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PHB FEATS

A 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.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

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.

1. 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.

2. 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.**

3. 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.

4. 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).

5. CROSSBOW EXPERT

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

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

6. 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.

7. DUAL WIELDER

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

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

8. DUNGEON DELVER

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

- 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 only at a slow pace.

9. DURABLE

Hardy and resilient, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- 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).

10. ELEMENTAL ADEPT

Prerequisite: The ability to cast at least one spell

When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder.

Spells you cast ignore resistance to damage of the chosen type. In addition, when you roll damage for a spell you cast that deals damage of that type, you can treat any 1 on a damage die as a 2.

You can select this feat multiple times. Each time you do so, you must choose a different damage type.

11. 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 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.

12. GREAT WEAPON MASTER

You've learned to put the weight of a weapon to your advantage, letting its 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 -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

13. 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 level. The creature can't regain hit points from this feat again until it finishes a short or long rest.**

14. HEAVILY ARMORED

Prerequisite: Proficiency with medium armor

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

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

15. 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 3.

16. INSPIRING LEADER

Prerequisite: Charisma 13 or higher

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.

17. 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.

18. LIGHTLY ARMORED

You have trained to master the use of 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.

19. 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.
- **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.

20. LUCKY

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

You have 3 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.

21. 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.

22. 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. Using this feat, you can cast the spell once at its lowest level, and you must finish a long rest before you can cast it again this way.

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.

23. 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 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).
- You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). 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.

24. MEDIUM ARMOR MASTER

Prerequisite: Proficiency with medium armor

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

- **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.

25. 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.

26. MODERATELY ARMORED

Prerequisite: Proficiency with light armor

You have trained to master 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.

27. 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.

28. 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) and passive Intelligence (Investigation) scores.

29. 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.

30. 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 holding two 1st-level spells of your choice. Choose one of the following classes: bard, cleric, druid, sorcerer, warlock, or wizard. 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 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.** 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.

31. SAVAGE ATTACKER

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

32. SENTINEL

You have mastered techniques to take advantage of **every drop in any 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 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.

33. 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.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- 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.**

34. 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.

35. SKILLED

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

36. SKULKER

Prerequisite: Dexterity 13 or higher

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

- 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.

37. 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.**
- Your ranged spell attacks ignore half cover and three-quarters 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.

38. TAVERN BRAWLER

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

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

39. 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.

40. 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.

41. 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 with four weapons of your choice. The weapons must be simple or martial.

UNEARTHED ARCANA FEATS

In June of 2016, Wizards of the Coast put out an Unearthed Arcana article focused on Feats¹. These are the new feats that came with that article. While these are 'officially' created by WotC, the material found in Unearthed Arcana has undergone limited play testing. As such, any feats herein should be approved by your DM and may be subject to change.

42. ALCHEMIST

You have studied the secrets of alchemy and are an expert in its practice, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with **alchemist's** supplies. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action, you can identify one potion within 5 feet of you, as if you had tasted it. You must see the liquid for this benefit to work.
- Over the course of any short rest, 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 the short rest ends, 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.

43. BLADE MASTERY

You master the shortsword, longsword, scimitar, rapier, and greatsword. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.
- On your turn, you can use your reaction to assume a parrying stance, provided you have the weapon in hand. Doing so grants you a +1 bonus to your AC until **the start of your next turn or until you're not holding** the weapon.
- When you make an opportunity attack with the weapon, you have advantage on the attack roll.

44. BURGLAR

You pride yourself on your quickness and your close study of certain clandestine activities. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with **thieves'** tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.

45. FELL HANDED

You master the handaxe, battleaxe, greataxe, warhammer, and maul. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.
- Whenever you have advantage on a melee attack roll you make with the weapon and hit, you can knock the target prone if the lower of the two d20 rolls would also hit the target.
- Whenever you have disadvantage on a melee attack roll you make with the weapon, the target takes bludgeoning damage equal to your Strength modifier (minimum of 0) if the attack misses but the higher of the two d20 rolls would have hit.
- If you use the Help action to aid an **ally's** melee attack while **you're** wielding the weapon, you knock the **target's** shield aside momentarily. In addition to the ally gaining advantage on the attack roll, the ally gains a +2 bonus to the roll if the target is using a shield.

