

FEATS



FEAT REPRESENTS A TALENT OR AN AREA OF expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

Humans are the only People who can start with a Feat. This starting feat can only be from among those tagged “[origin].”

When your character reaches 4th level (and again at 8th level), you may choose a feat for them. The simplest and most common feat is “Ability Score Improvement,” which does exactly what it describes. Other feats introduce more complex abilities and can help you shape your character’s features to better match your vision of them. A mage who wants to be better at using a sword, a fighter who wants to learn some ritual magic, a rogue who wants to be better at languages, might all use a feat to achieve that goal.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat’s prerequisite, you can’t use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow — perhaps by a withering curse — you can’t benefit from the Grappler feat until your Strength is restored.

FEAT DESCRIPTIONS

ABILITY SCORE IMPROVEMENT

Through training and experience one or two of your ability scores have improved.

Prerequisite: Level 4

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1 each. If you are below 8th level this feat can’t increase an ability score above 18. If you are 8th level or higher, this maximum is increased to 20. You can take this feat more than once.

ACTOR [ORIGIN]

You disappear into your roles.

Prerequisite: Charisma 11, Proficient (Performance and Deception)

Skilled at mimicry and dramatics, you gain two Skill Specializations: Mimicry and Disguise

ALERT [ORIGIN]

You are always on the lookout for danger.

Prerequisite: Intelligence 13 or Dexterity 13 You gain the following benefits:

- You have Advantage on rolling initiative.
- When you normally would be surprised, you can make an Intelligence or Dexterity check (your choice) against a DC equal to the highest initiative rolled by an enemy, if you succeed you are not surprised.

ATHLETE [ORIGIN]

You were always good at sports and running around outdoors.

Prerequisite: Strength or Dexterity 11, Proficient (Athletics)

You have undergone extensive physical training to gain the following benefits: • When you are Prone, standing up uses only 5 feet of your movement. • Choose one of the following Skill Specializations: climbing, jumping, running, swimming

AXE-SHIELD

You are skilled at using your axe’s head as a rudimentary shield.

Prerequisite: Str 13+, Dex 11+, Specialization in greataxe, Level 4

You gain a +1 to Armor Class when fighting when fighting with a greataxe. This bonus increases to +2 when you take the Dodge action.

CHARGER

You barrel into opponents to cut them down or shove them away.

Prerequisite: Strength 13

When you use your action to Dash at least 10 feet, you can use a Bonus Action to either make one melee weapon attack or to shove a creature. If you succeed at a melee attack you deal an extra die of weapon damage. If you succeed at pushing the target, they up to 10 additional feet away from you.

CROSSBOW EXPERT

You’ve had extensive practice with crossbows.

Prerequisite: Specialization (any crossbow), Level 4

You gain the following benefits:

- Being adjacent to a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you don't move on your turn and make a ranged attack with a light or heavy crossbow at a target 10 feet away or more you deal an extra die of damage on a successful hit.
- You can load crossbows in which you are proficient with increased speed. The loading time for a light crossbow becomes an object interaction, and the loading time for a heavy crossbow becomes a bonus action. You may use a hand crossbow with the extra attack feature and ignore the loading quality altogether.

DEDICATED CASTER

You have intensely practiced manifesting the power of a particular cantrip.

Prerequisite: Level 4, ability to cast any cantrip

Choose a cantrip you know. You may take this feat more than once. Each time you choose a different cantrip.

You gain the following benefits:

- You gain an expertise die (+1d4) on the spellchecks to maintain access to the chosen cantrip.
- If you fail your cantrip spellcheck, you regain use of the chosen cantrip after a Short Rest.

DEFENSIVE DUELIST

Your duelist's stance presents the smallest possible quick moving target for enemies.

Prerequisite: Level 4

When you are wielding a finesse weapon with which you are proficient and nothing in your other hand, you may spend a Bonus Action to adopt a duelist's stance. Add your proficiency bonus to your AC until the beginning of your next turn.

DUAL WIELDER

Two hands are better than one...

Prerequisite: Level 4

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

- You gain a +1 bonus to AC while you are wielding a melee weapon in each hand.
- You can use two-weapon fighting even if one of the weapons you are wielding isn't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

DURABLE [ORIGIN]

Hardy and resilient, you can recover quickly.

Prerequisite: Constitution 11

You gain the following benefits:

- You roll Hit Dice to regain hit points with Advantage.
- You regain a bonus Hit Die with each Long Rest (up to your maximum).

ELDRITCH ADEPT

You delve into forbidden arcana.

Prerequisite: Spellcasting or Pact Magic feature, Level 4

Studying occult lore, you learn one Eldritch Invocation option of your choice from the warlock class. Your spellcasting ability for the invocation is Intelligence, Wisdom, or Charisma (choose when you select this feat). If the invocation has a prerequisite of any kind, you can choose that invocation only if you're a warlock who meets the prerequisite. Whenever you gain a level, you can replace the invocation with another one from the warlock class.

