

## **Alert**

Always on the lookout for danger, you gain the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being hidden from you.

## **Athlete**

You have undergone extensive physical training to gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't cost you extra movement.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

## **Actor**

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.
- 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 Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

## **Badass**

Hardy, resilient, and tough as nails, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.
- When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).

## **Charger**

When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature.

If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).

## **Crossbow Expert**

Thanks to extensive practice with the crossbow, you gain the following benefits:

- You ignore the loading property of crossbows with which you are proficient, but still need a free hand for their ammunition property.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one handed weapon, you can use a bonus action to attack with a loaded hand crossbow you are holding.

## **Defensive Duelist**

*Prerequisite: Dexterity 13 or higher*

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

## **Drunken Boxer**

You are an expert in fighting with seemingly off-balance maneuvers meant to actually unbalance your opponents. You can do this while sober or drunk. In addition, years of physical conditioning have given you a cast-iron gullet. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have resistance to damage from ingested poisons.
- If you have the Poisoned condition, you may use a bonus action to ignore it's effects until your next turn.
- While you have the Poisoned condition, you may use an action to immediately remove it and spend any number of Hit Dice to heal, as if during a short rest.
- Anytime you could make an attack, you may instead forgo that attack to take a defensive stance. While in that stance, you can use your reaction to end the stance and impose disadvantage on the next opposed ability check or attack made against you.

## **Dual Wielder**

You master fighting with two weapons, gaining the following benefits:

- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.
- You gain a +1 bonus to AC while wielding a separate melee weapon in each hand. If both of these weapons are light, or if one is a dagger, this bonus becomes +2.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.
- Whenever you miss with a bonus action attack, you may use your reaction to reroll the attack, keeping the result of this roll.

## **Dungeon Delver**

Alert to the hidden traps and secret doors found in many dungeons, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- You can search for traps while traveling at a normal pace, instead of at a slow pace.

## Elemental Adept

*Prerequisite: The ability to cast at least one spell*

Spells you cast ignore resistance to acid, cold, fire, lightning, or thunder damage. In addition, when you roll damage for a spell you cast that deals such damage, you can treat any 1 on the damage die as 2.

## Fighting Style Adept

You have martial training that allows you to fight in a particular style, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain one fighting style from those available to the fighter class.

## Grappler

*Prerequisite: Strength 13 or higher*

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You can grapple Huge creatures.
- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends. You can use a bonus action to deal bludgeoning damage to an opponent you have pinned equal to 1d4 + your Strength modifier.
- You can make grapple checks using Dexterity (Athletics), instead of Strength (Athletics).

## Great Weapon Master

You've learned to put the weight of a weapon to your advantage, letting the momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a penalty to the attack roll equal to your proficiency bonus. If the attack hits, you can add damage to the attack equal to twice your proficiency bonus.

## Healer

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a healer's kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

## Heavily Armored

*Prerequisite: Proficiency with medium armor*

You have trained to use heavy armor, gaining the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency with heavy armor.

## **Heavy Armor Master**

*Prerequisite: Proficiency with heavy armor*

You can use your armor to deflect strikes that would kill others. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by an amount equal to your proficiency bonus.

## **Inspiring Leader**

*Prerequisite: Charisma 13 or higher*

You are skilled at supporting your team. You gain the following following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- 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 level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

## **Keen Mind**

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You always know which way is north.
- You always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.

## **Lightly Armored**

You have trained to use light armor, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with light armor.

## **Light Armor Master**

You are skilled in making the most of your light armor, while also capitalizing on the mobility it affords. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- While you are wearing light armor, whenever you would take bludgeoning, piecing, or slashing damage from a critical hit from a non-medical weapon attack, you can use your reaction to turn the attack into a normal hit by rolling with the hit.
- While you are wearing light armor, whenever you are missed by a melee attack, you can use your reaction to immediately move 5 feet in any direction, as long as the movement is not blocked in any way. This movement does not provoke opportunity attacks and ignores difficult terrain.

