



Netbook of Feats

5th Edition Rules

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Credits

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Introduction

Welcome to the 5e edition of the Netbook of Feats. All in all, the NBOF for 5e is a much more modest affair than our original 3.0 and 3.5 incarnations. Feats play a smaller role in the game as an optional rules system, and the core feats are not included in the SRD. And so it is that the NBOF is a smaller affair for this edition of the game.

This version of the NBOF begins with a set of feats meant to replace those found in the PHB but which were not included in the SRD. The purpose of doing so is to stand in for 5e SRD publishers who would like to include such feats in their products. They are not exact copies, but they are functionally very similar to the feats that inspired them.

We also have a small collection of original feats as well. In time we hope that collection will grow so that the NBOF once again can become a bellwether source of 5e Feats for those looking to enhance and expand their character's potential.

As with past editions, the NBOF is focused on quality first, and quantity second. We hope you enjoy enjoy the fruits of our labors.

Using Our Feats in Your Product

The NBOF is provided under the OGL. As a result, you are free to use the feats in your game or product so long as you abide by the terms of the OGL. We ask that if you do use our feats that you credit the authors of the feats you use somewhere in your product. We'd rather have the authors credited than the NBOF itself, but if you do both, all the better!

It's also a plus if you let us know. We are always proud when someone decides our work is worth of sharing with their customers.

Want to Help?

- **Direct general inquiries to:** Sigfried@gmail.com
- [Feat Writing Guide](#)
- [Writing Style Guide](#)

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The Feats

Adventuring Chef

You have learned how to prepare food so that it tastes great and provides optimal nourishment. You gain the following benefits:

- Increase your Charisma, Dexterity, Intelligence, or Wisdom score by 1 to a maximum of 20.
- You have advantage on persuade rolls made while those you are persuading are enjoying a meal you have prepared for them.
- Once per long rest, while consuming food you have prepared, you and your companions can regain up to two spent hit dice during a short rest.

Author: Sigfried Trent

Notes: Like many 5E feats this started as a role playing concept and the mechanics were developed around it. The benefits of cooking just didn't add up to a full feat so an ability score bump made sense, but which one? In the end I allowed a selection of any score that could reasonably be justified. Strength was nonsensical, and Constitution suggests your cooking needs to be survived which is clearly not what we are going for here. I considered having some rules or fluff about needing appropriate ingredients but it neither seemed necessary, nor especially helpful. If common sense can rule the day, let it do so in 5E.

Apprentice Spellcaster

You have begun to study the practice of magic in your spare time to some success. You gain the following benefit:

- Choose one spell casting class when taking this feat. You may select one 1st level spell from that class which you can cast once per long rest as if you were a 1st level caster of that class.

You may take this feat more than once, choosing a different casting class each time.

Author: Sigfried Trent*

Notes: Inspired by Magic Initiate. I tried to simplify the language to be more generic to any spell casting class so the feat is future proof. It should be clear that casting as if you were a member of the class entails the prime casting ability score of that class. In trying to reproduce the core feats I decided I would start with the core feat mechanics, make any changes I thought could

improve them, then write them in my own words and style. This seemed the approach that was most in keeping with the OGL yet didn't leave the NBOF with a big hole in its collection. To respect the original authors, I'm using the "inspired by" notation in the notes to pay due respects.

Archery Specialist

You have learned the techniques of close combat archery delivering swift death in the heat of battle. You gain the following benefits:

- Being within 5 feet of a target does not give you disadvantage when attacking with a bow.
- If you hit a creature within normal range with a bow on your turn, you may take a bonus action to make another attack against the same creature.

Author: Sigfried Trent

Notes: I intended to make a number of feats for different weapon types to follow up on the core crossbow and polearm feats. Archery is a great specialty but there isn't a lot a bow can do that a crossbow can't except reload more quickly. Additional attacks are tricky territory balance wise. The core crossbow feat has a bonus action attack, so there is justification there and bonus actions have a built in limitation making them the safest way to grant additional attacks. I wanted a bit more limitation so I went with the mechanic of it being a follow up to a hit. You can imagine it either as a second quick shot without changing aim, or knocking two arrows and only rolling the second if you were aiming in the right place.

Archery Trained

You have trained in the use of a number of advanced ranged weapons. You gain the following benefits:

- Increase your Dexterity score by 1 to a maximum of 20.
- You gain proficiency in all Martial Ranged Weapons.

Author: Sigfried Trent*

Notes: Inspired by Weapon Master, I decided to break up the feat into martial and ranged halves rather than the 4 weapons selection. A bit less bookkeeping this way and I think it makes for better feat names.

Artful Dodger

You have mastered defensive combat such that while focusing on avoiding danger, you can sometimes catch an opponent off guard. You gain the following benefit:

- When taking the dodge action, you can use a bonus action to make an attack having disadvantage.