46. FLAIL MASTERY

The flail is a tricky weapon to use, but you have spent countless hours mastering it. You gain the following benefits.

- You gain a +1 bonus to attack rolls you make with a flail.
- As a bonus action on your turn, you can prepare **yourself to extend your flail to sweep over targets'** shields. Until the end of this turn, your attack rolls with a flail gain a +2 bonus against any target using a shield.
- When you hit with an opportunity attack using a flail, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

¹ <http://dnd.wizards.com/articles/features/feats>

47. GOURMAND

You have mastered a variety of special recipes, allowing you to prepare exotic dishes with useful effects. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain proficiency with **cook's** utensils. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action, you can inspect a drink or plate of food within 5 feet of you and determine whether it is poisoned, provided that you can see and smell it.
- 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.

48. MASTER OF DISGUISE

You have honed your ability to shape your personality and to read the personalities of others. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency with the disguise kit. If you are already proficient with it, you add double your proficiency bonus to checks you make with it.
- If you spend 1 hour observing a creature, you can then spend 8 hours crafting a disguise you can quickly don to mimic that creature. Making the disguise requires a disguise kit. You must make checks as normal to disguise yourself, but you can assume the disguise as an action.

49. SPEAR MASTERY

Though the spear is a simple weapon to learn, it rewards you for the time you have taken to master it. You gain the following benefits.

- You gain a +1 bonus to attack rolls you make with a spear.
- When you use a spear, its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands. (This benefit has no effect if another feature has already improved the **weapon's** die.)
- You can set your spear to receive a charge. As a bonus action, choose a creature you can see that is at least 20 feet away from you. If that creature moves within your **spear's** reach on its next turn, you can make a melee attack against it with your spear as a reaction. If the attack hits, the target takes an extra 1d8 piercing damage, or an extra 1d10 piercing damage if you wield the spear with two hands. You **can't** use this ability if the creature used the Disengage action before moving.
- As a bonus action on your turn, you can increase your reach with a spear by 5 feet for the rest of your turn.

HOME BREW FEATS

While the PHB provides a wide variety of feats for customizing your character, no one ever said that more customization was a bad thing.

The following feats provide additional options to make your character unique. They follow the same rules as the standard selection of feats in that you must meet the prerequisites of a feat before you can take it and you lose the benefits of the feat if you no longer meet those prerequisites. In addition, because these consist of unofficially published material, be sure to check with your DM before committing to a Homebrewed Feat.

50. ABILITY SCORE IMPROVEMENT

Increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As **normal**, you can't increase an ability score above 20 using this feature.

51. ADAPTED TO DARKNESS

You have learned to cope with darkness in the extreme, honing your senses to supernatural levels and gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain Darkvision out to 30 feet. If you have Darkvision from another source, increase the range of that darkvision by 30 feet instead.

52. ADEPT SPELLCRAFT

Prerequisite: The ability to cast at least one spell.

Through hard work and dedication to the craft of spellcasting, you have learned to alter the effects of your spells, gaining the following benefits:

- You learn one Metamagic option of your choice from among those available to the Sorcerer class. When you take this feat, you may replace Charisma in the **Metamagic option's description with your** choice of Intelligence or Wisdom.
- You gain 2 Sorcerer Points. These are in addition to any Sorcerer Points you may already have. You can spend these points to fuel your Metamagic. You regain any spent Sorcerer Points after you finish a long rest.

53. ADEPT TRADESMAN

Your experience in dealing with merchants has allowed you to gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Persuasion) and Charisma (Deception) checks made to barter or haggle.
- You only need to pay half the normal amount to maintain a modest, comfortable, or wealthy lifestyle.