## **Linguist**

You have studied languages and codes, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn three languages of your choice.
- When you use your downtime to learn a new language, the time it takes to do so is halved.
- You can ably create written ciphers, which can't be deciphered by others unless you teach them how, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to do so.

## **Lucky**

You have inexplicable luck that seems to kick in at just the right moment.

Whenever you roll a natural 1 on an attack roll or saving throw, or when an opponent rolls a natural 20 on an attack against you, you gain 1 luck point. Whenever you make an attack roll, an ability check, or a saving throw, or whenever an attack roll is made against you, you can spend one luck point to roll an additional d20 after you know what the result of the roll would be. You choose which of the dice is used for the attack roll, ability check, or saving throw. This can even apply to the attack or saving throw roll that yielded the luck point.

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 can never have more than one luck point at any given time. At the end of a long rest, you lose any unspent luck points.

## **Mage Slayer**

You have practiced techniques useful in melee combat against spellcasters, gaining the following benefits:

- When a creature within 5 feet of you casts a spell, you can use your reaction to make a melee weapon attack against that creature.
- When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- You have advantage on saving throws against spells cast by creatures within 5 feet of you.

## **Magic Initiate**

Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn two cantrips of your choice from that class's spell list.

In addition, choose one 1st-level spell from that same list. You learn that spell and cast it at its lowest level without expending a slot. Once you cast it in this manner, you must finish a long rest before you can do so again. If you have spell slots, you can instead use any number of them to cast the spell.

Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

## **Martial Adept**

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits:

- You learn two maneuvers of your choice from 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).
- You gain two superiority dice, which are d6s. If you already have or later gain superiority dice through a class feature, the dice gained with this feat add to the total of and are of equivalent value to the other superiority dice. These dice are used to fuel your maneuvers and are expended when you use it. You regain expended superiority dice when you finish a short or long rest.

## **Medium Armor Master**

*Prerequisite: Proficiency with medium armor*

You have practiced moving in medium armor to gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

## **Mobile**

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- 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.

## **Moderately Armored**

*Prerequisite: Proficiency with light armor*

You have trained in the use of medium armor and shields, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with medium armor and shields.

## **Mounted Combatant**

You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- 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.

## **Observant**

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- 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.
- You have a +5 bonus to your passive Wisdom (Perception) score.
- You have advantage on Intelligence (Investigation) checks.

## **Polearm Master**

You can keep your enemies at bay with reach weapons. You gain the following benefits:

- While you are wielding a glaive, halberd, pike, quarterstaff, spear, or trident, hostile creatures must treat the area that you can reach with a melee weapon attack as difficult terrain.
- While you are wielding a reach weapon, you can gain advantage on attempts to shove mounted opponents whose mounts are Large or smaller.
- When you take the Attack action and attack with only a glaive, halberd, pike, quarterstaff, spear, or trident, you may use a bonus action to grant an ally who is 5 feet of you advantage on the next melee weapon attack roll they make against the same target before the start of your next turn. In addition, that foe has disadvantage on its next melee attack against either of you before the start of your next turn.
- When you take the Attack action and use two hands to make a melee attack with only a glaive, halberd, pike, quarterstaff, spear, or trident, you may use a bonus action to attack a target within 5 feet of you with the other end of the weapon. If you do not have 5 feet of unobstructed space on all sides and above you, excluding the space occupied by your target, you have disadvantage on this attack. If successful, the attack deals bludgeoning damage equal to 1d4 + your Strength modifier.
- While you are wielding a glaive, halberd, pike, quarterstaff, spear, or trident, other creatures provoke an opportunity attack from you when they enter your reach.

## **Quickdraw Master**

You are an expert in the art of intimidating an opponent before a strike and then unleashing hell upon them in an instant. You gain the following benefits:

- Increase your Dexterity or Charisma score by 1, to a maximum of 20.
- You can ready an action to move up to your speed (if desired), draw an unequipped one handed weapon, and use it to attack a foe with advantage at the beginning of their turn, as long as you do not have a weapon in hand when you ready the action. In addition, as long as your opponent can see you when you ready the attack, you can make a Charisma (Intimidation) check opposed by your opponent's Wisdom (Insight). If you succeed in this check and then hit with the attack, the number that you succeeded by may be added as psychic damage to the damage from your attack. You must finish a short or long rest before you can use this feat to make such an attack again.