Author: Sigfried Trent

Notes: I wanted a feat that would give someone a defensive stance they could take but still participate in combat. Dodge is already a good mechanic so I felt this was the best way to add to it. Now you essentially trade off advantage on defense for disadvantage on attacks. I like that in both cases there are strategies that will mitigate this one. It just shows what a good mechanic advantage and disadvantage are for having bonuses and penalties without breaking the d20 curve.

Avid Learner

You love to acquire new skills and abilities through constant study and practice. You gain the following benefit:

- You gain proficiency in three skills and/or tools of your choice.

This feat can be taken more than once, choosing different skills and/or tools each time.

Author: Sigfried Trent*

Notes: Inspired by Skilled. I tried to add a bit more flavor in the name while making the wording clearly allow for a mix of skills and tools. I decided I liked the bulleted benefits as a means to separate mechanic from fluff in a stylized way, even if there is only one benefit. Format uniformity just makes life a bit easier for reading, editing and layout.

Battlefield Medic

You have perfected the use of the medic's kit to deliver life saving aid to those wounded in battle. You gain the following benefits:

- When using a healing kit to stabilize a creature they also gain 1 hit point.

- As an action you can expend one use of a healing kit to heal 1d4 hit points. The beneficiary may also spend one hit dice (if available) to regain further hit points. This action cannot be used again on the same creature until after they have taken a short or long rest.

Author: Sigfried Trent*

Notes: Inspired by Healer. I thought the benefit of the core feat could be problematic, extending everyone's hit point potential. In some games that might be fine but D&D, to a degree, has always been a game about resource management, with the primary resources being hit points and spells. Allowing a healing kit to greatly extend the hit point pool could change the character of the game a fair bit. This allows for as much or more healing, but takes most of it out of the hit dice pool which keeps the total resource limited.

Blind Fighting

Through rigorous training you have learned to use your hearing and other senses to keep track of enemies on the battlefield. You gain the following benefits:

- Creatures attacking you do not have advantage from you being blinded.
- You do not have disadvantage when attacking other creatures due to being blinded.
- You may take actions normally requiring sight, provided the DM feels another sense could be substituted with sufficient practice.

Author: Sigfried Trent

Notes: This is a classic of feat mechanics for many versions of the game. I was surprised it was not part of the core feat set. The nice clean mechanics of the Blinded condition make this easy to write. The third benefit is a little loose, calling for DM adjudication. In earlier editions I would shy away from this, but in 5e I think it is well in keeping with the spirit of the game.

Blunt Specialist

You have learned how to not only cause bruises and broken bones with blunt instruments, but also to use their impact to unbalance or bully your enemies. You gain the following benefit:

- After you damage a creature with a bludgeoning melee weapon as part of the attack action, you may take a bonus action to attempt to shove that creature (either pushing them 5' or knocking them prone if you succeed).

Author: Sigfried Trent

Notes: Knocking people down as part of an attack is a potent mechanic, but bludgeoning weapons tend to be weaker than most of the others so they are not often selected by fighters or others looking to maximize melee weapon damage. For that reason I am a little less worried at the potential power of this feat and as always the bonus action mechanic is somewhat self limiting. I took the lead from another core feat by tying the bonus action opportunity to attack actions only, which helps minimize combos and abuse of the mechanic. I added the clarification for shoving since the verb “shove” is not how the action is listed in the rules; instead it is “shoving a creature” which doesn’t flow well in rules sentences describing an action in first person.

Brawler

You love a good fist fight and have become adept at using whatever is on hand to pummel your foes. You gain the following benefits:

- Increase your Constitution or Strength score by 1 to a maximum of 20.
- You gain proficiency with improvised weapons and unarmed strikes.
- Your unarmed attacks deal d4 bludgeoning.
- When you hit a creature with an improvised weapon or an unarmed strike on your turn you may take a bonus action to attempt to grapple the creature.

Author: Sigfried Trent*

Notes: Inspired by Tavern Brawler. I love the core feat so my changes are all simply re-writing the feat. The name change feels close to cheating but I decided it’s enough of a change for the spirit of the “inspired by” effort.

Brutality

You have practiced techniques to inflict maximum pain and suffering on your enemies. You gain the following benefit:

- Once per turn you may re-roll your weapon damage dice from a melee attack using whichever result is higher.

Author: Sigfried Trent*

Notes: Inspired by Savage Attacker. I couldn't find anything in the core feat that could use improvement aside from standardizing the formatting to the NBOF standards. You might think of it as “advantage for damage” but because advantage has clear mechanical guidelines and assumptions, I didn’t want to muddy the waters.