FIGHTING INITIATE [ORIGIN]

You have learned a thing or two about fighting.

Prerequisite: Proficiency with a martial weapon

Your martial training has helped you develop a particular style of fighting. As a result, you learn one Fighting Style option of your choice from the fighter class. If you already have a style, the one you choose must be different. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace this feat's fighting style with another one from the fighter class that you don't have.

GRAPPLER

You are good at wrestling.

Prerequisite: Strength 13+, Level 4

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

- When you break out of a grapple, you may use your Reaction to attempt to grapple your opponent back.
- You can use your action to try to pin a creature grappled by you, that is your size or smaller. To do so, make another opposed grapple check. If you succeed, you the creature is restrained until the grapple ends.

- You can use your action to squeeze and twist a grappled creature you have restrained. Make another opposed grapple check, if you win, they take 1d4 + Str bludgeoning damage.

HEALER [ORIGIN]

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

Prerequisite: Medicine proficiency

You gain the following benefits:

- As long as they used your medicine check for a successful Death save even once, a Dying creature you tended to gains 1 hit point upon stabilizing.
- You may spend a Short Rest tending to a number of willing wounded creatures up to 1 + your Wisdom modifier (minimum 1, can include yourself), spending one use of a healer's kit for each patient in the process. Roll a Medicine (Wisdom) check for each patient at the end of the Short Rest. You gain a +1 to the check for every Hit Die that patient spends as part of the Short Rest. The number of Hit Dice spent also modifies the number of bonus hit points restored. The check result determines the additional hit points restored. The creatures cannot regain hit points from this feat again until they finish a Long Rest. This does not function on elementals, undead or constructs.

HEALER FEAT TENDING BONUS

Medicine Check Result	Bonus Hit Points Restored
9 or less	0
10 to 14	1d6 +1/HD
15 to 19	1d6 +2/HD
20 to 24	2d6 +2/HD
25 to 29	3d6 +3/HD
30+	3d6 +4/HD

HEAVILY ARMORED

You have trained to master the use of heavy armor.

Prerequisite: Proficiency with medium armor, Level 4

You may take this feat up to two times, once to gain heavy armor proficiency and once to gain the additional benefit.

- If you are not already proficient in heavy armor, you gain proficiency with heavy armor.
- If you are already proficient in heavy armor, then, while you are wearing heavy armor, piercing and slashing damage that you take from nonmagical attacks is reduced by 1d4.

HEAVY WEAPON MASTER

You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes.

Prerequisite: Level 4

Once per turn, before you make a melee attack with a heavy weapon that you are proficient with, you can choose to roll with Disadvantage. If the attack hits, you add +10 to the attack's damage.

LIGHTLY ARMORED

You have trained to master the use of light armor.

You gain proficiency with light armor.

LUCKY [ORIGIN]

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

Prerequisite: Wisdom of 9 or less.

You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend 1 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

You have practiced techniques useful in melee combat against spellcasters.

Prerequisite: Level 4

You gain the following benefits:

- When an adjacent creature 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.

MAGIC INITIATE [ORIGIN]

You have learned or been granted a way to cast some simple spells.

Prerequisite: Intelligence, Wisdom, or Charisma 13+

Choose a class: bard, cleric, druid, mage or warlock. You learn two cantrips of your choice from that class's spell list. (In the case of cleric cantrips, both must come from the same god's list). If you already have cantrips from this list due to a class feature, these do not count against the maximum number of cantrips. Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, or warlock; Wisdom for druid; or Intelligence for mage.

METAMAGIC ADEPT

You've learned how to exert your will on your spells to alter how they function.

Prerequisite: Spellcasting or Pact Magic feature, Intelligence 11+, Level 4

You learn one Metamagic options of your choice from the mage class. You can use only one Metamagic option on a spell when you cast it, unless the option says otherwise. If your subclass gives you sorcery points, you may use them to pay for this additional metamagic option.

MOBILE [ORIGIN]

You are exceptionally speedy and agile.

Prerequisite: Dexterity 13+

You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, opportunity attacks are made against you at Disadvantage.

MODERATELY ARMORED

You have trained to master the use of medium armor and shields.

Prerequisite: Proficiency with light armor

You may take this feat up to two times, once to gain medium armor and shield proficiency and once to gain the additional benefits. You gain the following benefits:

- If you don't already have proficiency in medium armor or shields: You gain proficiency with medium armor and/or shields.
- If are already proficient: Wearing medium armor doesn't impose Disadvantage on your Dexterity (Stealth) checks and when you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

MOUNTED COMBATANT [ORIGIN]

You are a dangerous foe to face while mounted.

Prerequisite: Proficient in Animal Handling

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.

OPPORTUNISTIC TECHNIQUE

You take advantage of others' vulnerable moments.

Prerequisite: Intelligence 11+, Dexterity 13+, Proficient (Perception)

Once per turn when an opponent within your reach misses you with a melee attack, you may use your Reaction to make a melee attack, if armed with a weapon you are specialized in. If the opponent's roll is a natural '1' you gain Advantage on the attack.

