

CHAPTER 6: CUSTOMISATION

REVISED FEATS

Created by vonklaude using the Homebrewery at Naturalcrit.com

BRAWLER

MERGES GRAPPLER AND TAVERN BRAWLER **PREREQUISITE: STRENGTH 13 OR HIGHER**

Increase your **Strength** or **Constitution** score by 1, to a maximum of 20.

You are proficient with improvised weapons. Your unarmed strikes use 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.

You have advantage on attack rolls against a creature you are grappling.

Once you have grappled a creature, you can use an **action** and make another grapple check to pin it. If you succeed, you are both **restrained** until the grapple ends.

CROSSBOW EXPERT

You ignore the **loading** quality of crossbows with which you are proficient.

When you use the **Attack action** to attack with a one-handed weapon, you can use a **bonus action** to load and attack with a hand crossbow you are holding.

Being within 5 feet of a hostile creature doesn't impose disadvantage on attack rolls you make with hand crossbows.

DUELIST

MERGES DEFENSIVE DUELIST AND SAVAGE ATTACKER **PREREQUISITE: STRENGTH OR DEXTERITY 13 OR HIGHER**

When you are wielding a **one-handed melee 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.

Once per turn, when you roll damage for a **melee weapon** attack, you can reroll the damage dice and use either total.

MAGE SLAYER

When a creature within 5 feet of you casts a spell, you can use your **reaction** to attempt to *interrupt* it. Make a **melee weapon** attack against that creature. If you hit, it makes a **Constitution saving throw**. The DC equals 10 or half the damage you inflicted, whichever number is higher. If it fails its saving throw, its spell fails and has no effect.

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.

MODERATELY ARMORED

MERGES LIGHTLY ARMORED AND MODERATELY ARMORED

Increase your **Strength** or **Dexterity** score by 1, to a maximum of 20.

You gain proficiency with **light** and **medium** armor, and **shields**.

MOUNTED COMBATANT

MERGES CHARGER AND MOUNTED COMBATANT

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.

When your mount uses its **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). You can make the roll to shove using either your own, or your mount's ability.

OBSERVANT

MERGES DUNGEON DELVER AND OBSERVANT

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) and **passive** Intelligence (Investigation) scores, and you have advantage on Intelligence (Investigation) checks made to detect the presence of secret doors.

You have advantage on **saving throws** made to avoid or resist traps and have **resistance** to the damage they deal.

You can search for traps while traveling at a normal pace, instead of only at a slow pace.

SHARPSHOOTER

Attacking at *long range* doesn't impose disadvantage on your **ranged weapon** attack rolls.

Your **ranged weapon** attacks ignore *half* and *three-quarters* cover.

Once per turn, before you make an attack with a **ranged weapon** that you are proficient with, you can choose to take a –5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

SKILLED

MERGES LINGUIST AND SKILLED, – CIPHERS

Increase your **Intelligence** score by 1, to a maximum of 20.

You gain proficiency in any combination of three skills, tools or languages of your choice.

SKULKER

MERGES ATHLETE AND SKULKER

PREREQUISITE: DEXTERITY 13 OR HIGHER

Increase your **Strength** or **Dexterity** score by 1, to a maximum of 20.

Your **speed** increases by 10'.

You can try to **hide** when you are *lightly obscured* from the creature from which you are hiding.

When you are **hidden** from a creature and miss it with a **ranged weapon** attack, making the attack doesn't reveal your position.

Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

SPYCRAFT

MERGES ACTOR AND KEEN MIND, +CIPHERS

Increase your **Intelligence** or **Charisma** score by 1, to a maximum of 20.

You always know which way is north and the number of hours left before the next sunrise or sunset, and you can accurately recall anything you have seen or heard within the past month.

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 Intelligence score + your proficiency bonus), or they use magic to decipher it.

You have advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person. You can also 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.

TOUGH

MERGES DURABLE AND TOUGH

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).

WEAPON MASTER

Increase your **Strength** or **Dexterity** score by 1, to a maximum of 20.

You gain proficiency in all **simple** and **martial** weapons.