Combat Caster

You have become talented at casting spells amid the chaos of the battle field. You gain the following benefits:

- You have advantage on saving throws (Constitution) made to maintain concentration on spells when taking damage.
- You may satisfy the somatic component of spells you cast without needing a free hand.
- When a creature grants you an attack of opportunity, instead of making a melee attack, you may use your reaction to cast a single action spell targeting only that creature. A spell that cannot be targeted against a single creature can not be cast in this way.

Author: Sigfried Trent*

Notes: Inspired by War Caster. I tried writing this from scratch and it came out almost word for word the same as the core feat so I had to apply some deliberate re-phrasing on the second pass. I tried to add some language to further clarify the opportunity spell benefit.

Crossbow Specialist

You have mastered a range of crossbow techniques and invented a few of your own. You gain the following benefits:

- You ignore the loading property of crossbows.
- Being within 5 feet of a target does not give you disadvantage when attacking with a crossbow.
- When you use the Attack action with a one handed weapon and you have a loaded hand crossbow in another hand, you can use a bonus action to attack with the hand crossbow.

Author: Sigfried Trent*

Notes: Inspired by Crossbow Expert. I liked the core feat more or less as it was so I took the approach of writing this over to have the same mechanics but in my own words. I also limited it to crossbows specifically as the old mechanic had uses outside of crossbows. I did this because I intend to have similar specialist feats for other weapon types. Crossbows are easy to create feats for because they already have special rules and limitations built in. There is a little irony that feats like this make your character special by making special weapons less special when you use them.

Dead Man Walking

With grim determination you fight on, not stopping until your last breath. You gain the following benefits:

- Increase your Constitution score by 1 to a maximum of 20.
- When reduced to 0 hit points but not outright killed, instead of falling unconscious, you gain two levels of exhaustion and fall prone. You remain at 0 hit points and must make death saving throws normally. If healed you may remove two levels of exhaustion.

Author: Sigfried Trent

Notes: I went back and forth on whether this should have an ability score bump or not. My final reason for including one was that most characters work hard to avoid going to 0 hit points so while it was a potentially life saving event, it won't come into play all that often. Also there is a downside to choosing to run around with 0 hit points, namely any damage takes you a step closer to final death and damage is far more likely to happen when you pose a threat. Of course if you have a means to heal yourself, staying prone and using it is a good way to stay alive.

Delver

You are adept at finding and dealing with hidden devices and mechanical dangers. You gain the following benefits.

- You have advantage on checks made to find secret doors.
- You have advantage on checks made to find or disable traps.
- You have resistance to damage caused by traps.

Author: Sigfried Trent*

Notes: Inspired by Dungeon Delver. Honestly I found "Dungeon" to be too specific since traps could be found in all kinds of settings. Delver really is a good description for this so I kept that. I wasn't able to turn up rules about needing to move slowly while searching so I left that out, especially since that would rarely matter during play.

Diehard

Your fortitude is such that very little short of deliberate execution can finish you off. You gain the following benefits:

- Increase your Constitution score by 1 to a maximum of 0.
- When you are reduced to 0 hit points but not killed, you automatically and immediately stabilize. If damaged while stabilized, you must make death saving throws as normal.
- You gain advantage on death saving throws (Constitution).

Author: Sigfried Trent

Notes: I think this feat justifies an ability score bump because while literally a lifesaver in some cases, those cases will be relatively rare. I've always liked feats that give your character some survivability without making them explicitly more dangerous in combat. The fluff here brings up the point that the core rules don't really have a coup-de-grace or execution action described. Mind you I wouldn't generally require any roll to be made to finish off some unconscious and helpless person. Then again it might be harder to do than I imagine and you do need to understand the creature's physiology to be effective.

Elemental Specialist

Prerequisite: Ability to cast spells

You have attuned your magic to one of the elemental spheres, enhancing the power and intensity of the forces at your command. You gain the following benefits:

- Choose one element: Acid, Cold, Lightning, Fire, or Thunder when taking this feat.
- Your spells ignore creature's resistance against the chosen element.
- When rolling damage dice for your spells of the chosen element, treat any roll of 1 as 2.

You can select this feat multiple times, each time choosing a different element.

Author: Sigfried Trent*

Notes: Inspired by Elemental Adept. It struck me as odd that the core feat was using an inconsistent format. I tried to add some flavor and standardize the form while keeping the mechanics as they were.

Escape Artist

You have dedicated yourself to finding ingenious ways to escape from all manner of bonds and barriers. You gain the following benefits:

- Increase your Dexterity score by 1 to a maximum of 20.

- You automatically succeed at any hard (dc20) or lower Dexterity check made to pick a lock, escape a bond, escape restraint, or squeeze through a small space and gain advantage on such checks at higher difficulty classes.