54. BATTLE FORMAN

Prerequisites: Charisma 13

Your observance of the battle field lets you aptly direct **your allies towards your enemy's weaknesses**. Choose a creature within 30 feet of you that can see or hear you. Once per turn as an action, you grant the target one of the following effects:

- **The target's next** melee attack or ability check before the start of your next turn is made with advantage.
- The target can immediately move up to half their speed without provoking opportunity attacks.
- The target can use their reaction to make a single attack against a target of your choice.

55. BLADE DANCER I

Prerequisites: Proficiency in Performance, Dexterity 13 or higher

With training and practice, you have turned your skill with blades into a literal art form, gaining the following benefits:

- You may make an opportunity attack as a free action. You must be wielding a melee weapon that deals slashing or piercing damage to use this ability. Once you use this ability, you cannot use it again until the start of your next turn.
- When incorporating your blades into a Charisma (Performance) check, double your proficiency bonus. If your proficiency bonus for the check would be doubled from another source, you gain advantage on the check instead.

56. BLADE DANCER II

Prerequisite: Blade Dancer I

Your competency with blades extends to those in the hands of others. Gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Melee weapon attacks that deal slashing or piercing damage that target you have disadvantage.

57. BLADE DANCER III

Prerequisite: Blade Dancer II

Your blades are a blur when attacking multiple foes. Gain the following benefit:

- When you make a melee attack using a weapon that deals slashing or piercing damage, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

58. BOW MASTER

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

- **Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.**
- When you take the Attack action to attack with a bow, you can take a bonus action to make an additional attack with the same weapon.
- Whenever an enemy creature within 30 feet provokes an opportunity attack from one of your allies, you can use your reaction to make an opportunity attack against that creature. You cannot use this ability if there is a hostile creature within 5 feet of you, or if the target has any cover.

59. BRUTALITY

Prerequisite: Strength 13 or higher

You've learned to strike with force and brutality. You gain the following benefits:

- When you score a critical hit with a melee weapon attack against a creature that is large or smaller, the target is knocked prone.
- Before you make a melee attack with a weapon against a creature that is prone, you can choose to take a -5 penalty to the attack roll. If the attack hits, the creature is stunned until the start of its next turn.

60. BULLY

You've mastered the brutal art of kicking your opponent while they're down and taking advantage of any and every opening you can find, gaining the following benefits:

- You have advantage on opportunity attacks.
- Other creatures provoke an opportunity attack from you when they attempt to stand from prone while within your reach.
- When a hostile creature provokes an opportunity attack from you, you can use your reaction to attempt to shove the creature, rather than making an opportunity attack.

61. BULWARK

Prerequisite: Proficiency with shields

You have practiced defensive techniques using your shield to gain the following benefits:

- On your turn, you can forgo your movement in order to take the dodge action if you are wielding a shield and your speed is not 0.
- When you are wielding a shield and take the dodge action, you are immune to the prone condition and cannot be forcefully moved until the start of your next turn.

62. COVERING FIRE

A rapid barrage of projectiles may not be accurate, but they are distracting. Gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Before you make any attacks on your turn, you can choose to make all ranged attack rolls this turn with disadvantage. If you would already have disadvantage, these attack rolls are made with a -2 penalty. If you do so, any creature that you make a ranged attack against on this turn has disadvantage on attack rolls until the start of your next turn.

63. DIE HARD

Your body has become fortified against death, allowing you to keep a stronger grasp on life. Gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you fail a death saving throw, you can choose to succeed on the saving throw instead. Once you use this ability, you must finish a long rest before you can use it again.

64. ELEMENT-TOUCHED

You've become innately attuned to a certain force, perhaps by distant blood, or perhaps due to a supernatural pact or event. When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder. You gain the following benefits:

- You have resistance to damage of the chosen type.
- When you score a critical hit with an attack roll, you deal an additional 1d4 damage of the chosen type.

65. EXTRA FIGHTING STYLE

You have focused your training with a particular type of weaponry.

You gain one *Fighting Style* from among those available to the fighter class. You cannot choose a *Fighting Style* more than once.

66. FORTITUDE

You have strengthened your endurance to gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you gain resistance to the damage of that effect until the end of the turn.

67. HARD TO KILL

You have a knack for avoiding damage when it really counts. You have resistance against damage from any attack or spell that would otherwise reduce you to 0 hit points.

