you a question?**-Whenever you are wielding a handaxe, battleaxe, or greataxe and you give an ally the help action that ally also receives an additional +2 to their attack roll if they attack a target with a shield.
 - **Axe Master**-Whenever you are wielding a handaxe, battleaxe, or greataxe and you have advantage on an attack roll you may forgo that advantage and attack as normal. If you do so you may add 1d6 to the damage.
- **Mobile**- Your speed increases by 10 ft
 - **Battle Dance**- As a bonus action you can cause all opportunity attacks made against you until the start of your next turn be made with disadvantage.
 - **Innate agility**- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.
 - **Flow of battle**- When you hit a creature that with a melee attack that you have not attacked on your current turn and that you did not start the turn within five feet of you gain +2 bonus to the damage roll.
 - **Dasher**- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- **Moderately armored**- You gain proficiency with medium armor and shields. Requires proficiency with light armor.
 - **Second skin**- When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.
 - **Silence the jingle**- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- **Motivated Seller**- You can sell up to 1,000 sp worth of equipment in a single day instead of 100.
 - **Silver tonged haggler**- You can sell goods for 5% more.
 - **Gold tongued haggler**- You can sell goods for 10% more.
- **Mounted Combatant**- You can force an attack targeted at your mount to target you instead in addition If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving

throw, and only half damage if it fails.

- **I have the high ground-** You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- **Mimic-** You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Insight check contested by your Deception check allows a listener to determine that the effect is faked.
- **Minor Telekinesis-** You have minor telekinetic abilities. This ability functions as a mage hand except that the hand is not visible, and the range is only 10 ft. As with mage hand you do not have fine enough control of the ability to attempt anything requiring fine motor skill such as picking locks.
 - **Major Telekinesis-** You may use your telekinesis to extend your reach with one melee weapon up to 15 feet. Once you do so you must finish a short or long rest before you do so again.
 - **Master of telekinesis-** Your reach is considered 5 ft longer for the purpose of melee attacks. **Minimum level 8**
- **Natural Grace-** you may treat any weapon that does not have the heavy property as if it was a finesse weapon.
- **Observant-** you gain a +2 to your passive perception score
 - **Supremely observant-** you gain an additional +3 to your passive perception score. (For a total of +5 to passive perception.)
- **Opportunist-** Creatures provoke attacks of opportunity from you when they enter your reach. **Minimum level 10.**
- **Poisoner-** Over the course of a short rest may make one vial of basic poison without spending any gold. This poison retains its potency for 24 hours or until you use this feat again. You must have a poisoner's kit with you to use this feat.
 - **The Poisoned Blade-** You may apply poison to a melee weapon or up to 5 ammunition as a bonus action.
 - **Expert Poisoner-** When you craft a vial of basic poison using your poisoner feat it will be unusually potent. The poison now deals 2d6 poison damage and the save for $\frac{1}{2}$ damage is equal to 8+your proficiency bonus+ your intelligence modifier. **Minimum level 8.**
- **Polearm Adept-** you may choose to wield a pike or halberd one handed. When you do so the damage die is reduced from 1d10 to 1d6.
 - **Polearm Expert-** When wielding a pike or halberd one handed the damage die is increased from 1d6 to 1d8.
 - **Polearm Master-** When wielding a pike or halberd one handed the damage die is increased from 1d8 to 1d10.
- **Pole Vault-** You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet and your distance for each jump is doubled.
- **Practiced researcher-** You have advantage on all ability checks made to do research.

- **Quarterstaff master-** When you take the Attack action and attack with a quarterstaff, you can use a bonus action to make a melee attack with the opposite end of the weapon. This attack uses the same ability modifier as the primary weapon. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage.
- **Resilient-** You gain proficiency in a saving throw type of your choice.
- **Retaliation-** When a creature within five feet of you hits you with a melee attack you may use your reaction to cause the attack to hit you instead. If you are still conscious after the attack you can immediately make a melee weapon attack with advantage against that creature.
 - **Bullet sponge-** When you use retaliation you may instead cause any attack that would hit another creature within five feet to hit you instead. **Minimum level 4**
 - **Enraged Charge-** When you are missed by a ranged attack you may use your reaction to cause the attack to hit you instead. If you are still conscious after the attack you can immediately move your speed towards the attacker and make a melee weapon attack with advantage against that creature if they are within range. **Minimum level 8.**
- **Rifleman-** Whenever you roll a 1 on an attack roll with a rifle you may choose to reroll that attack. You must keep the second result.
 - **Reliable Rifle-** Whenever you attack with a rifle, after you roll but before the DM says if it hits, you may choose to re roll the attack. Once you do so you may not do so again until you finish a short or long rest.
 - **Piercing Shot-** Whenever you attack with a rifle you may choose to forgo your proficiency bonus on the attack. If you do so all attacks you make this round ignore damage resistances (but not immunities.)
- **Rock, Paper, Scissors-** You count as proficient with any improvised weapons. In addition improvised weapons deal 1d6 of damage and your unarmed strikes deal 1d4 damage.
 - **Step one, big rock. Step two, your skull-** Improvised weapons gain the versatile property. When using an improvised weapon in two hands it deals 1d8 of damage.
- **Savage Attacker-** Once per turn when you roll damage for a melee weapon attack, you can re roll the damage dice and use either total. This applies only to the weapons damage dice and not any extra dice added by additional abilities.
 - **Increasingly savage-** Savage Attacker is no longer restricted to once a turn.
- **Savage Shot-** Once per turn when you roll damage for a ranged weapon attack you can re roll the damage die and use either total. This applies only to the weapons damage dice and not any extra dice added by additional abilities.
 - **Savage Barrage-** Savage Shot is no longer restricted to once a turn.
- **Savage Sneak-** When you re roll damage using savage attacker or savage shot you may choose to re roll a number of extra damage die (from sneak attack for example) equal to your dexterity or strength modifier (your choice) **Minimum level 8.**
- **Sentinel-** Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
 - **STOP in the name of love-** When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