Author: Sigfried Trent

Notes: I think in narrow applications such as this, advantage isn't enough to make a character feel like a true expert at some skill or area of expertise. I think this mechanic template is a useful one in simulating that kind of ability. Clearly this is a handy feat for a typical thief or rogue but it can be a little problematic for a DM in some scenarios where capture and detention are part of a story line. I've learned over the years that unless you use some kind of fiat, at least one character always finds a plausible means of escape given sufficient time. Planning for what happens when they do escape is good contingency planning for any adventure.

Finesse Specialist

You have trained in fencing and other techniques to capitalize on quick and light weapons. You gain the following benefits:

- If you are hit with a melee attack while wielding a melee finesse weapon you are proficient in, you may use your reaction to add your proficiency bonus to your AC against that attack, potentially turning the hit into a miss.
- Being within 5 feet of a target does not give you disadvantage when making a ranged attack with a finesse weapon.
- After taking the disengage action, you may take a bonus action to make a ranged attack with a ranged finesse weapon.

Author: Sigfried Trent*

Notes: Inspired by Defensive Duelist. I liked defensive duelist, but I felt it was a bit one dimensional. The benefit is pretty good, but I wanted a bit more flair and decided it would make a good specialist feat. Discovering there are thrown weapons with the finesse trait I thought it would be interesting to work in benefits for them as well.

Fortune's Fool

You have learned to trust in providence, and somehow it has come to treat you kindly in return for your faith. You gain the following benefits:

- You gain 3 luck points which are replenished each time you take a long rest.
- You may spend a luck point to reroll any d20 roll you make.

- You may spend a luck point to force the reroll any d20 roll made to attack you.

If multiple d20s are rolled due to advantage or disadvantage you should choose one to be re-rolled.

Author: Sigfried Trent*

Notes: Inspired by Lucky. I decided to give this a noun style name and alter the mechanics somewhat to make it just a bit weaker when advantage or disadvantage are at play. The old mechanic would turn disadvantage from the worst of two rolls to the best of three. Too strong I think and were I to guess, unintentional.

Fortune Teller

You are sensitive to the threads of fate and can often read portents of things to come using traditional techniques. Such divination takes at least 20 minutes and generally involves some meditative focus capable of creating seemingly random information. Cards, tea leaves, chicken bones, blood spatter, and palm reading are all popular methodologies. Such auguries can be on a specific topic, or an attempt to generally peer into the future. Upon completion your DM will tell you what omens and portends the divination reveals. While rarely false, such omens can be vague or even misleading and by your actions the fate you divine may change.

Some fortune tellers are also prone to visions or prophetic dreams which portend significant opportunities or dangers on the journey ahead but these are typically beyond your control. Regardless of technique fortune tellers can often make a few coins performing auguries during their travels, though in some cases they can be met with suspicion either as practitioners of evil arts or as charlatans.

Author: Sigfried Trent

Notes: This is a feat you definitely want to consult with your DM before taking. It's usefulness depends entirely on how willing the DM is to provide helpful information. Also keep in mind it takes some creativity for your DM to come up with visions and portents that will help you but not suck all the mystery and fun out of an adventure. I suggest using the feat when it seems dramatically appropriate. As a DM this is a great tool for situations when the party seems a bit lost as to what to do next. In the old netbook we referred to feats like these as Role Playing feats because they are reliant on DM / Player interaction for their benefit rather than pure mechanics. Also of note, this feat doesn't follow the NBOF format. Fluff and mechanics are intertwined and the benefit hard to bullet point so I went freeform.

Free Runner

You have become practiced in the art of running through environments filled with obstacles and hazards without slowing down. You gain the following benefits:

- Increase your Dexterity or Strength score by 1 to a maximum of 20.
- You can make running jumps after only 5 feet of movement.
- Climbing does not half your speed.
- You can jump down up to 15' without taking damage and land on your feet.
- You can cross difficult terrain without halving your speed if you succeed at an easy Acrobatics (Dexterity) check.

Author: Sigfried Trent*

Notes: I didn't care for the Athlete feat party due to the name since that is also the name of a standard skill. Presumably if you are trained in athletics you are an athlete. Also, athletics involves a pretty wide range of activities. The benefits reminded me much more of Parkour, a technique for running and climbing in urban environments, sometimes called Free Running in the english speaking world. I went with that name since those not familiar with Parkour would recognize what it did just based on the meaning of the words.

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.

Author: SRD

Notes: This is the only feat Wizards published under the System Reference Document when released for 5E. I was somewhat disappointed the others did not appear as I wanted the NBOF to be a very inclusive set of feats and if I ignore the core feat mechanics, we end up with some glaring holes. Most publishers want to provide new feats, and you wouldn't want to pay for feats you already have, so for them it's fine. The netbook is free and created as a reference so it's a bit different. Grappling is an interesting trump mechanic that can neutralize the advantages of

an opponent in a way that you don't generally defend against. What tends to keep it balanced is that combat is often small teams of opponents and so if you are grappled others can come to your aid.