68. IN THE FACE OF DANGER

You laugh at the face of fear and terror, remaining calm and collected while others cower.

When you become frightened, you can use your reaction to end the effect immediately and become immune to being frightened until the end of your next turn. Once you use this ability, you must finish a long rest before you can use it again.

69. LIGHT ARMOR MASTER

Prerequisite: Proficiency in light armor

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

- Increase your Dexterity score by 1, to a maximum of 20.
- When you take damage as a result of a failed Dexterity saving throw, reduce the damage you take by an amount equal to your Dexterity modifier. You must be wearing light armor to gain this benefit.

70. NO ARMOR MASTER

A cautious nature has taught you to avoid damage in combat. Gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + half your proficiency bonus (rounded up). You can use a shield and still gain this benefit.

71. OLYMPIC SWIMMER

Training has made the water a second home for you. You gain the following benefits:

- You gain proficiency in Athletics.
- You gain a swim speed equal to your walking speed. This speed is halved if you are wearing armor that would normally impose disadvantage on stealth checks.
- You can hold your breath for a number of minutes equal to 1 + your Constitution modifier + your proficiency bonus.
- Your proficiency bonus is doubled for ability checks related to swimming or holding your breath.

72. POLEARM MASTER

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

- When you take the Attack action and attack with only a glaive, halberd, or 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 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 quarterstaff, other creatures provoke an opportunity attack from you when they enter your reach.

73. QUICK DRAW

When battle begins, you are ready for action. Gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You have advantage on Initiative checks as long as you are not surprised.
- When you roll for initiative, you may draw one weapon without using an action.

74. QUICK FEET

You are quick and squirrely on your feet. Gain the following benefits:

- Increase your speed by 10 feet.
- If you move at least 25 feet during your turn, you can use a bonus action to take the Dodge action.
- Attacks of opportunity against you have disadvantage.

75. SHADOW NINJA II

Prerequisites: Skulker, Proficiency in Stealth, Dexterity 15

The shadows are your home, and your enemies are short lived.

When you target a creature you are hidden from with a ranged attack using a finesse weapon with the thrown property, you may draw and throw one additional weapon of the same type, making separate attack rolls for each.

76. SHADOW NINJA III

Prerequisite: Shadow Ninja II

The shadows are your home, and your enemies are short lived.

If you move 35 feet or more during your turn, you can attempt to hide from any creature that you have cover against or if an enemy of the creature is within 5 feet of it.

77. SHIELD STRIKE I

Prerequisite: Proficiency with shields

You have trained to master the use of the shield for offense as well as defense. You can use a shield as a light melee weapon. On a hit, it deals 1d6 bludgeoning damage. You can add your proficiency with shields to the attack roll.

78. SHIELD STRIKE II

Prerequisites: Shield Strike I, Strength 13 and Dexterity 13

Your skill with shields as weapons continues to improve, granting you the following benefits:

- You can use a bonus action on your turn to don or doff a shield.
- You can make a ranged weapon attack with an unequipped shield as if it had the thrown property with a normal range of 20 feet and a long range of 60 feet. If the attack hits, the shield lands 5 feet in front of the target. If the attack misses, the shield lands up to 10 feet behind the target.

79. SHIELD STRIKE III

Prerequisites: Shield Strike II, proficiency in Athletics

You have raised your abilities with shields to a near super-human level. When you hit with a ranged attack made with a shield, make a DC 16 Strength (Athletics) check. On a success, the shield rebounds off the target to where you can catch it.

80. SILVER TONGUED

You are an adept liar, and excel at directing blame elsewhere. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain the Thieves' Cant rogue feature detailed on page 96 of the Player's Handbook.
- You have advantage on Charisma (Deception) and Charisma (Persuasion) checks made to convince someone of your innocence.

81. SOLID FOOTING

You always know how to keep your feet beneath you. Gain the following benefits:

- You have advantage on checks made to avoid being shoved by a creature.
- Reduce the damage you take from falling by an amount equal to twice your level.
- You can add a +5 bonus to Dexterity (Acrobatics) checks made to keep your footing.