PACK MULE

You have strong shoulders and knack for knowing how to pack.

Prerequisite: Constitution 13+

Calculate your encumbrance as if your Strength were 3 points greater and even when Encumbered your speed is 10 feet.

PIERCER

You have achieved a penetrating precision in combat.

Prerequisite: Proficiency in any piercing weapon You gain the following benefits:

- Once per turn, when you hit a creature with an attack that deals piercing damage, you can reroll one of the attack's damage dice, and take the better result.
- When you score a critical hit with a weapon attack that deals piercing damage, you can roll one additional weapon damage die.

POLEARM MASTER

You can keep your enemies at bay with reach weapons.

Prerequisite: Strength 11+ and Dexterity 11+, Level 4

You gain the following benefits:

- When you take the Attack action and attack with a glaive, halberd, or spear, you can use a Bonus Action to use it as a double weapon (see quarterstaff), attacking with the opposite end of the weapon. This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage.
- While you are wielding a glaive, halberd, pike, or spear, other creatures provoke an opportunity attack from you when they enter the reach you have with that weapon.

PRODIGY [ORIGIN]

You've always had a knack for learning new things.

Prerequisite: Intelligence or Wisdom 13+

You gain the following benefits: - You gain one skill proficiency or one tool proficiency of your choice, or fluency in one language of your choice.

- You gain one skill specialization in a skill in which you are proficient.

RESILIENT [ORIGIN]

You can grit your teeth through it.

Choose one ability score. You gain proficiency in saving throws using the chosen ability.

RITUAL CASTER [ORIGIN]

Once you have the instructions written down, you just have to learn how to follow them.

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

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 gp 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.

RUN [ORIGIN]

You are fast.

Prerequisite: Strength 9+ or Dexterity 9+

When you use the Run action, as long as you are not in Heavy Armor, you move five times your Speed.

SAVAGE ATTACKER

You attack with deadly abandon. **Prerequisite:** Strength 11+ Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

SENTINEL

You have mastered techniques to take advantage of every drop in any enemy's guard.

Prerequisite: Wisdom 11+, Level 4

You gain the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- You may use your Reaction to attack a creature that moves adjacent to you.

SHAKE IT OFF

You experience in battle has taught you how to shake off hard blows and regroup.

Prerequisite: Constitution 13+, Level 4

Whenever you take the Dodge action in combat you can spend one Hit Die to choose one of the following benefits:

- Heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).
- Get an immediate additional saving throw against an ongoing effect that allows a save on your turn. Roll the Hit Die, add half the result (rounded down, minimum 1) to the saving throw.

SHARPSHOOTER

You have mastered a particular ranged weapons and can make shots that others find impossible.

Prerequisite: Dexterity 13+, Level 4

When you gain this feat, choose a ranged weapon with which you are specialized. You gain the following benefits with that weapon:

- Attacking at long range doesn't impose Disadvantage on your ranged weapon attack rolls.
- When making ranged weapon attacks against targets engaged in melee with an ally, you roll your attack as normal (not at Disadvantage).

SHIELD MASTER

You use shields not just for protection but also for offense.

Prerequisite: Level 4, Proficiency in shields

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 attack an adjacent creature with your shield. If you hit, you may also push a Large size or smaller creature 5 feet away from you. You lose the shield bonus to your AC until the beginning of your next turn.
- 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 or whose effect is a line or a cone.

SKILL EXPERT

You have honed your proficiency with particular skills.

Prerequisite: 11+ in the ability score associated with the gained skill, Level 4

You gain the following benefits:

- You gain proficiency in one skill of your choice.
- Choose one skill in which you have proficiency. You gain a skill specialization in that skill.

SKILLED [ORIGIN]

You have knack for learning stuff.

Prerequisite: 11+ in the ability score associated with the gained.

You gain proficiency in any two skills or tools of your choice.

SPELL SNIPER

You have learned techniques to enhance your attacks with certain kinds of spells.

Prerequisite: Level 4, the ability to cast at least one spell that requires an attack roll.

You gain the following benefits:

- When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- When making ranged spells attacks against targets engaged in melee with an ally, you roll your attack as normal (not at Disadvantage).

TAVERN BRAWLER [ORIGIN]

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand.

Prerequisite: Strength 11+

You gain the following benefits:

- You are proficient with improvised weapons.
- 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.

TOUGH [ORIGIN]

You can take a lickin'.

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.

WAR CASTER

You have practiced casting spells in the midst of combat.

Prerequisite: The ability to cast at least one spell, Level 4

Your techniques 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.

WEAPON MASTER [ORIGIN]

You have practiced extensively with weapons. You can take this feat multiple times. Each time you take it, choose one of the following benefits:

- You gain proficiency with four weapons of your choice. Each one must be a simple or a martial weapon, or
- You gain specialization in one weapon in which you are already proficient, or
- You gain a weapon mastery in a weapon in which you are already specialized.