Haggler

You drive a hard bargain in any financial negotiation and apparently have many children who are on the verge of starvation. You gain the following benefits.

- Increase your Charisma score by 1 to a maximum of 20.
- When you buy goods you can reliably negotiate a 20% discount from the asking price.
- When you sell goods you can reliably netotiate a 20% higher price than normally offered.
- You gain advantage on persuade and bluff rolls when negotiating contracts.

Author: Sigfried Trent

Notes: This could be quite powerful in a game where money matters, though in most of my DMing experience that is the exception more than the rule. A good DM should make sure this doesn't get out of hand. Merchants are not going to go broke just because their customers are good negotiators.

Hardy

You keep in good health and know how to take care of yourself. You gain the following benefits:

- Increase your Constitution score by 1 to a maximum of 20.
- When rolling a Hit Dice to regain hit points, you gain at least twice your Constitution bonus or 2 whichever is larger.

Author: Sigfried Trent*

Notes: Inspired by Durable. Hooray for a language with many words that can mean roughly the same thing. This is a feat that works best if you are in a difficult situation where rest is your only source of healing and it is hard to come by. The problem is, like marching, the party heals as fast as its slowest member anyhow so while you may be well off, everyone else will be looking for a nice long rest before adventuring if they can get it. Of course there are times outside of rest where you can roll hit dice and there this feat can be quite nice.

Healthy

Through rigorous activity and good living you have become more resilient to injury and fatigue in battle. You gain the following benefits:

- On taking this feat, increase your maximum hit points by 2 per character level.
- Each time you gain a level, increase your maximum hit points by 2.

Author: Sigfried Trent*

Notes: Inspired by Tough. It feels wrong to rename a feat so widely taken over the years but that's the way the OGL rolls. The changes here are purely cosmetic. Due to the shift to leveling being about having more hit points and doing more damage rather than attack vs defense values, this feat may be stronger than it was in previous editions of the game.

Heavy Armor Specialist

You have learned how to use your armor not only to deflect blows but to lessen their impact. You gain the following benefits.

- Increase your Strength score by 1 to a maximum of 20.
- You can reduce by 3 the amount of damage you take from a non-magical weapon when hit.

Author: Sigfried Trent*

Notes: Inspired by Heavy Armor Master. I'm not entirely sold on having a damage reduction mechanic thrown in here but it is thematic and seems balanced enough. I simplified the language to some degree since most weapons did one of the damage types listed, thus making the damage types redundant. Any weapon dealing fire damage or the like is probably magical.

Heavy Armor Training

Prerequisite: Proficient with medium armor

You have trained in the use and maintenance of the heaviest armors. You gain the following benefits:

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

- You gain proficiency with shields.

Author: Sigfried Trent*

Notes: Inspired by Heavily Armored. I had the impulse to make this and the medium armor feat available without prerequisites. After all, it's really not like you have to train up in real life.

Nothing about wearing light armor leads to the ability to wear medium armor and so on. You just get used to wearing certain armor and that's all there is to it. That said, armor use is a significant advantage and requires some mechanical balance. Light armor is pretty weak unless it's magical, but medium and heavy armor use can mean a lot more defense. Not having it is an important weakness for caster classes and should not be easily overcome. Still, if a caster is really keen on heavy armor, multi classing may well give you a lot more benefit a lot faster than taking all the armor feats available.