82. SUPREME CRAFTING: ALCHEMY

Prerequisites: Proficiency with Alchemist's supplies, Intelligence 15 and Wisdom 13

You have perfected the art of crafting potions, gaining the following benefits:

- When you use your **Alchemist's supplies** to craft a potion, you make progress at twice the normal rate per day.
- Increase the damage done by *potions of poison* that you craft to 3d8.
- Double the duration of the effects of any potion that you craft.

83. SUPREME CRAFTING: ARTISAN

Prerequisite: Proficiency in at least one type of Artisan's tools.

Your craft is your art, and you are very good. Choose **one type of artisan's tools you are proficient in and gain** the following benefits:

- Your proficiency bonus is doubled for any ability checks made using the chosen tool set.
- **While crafting with the chosen artisan's tools, you** make progress at twice the normal rate and can maintain a comfortable lifestyle at no cost.

84. SUPREME CRAFTING: COOKING

Prerequisites: Proficiency with Cook's utensils, Wisdom 13

You have perfected the art of food preparation, gaining the following benefits:

- You can spend 1 hour preparing a well cooked meal for you and up to 9 other creatures. Any creature that spends half-an-hour consuming the meal will gain a number of temporary hit points for 1 hour equal to 2d6 + twice your Wisdom modifier. This can be done during a short rest.
- With the help of at least 3 other people, you can spend 8 hours preparing a banquet for up to 25 creatures plus an additional 5 creatures for each extra person helping. A creature that partakes of the feast reduces its exhaustion level by 2. Also, for 24 hours, it has advantage on saving throws against poison and disease and has its hit point maximum increased by 2d10 and it gains the same number of hit points. You must prepare at least 8-gp worth of food per person to gain this benefit.

85. SUPREME CRAFTING: HERBALISM

Prerequisites: Proficiency with Herbalist's kit, Intelligence 13 and Wisdom 15

You have perfected the skill of medicinal herbalism to gain the following benefits:

- When you use your **herbalist's kit** to craft *antitoxins* or *potions of healing*, you make progress at twice the normal rate per day.
- Increase the healing received from *Potions of healing* that you craft to 6d6. For example, a *potion of greater healing* would heal 4d6+4 hit points.
- *Antitoxins* that you craft also grant the imbiber resistance to poison damage for 1 hour.

86. SUPREME CRAFTING: POISONS

Prerequisites: Proficiency with Poisoner's kit, Intelligence 15

You have perfected the art of crafting poisons, gaining the following benefits:

- When you use your **Poisoner's kit** to craft a poison, you make progress at twice the normal rate per day.
- You have built up a resistance to handling poisons, granting you advantage on saving throws against contact poisons.
- Ability checks to detect ingested poisons that you have crafted are made with disadvantage.
- Increase the DC for saving throws on inhaled and injury poisons that you craft by 2.

87. TACTICIAN

Prerequisite: Intelligence 13

You have experience with combat tactics, gaining the following benefits:

- You may use your Intelligence modifier in place of your Dexterity modifier when calculating your Armor Class.
- You can add your proficiency bonus to Initiative checks.

88. THROWN WEAPON MASTER

Prerequisite: Dexterity 13

You have trained to master the use of thrown weapons, gaining the following benefits:

- Double the normal range for ranged attacks made with thrown weapons.
- Your ranged attacks made with a weapon with the thrown property ignore half cover and three-quarters cover.
- When you make a ranged attack with a weapon that has the thrown property, you can draw another weapon of the same kind after the attack.

89. TITAN'S GRIP

Prerequisite: Strength 15

Your immense strength and practice with large weapons allows you to wield them one-handed. Gain the following benefits:

- You can ignore the two-handed property on melee weapons you are proficient with. You can treat attacks made with such a weapon as though you were wielding it in two hands for the purposes of other feats and class abilities, even if you are not.
- When you hit a creature with an attack made with a weapon that has the versatile property that you are proficient with, you can use the damage value in parentheses even if the attack was made with one hand.

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