## **Resilient**

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

## Ritual Caster

*Prerequisite: Intelligence or Wisdom 13 or higher*

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 containing two 1st-level spells of your choice that have the ritual tag. Choose one of the following classes: bard, cleric, druid, sorcerer, warlock, or wizard. You must choose your spells from that class's spell list. The class you choose your spells from also determines your spellcasting ability for these spells: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

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 if it is on the spell list for the class you chose, its spell level is no higher than half your level (rounded up), and it has the ritual tag. The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents the material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

## Savage Attacker

Your melee attacks are made with exceptional ferocity. You gain the following benefits:

- Increase your Dexterity or Strength score by 1, to a maximum of 20.
- Once per turn after you roll damage for a melee weapon attack, you can treat the weapon's damage dice as if you rolled their maximum value.

## Sentinel

You have mastered techniques to take advantage of every drop in an enemy's guard, gaining the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you makes an attack against a target that doesn't have this feat, you can use your reaction to make a melee weapon attack against the attacking creature.

## Sharpshooter

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Heavy ranged weapons that you wield gain a new range category: extreme range. The upper limit of this range is twice that of long range. In order to make an attack at this range the attack must be made downward, or in a high arc. The target must be no higher than you and the line of attack must travel as far vertically as it does horizontally. This attack is made with disadvantage.
- When you are not within 5 feet of a hostile creature, your ranged attacks treat three-quarters cover as half cover and half cover as no cover.
- Before you make an attack with a ranged weapon you are proficient with, if you are not within 5 feet of a hostile creature, you can take a penalty to your attack roll equal to your proficiency bonus. If the attack hits, you add damage to the attack equal to twice your proficiency bonus.

## Shield Master

You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- 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.
- 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.

## Skilled

You have an aptitude for learning new skills. You gain the following benefits:

- Increase your Strength, Dexterity, Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain proficiency in any combination of two skills or tools of your choice.
- You can learn new skills during your downtime as if you were learning new languages or tool proficiencies.

## Skulker

*Prerequisite: Dexterity 13 or higher*

You are expert at slinking through shadows. You gain the following benefits:

- You can try to hide from a creature when you are lightly obscured from it.
- Making a ranged attack while you are hidden from a creature only reveals your position if the attack hits.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks that rely on sight.

## Spell Sniper

*Prerequisite: The ability to cast at least one spell*

You have learned techniques to enhance your attacks with certain kinds of spells, gaining the following benefits:

- When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- When you are not within 5 feet of a hostile creature, your ranged spell attacks treat three-quarters cover as half cover and half cover as no cover.
- You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, sorcerer, warlock, or wizard spell list. Your spellcasting ability for this cantrip depends on the spell list you chose from: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

## **Tavern Brawler**

Accustomed to rough-and-tumble fighting with brute force, finesse, or style and whatever weapons happen to be on hand, you gain the following benefits:

- Increase your Strength, Dexterity, Constitution, or Charisma score by 1, to a maximum of 20.
- You are proficient in improvised weapons. When you wield an improvised weapon, you may treat it as if it has any weapon properties that a melee weapon might, as determined by the DM. Light or thrown improvised weapons use a d4 for damage when you attack with them. Other improvised weapons use a d6 if you only use one hand to attack with them, or a d8 if you use two. Thrown improvised weapons have a range of 10/60 ft. In addition, when you use an improvised weapon against an unarmed opponent, you can use a bonus action to make a Charisma (Intimidate) or Charisma (Deception) check opposed by your target's Wisdom (Insight). If you are successful, you gain advantage on the attack.
- Your unarmed strike uses a d4 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

## **War Caster**

*Prerequisite: The ability to cast at least one spell*

You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
- 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.

## **Weapon Master**

You have practiced extensively with a variety of weapons, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency in two simple or martial weapons and in improvised weapons.
- You can gain proficiency in weapons during your downtime as if you were learning new languages or tool proficiencies.