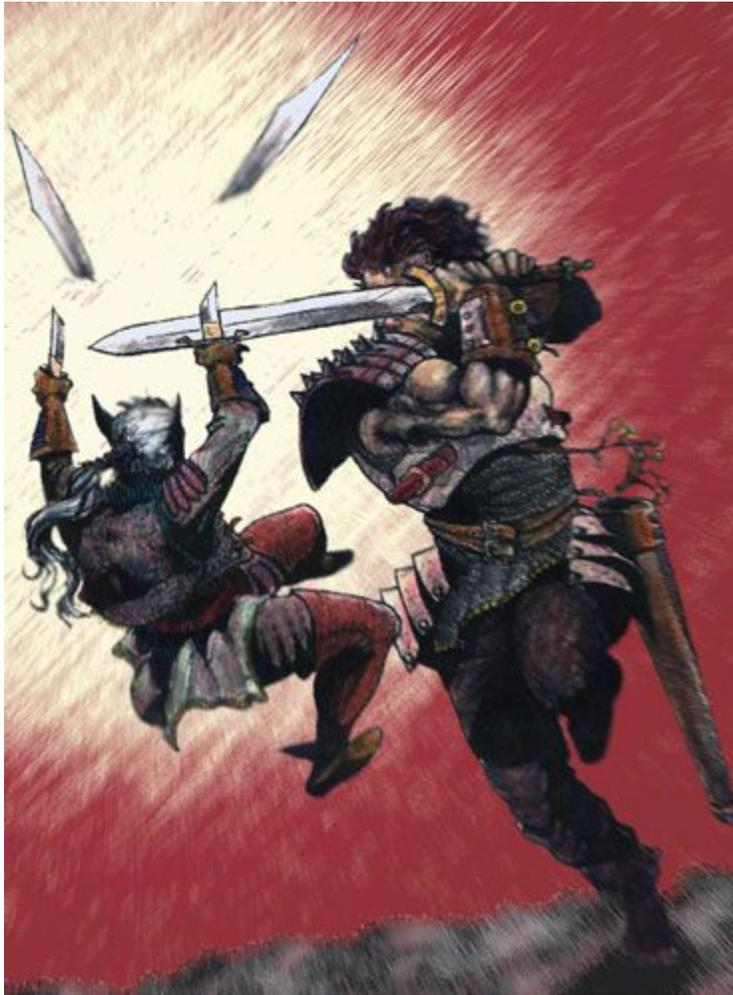
Heavy Drinker

For better or worse, extensive experience in the tavern has made you an expert at drinking spirits and other elixirs. You gain the following benefits.

- Increase your Constitution score by 1 to a maximum of 20.
- You gain advantage on Constitution saving throws to avoid the effects of intoxicating beverages.
- You may take a bonus action on your turn to drink a potion.

Author: Sigfried Trent

Notes: What barbarian or dwarf wouldn't want to claim such a feat as their own? I've had a soft spot for potion drinking feats ever since the first netbook. I considered specifying that you need a free hand to drink the potion, but I'll leave that to DMs to adjudicate since the core rules are agnostic on the subject and the spirit of 5e seems to not worry overmuch about such logistical minutiae.



Heavy Weapon Specialist

You have learned how to maximize the weight and momentum of heavy weapons to deliver devastating blows and sweep through the ranks of your foes. You gain the following benefits:

- When you score a critical hit or drop an opponent to 0 hit points with a heavy melee weapon, you may use a bonus action to make another attack with the same weapon.
- Before you attack with a heavy melee weapon you may choose to take a -5 penalty on the attack roll to deal +10 damage if you hit.

Author: Sigfried Trent*

Notes: Inspired by Great Weapon Master. I didn't like that the core feat was inconsistent about whether heavy weapons were needed in a feat built around great weapons. Feats should strive for truth in advertising and the benefits should fit the name of the feat as well as possible. I also

feel like the need to specify proficiency is not useful. The normal penalty for that makes it unlikely you would spend a feat to gain a bonus with weapons you are taking disadvantage on. It makes role playing sense, but not in a way that really adds to the game.

Highwayman

You are among the very best at hiding in shadows and striking from the darkness. You gain the following Benefits:

- You can attempt to hide from a creature from whom you are lightly obscured.
- While hiding, if you miss with a ranged attack the attack does not reveal your position.
- You do not suffer disadvantage from dim light when making Wisdom (Perception) checks.

Author: Sigfried Trent*

Notes: Inspired by Skulker. The changes here are largely cosmetic. Note that the rules don't explicitly say attacking reveals your position while hidden though they imply that would likely be the case. Ultimately it's the DMs decision, but since I think it makes good sense having a feat designed to keep you hidden I decided to keep the benefit.

Horseman

You have trained to fight from horseback giving you the high ground and giving your mount greater protection from the dangers of combat. While mounted you gain the following benefits:

- You gain advantage on melee attacks against creatures smaller than your mount.
- If your mount has taken the Dash action this turn and moved at least 10 feet your next melee attack deals +5 damage.
- Your controlled mount can be made to Dodge as its bonus action on your initiative.

Author: Sigfried Trent*

Notes: Inspired by Mounted Combatant. I feel like this is a better feat both in name and mechanics than the core feat. Realism isn't especially important in fantasy game design but I think plausibility is. The original seeks to ensure the safety of the mount in combat because a mounted knight character just isn't as fun if your mount is always getting killed. I can appreciate that but mounts do get killed all the time in combat so it should be a real danger you need to mitigate. Also a clear advantage of being mounted in combat in medieval times was physical power you got from charging on the mount. I decided to soften the defensive side by granting a mount you control directly with Dodge which gives disadvantage to attackers and advantage on saving throws. This should discourage targeting the mount without making that tactic

impossible. I beefed up the offensive options by adding a charge ability which is in keeping with the use of historical heavy cavalry.

Impersonator

Prerequisite: Proficient in performance.

You have mastered the art of copying the voice and mannerisms of others; you gain the following benefits.