- **Retaliation-** When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.
- **Shield bash-** As a bonus action on your turn you may make a melee attack with your shield. The shield deals 1+strength modifier bludgeoning damage.
 - **Greater Shield Bash-** when you bash with your shield it instead deals 1d4 + strength modifier bludgeoning damage. **Minimum level 4**
 - **Shield push-** As part of your shield bash you may attempt to shove an opponent with your shield. You make opposed athletics check and if you succeed the target is either knocked prone or pushed 5 ft directly away from you.
 - **Supreme Bash-** When you take the shield bash action on your turn it deals 1d6 + strength modifier damage. **Minimum level 8**
- **Shield master-** If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
 - **The ultimate shield-** If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect. **Minimum level 6.**
- **Sharpshooter-** Your ranged weapon attacks ignore half cover and three-quarters cover.
 - **Sniper-** Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
 - **Deadeye –** Before you make a ranged weapon attack you may forgo your proficiency bonus to hit to instead add double your proficiency bonus to damage.
- **Skilled-** You gain proficiency in one skill or tool kit.
- **Skulker-** When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- **Slippery Aura-** Divination spells and abilities to find you have disadvantage on the roll and you have advantage on rolls to avoid divination.
- **Spell Crafter-** When making a roll to create a spell make a you roll with advantage.
 - **Practiced spell Crafter-** You may choose to take 10 instead of rolling while making spells.
 - **Master spell Crafter-** when rolling to craft spells treat any rolls of below 10 as 10.
- **Spell sniper-** When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
 - **Penetrating spells-** Your ranged spell attacks ignore half cover and three-quarters cover.
- **Survivalist-** When making survival checks to forage for food and water the character makes the checks with advantage. In addition, on a successful check the character rolls 2d6 to determine how much food and water they find.
- **Teleportation Master-** Whenever you cast a spell that teleports yourself or other creatures you may double the maximum distance that the targets can be teleported.

- **Tough-** You gain 1 hp for every character level you have. In addition, you gain an additional 1 hp each time you gain a new level.
 - **Very Tough-** You gain 1 hp for every character level you have. In addition, you gain an additional 1 hp each time you gain a new level. This feat stacks with Tough.
- **Trap Finder-** You have advantage on perception and investigation checks made to detect traps and secret doors. You also have advantage on saving throws vs traps and resistance to damage from traps.
- **Trap Setter-** You may set up a trap. To do so you must have a Trap maker's tools (which with 1 bulk and are 20 sp). Doing so takes 10 minutes. The trap takes up a 5 by 5 square and deals XD10 slashing, piercing, or bludgeoning damage where X = your proficiency modifier. Any creature that activates the trap may make a dexterity save equal to 8 + proficiency + Intelligence or wisdom modifier (your choice) to take ½ damage. Spotting the trap requires a perception check equal to the traps save DC. You may have a number of traps set up equal to ½ your intelligence/wisdom modifier at one time.
 - **Alchemical Traps-**when setting up traps you may cause them to deal fire, lightning, thunder, poison, acid, radiant, necrotic, psychic, or force damage. In addition, you may craft a master trap which does Xd10 damage where X is your proficiency+ your intelligence modifier. Once you do so you must finish a short or long rest before you do so again.
- **TWO SCOOPS-**you can wield two shields at the same time. If both shields are magical you only gain the ac bonus from the higher.
- **Uncanny insight-** you may choose to gain advantage on all attack rolls against any target that has an intelligence three or greater until the end of your turn. Once you do so you may not do so again until you finish a short or long rest.
 - **Truly Uncanny-**You may use your uncanny insight to instead gain advantage on persuasion, deception, or intimidate checks.
- **Versatile Fighting adept-** when wielding a versatile weapon in both hands and you roll a 1 on the damage die you may re roll that die, and you must use that roll even if it is a 1. If you have the great weapon fighting style you may instead re roll on a 1,2 or 3.
 - **Versatile Fighting Master-**When you are wielding a versatile weapon in one hand you may choose to attack as though you were wielding it in two hands for one round. This means that that all damage die, fighting styles, and feats treat the weapon as if you were wielding it in two hands. If you choose to do so you lose any AC you have from a shield and may not use a bonus action to use two weapon fighting.
- **Weapon master-** you gain proficiency with 4 weapons of your choice.
- **War Caster--** you can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
 - **Serious concentration-**You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
 - **Spellslinger-** When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

- **Whip expert-** Whips that you wield increase their damage die from 1d4 to 1d6.
 - **Whip Tripper-**you may attempt to shove at a range of 10 ft so long as you are wielding a whip. When you do so you must choose to try and knock an opponent prone. In addition, you can make the shove attempt using dexterity in place of strength for your shove attempt.
 - **Whip master-** whips that you wield increase their damage die from a d6 to 2d4.