- Increase your Charisma score by 1 to a maximum of 20.
- You have advantage on Wisdom (Performance) checks when impersonating characters or persons known to your audience.
- You have advantage on Charisma (Deception) checks when trying to pass off your appearance, mannerisms, or voice as other persons or creatures. Observers can use Wisdom (Insight) to contest your deception. This type of deception is ineffective if there is clear evidence you are not what you pretend to be. Examples might be if you impersonate a woman with no disguise or are seen making bear noises while crouching in the bushes.

Author: Sigfried Trent*

Notes: Inspired by Actor. I didn't actually care for the name of the core feat here. Acting is only rarely about impersonating people such that you would deceive anyone and the performance skill encompasses most normal acting. I also split up the benefits in a different way that feels more natural to me and clarifies that you need the right circumstances to make this work under direct scrutiny..

Juggler

You have become practiced at the art of juggling a wide range of objects. You gain the following benefits:

- Increase your Dexterity score by 1 to a maximum of 20.
- You can make Dexterity (Perform) checks while putting on a juggling performance.
- You can effectively hold up to 3 items weighing up to 2 lb each, per hand used, by juggling them and it is always free to pick-up/draw additional items to juggle up to your limit.

Author: Sigfried Trent*

Notes: Practical combat use of this feat will be rare, but if you take it you will probably invent some clever uses. Technically you would need this feat or something like it if you wanted to

throw more than one weapon a turn, though I suspect most DMs would just make drawing a thrown weapon part of the attack. You could use the third benefit to pull out and use a potion while still holding a sword and not use additional actions. A lot of DMs won't be so stingy on actions and will just let someone with sword and shield go ahead and drink a potion without worrying about how they get a hand free.

Language Expert

You have not only learned multiple languages but you have studied the nature of language itself giving you insights into all types of symbology and communication. You gain the following benefits:

- Increase your intelligence score by 1 to a maximum of 20.
- You immediately learn one additional language.
- You can learn new languages becoming proficient in 6 weeks provided you have a manual in a language you know or access to a willing teacher proficient in it.
- You are adept at deciphering linguistic or symbolic codes gaining advantage on any roll to decipher or understand them provided they are based in a language you are proficient with.
- You can also create cyphers and coded messages. Unless provided with the means to decode them, they can only be deciphered with an Intelligence check with a DC of your Intelligence score + your proficiency bonus.

Author: Sigfried Trent*

Notes: Inspired by Linguist. The core feat is really well named and this is one where but for principle I'd have preferred to keep it. I did decide to alter the mechanics. I found it a bit odd to suddenly learn 3 languages and rather it makes more sense to allow the easy learning of Languages given the opportunity. The cypher rules are pretty RP centric and I like that. Feats that give you shticks that make your character unique are what the spirit of 5e feats are all about.

Light Armor Training

You have trained in how to wear and care for light armor. You gain the following benefits:

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

Author: Sigfried Trent*

Notes: Inspired by Lightly Armored. Armor feats are tricky, not a lot to work with and the core feats are really well named. Mostly these appeal to casters since nearly everyone else gets light armor proficiency. Casters however typically have access to the Mage Armor spell which is strictly better than actual light armor. For that reason it made sense to add shield proficiency to offer some value. On the fluff side I thought to mention armor maintenance. I've owned armor and this is a real key aspect to wearing it. Well maintained armor is easy to fight in, badly maintained armor can become a serious problem.

Lucky Bastard

Somehow you have developed a talent for turning the worst of luck into the greatest opportunities. You gain the following benefit:

- Once per long rest, after rolling a natural 1 on any attack roll, ability check, or saving throw you may change the result to a natural 20.

Author: Sigfried Trent

Notes: This is a case where statistically the power level of the feat is somewhat weak compared to an ability score bump or a feat that offers advantage on combat rolls with some consistency. It can feel pretty strong when it does come into play for you in a clutch moment. I think what I like best is the narrative opportunities for describing how a potential disaster was transformed into a brilliant success. Once per long rest is not language I found in the SRD rules but I think it's a clear and succinct way of saying when you take a long rest you can do this again.

Mage Hunter

You have trained yourself to be the bane of spellcasters on the battlefield. You gain the following benefits:

- When a creature casts a spell within 5 feet of you, you may use your reaction to make a melee attack against that creature.
- When a spell caster makes a concentration check as a result of your attack they have disadvantage.
- You have advantage on saving throws against spells made by creatures within 5 feet of you.

Author: Sigfried Trent*

Notes: Inspired by Mage Slayer. I like the new name a bit better though both sound a bit more like a class name. Despite writing this without consultation to the original wording, much of it came out the same. I think the second benefit is more concise.

Magical Sense

You have developed something of a sixth sense that tells you when you are in the presence of spells or other magical effects. You gain the following benefit:

- You gain the benefits of the Detect Magic spell on a continual basis though unlike the spell this ability does not bypass barriers of any kind; you must see the object, space or creature which is enchanted.

Author: Sigfried Trent*

Notes: Nearly any party can detect magic so this tends to be more of something cool you can do rather than offering some great and unusual advantage to your character. It is on the other hand unlimited so I think it warrants foregoing an ability score bump. I think it's more likely folks take this as a fun and cool thing for their character rather than to make their character more powerful. This feat also duplicates another mechanic, something you want to avoid, but it's such a classic shtick; the character that can smell magic or see auras.

Medium Armor Specialist

You have learned how to customise and maintain your armor such that it affords you greater range of motion. You gain the following benefits:

- You no longer have disadvantage on Dexterity (Stealth) checks while wearing medium armor.
- You can add up to a maximum of 3 to your AC from Dexterity rather than 2 when wearing medium armor.

Author: Sigfried Trent*

Notes: Inspired by Medium Armor Master. Nothing too special here other than being a rewrite. Medium armor is very nearly as good as heavy armor provided you have a bit of dex and with this feat it is perhaps better. This is another case where a prerequisite would make RP sense but serves no mechanical purpose.

Medium Armor Training

Prerequisite: Proficient with light armor

You have trained in the use and maintenance of medium weight armors. You gain the following benefits:

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

Author: Sigfried Trent*

Notes: Inspired by Moderately Armored. I struggled trying to sort out just how much armor is worth in the game and thus how good this feat is. Medium armor has nearly the potential of Heavy armor provided you have a bit of dex and yet has less restrictions. Armor feats like this primarily appeal to caster characters so if you plan well this is probably where you stop rather than going for heavy armor. This feat is a pretty hefty bump up in defenses for most spell casters so it's got a lot of value.

Melee Trained

You have trained in the use of a number of advanced hand to hand weapons. You gain the following benefits:

- Increase your Strength score by 1 to a maximum of 20.
- You gain proficiency in all Martial Melee Weapons.

Author: Sigfried Trent*

Notes: Inspired by Weapon Master, I decided to break up the feat into martial and ranged halves rather than the 4 weapons selection. A bit less bookkeeping this way and I think it makes for better feat names.

Monkey Grip

Prerequisite: Strength of 17+

Through brute strength, momentum and various techniques you have learned to wield large weapons in ways never intended. You gain the following benefits.

- You may ignore the Heavy weapon property.
- You may ignore the Two-Handed weapon property for melee weapons.
- Limitation: You may not use this feat with two-weapon fighting.

Author: Sigfried Trent

Notes: The term, monkey grip, comes from trade craft where folks use tools one handed normally meant for two. In reality this tends to confer some kind of disadvantage but there are techniques that make it effective and brute strength certainly doesn't hurt. Balance wise there could be some concern here though you are giving up an ability bump to take this. On average you are gaining around 2pts of damage with this feat or 2pts of AC depending on what you would wield otherwise. Still, ask your DM, my experience is some folks just think this kind of thing is silly or undermines the classes of weapons in a way they don't like. I decided to experiment with the "Limitation" clause as a way to help prevent combinations that further leverage a strong feat using something like Two Weapon Specialist. I went with a prerequisite primarily to make it seem plausible, but it does require some investment to qualify helping with balance just a little.

Opportunist

You take advantage of every opportunity to slip past an opponent's guard and catch them by surprise. You gain the following benefits:

- Creatures taking the disengage action provoke attacks of opportunity from you before leaving your reach.
- Creatures within your reach that attack a creature other than you provoke an attack of opportunity from you.
- When you damage a creature with an attack of opportunity their speed becomes 0 until the end of their current turn, preventing further movement.

Author: Sigfried Trent*

Notes: Inspired by Sentinel. The core feat is a very nice implementation of a "Tank" like character under the D&D rules who can effectively limit an opponent's ability to attack other party members. That is not an easy thing to do in the game so hat's off to the designers of the core feat. I considered adjusting the third benefit, because it was hard to imagine how this is accomplished, but it works so well mechanically I decided it should be preserved.

Polearm Specialist

You have mastered advanced techniques for fighting with polearms of all kinds. While wielding a polearm you gain the following benefits:

- If you took the attack action with your polearm this turn, you may take a bonus action to attack with the butt or haft of the polearm as if it were a club. (d4 bludgeoning)
- Creatures who move adjacent to you (within 5') provoke an attack of opportunity from you.

For purposes of this feat a Polearm is any melee weapon consisting of a long cylindrical haft with the reach and two handed properties. This includes the Glaive, Halberd, and Pike.

Author: Sigfried Trent*

Notes: Inspired by Polearm Master. Because I intend to have a wider range of weapon specialist feats I narrowed what is considered a pole arm to the more traditional definition, excluding quarter staves but thus allowing any two handed reach weapon with a pole to qualify. I also changed the second benefit somewhat to make it slightly more limited and true to the usefulness of a long dangerous stick at the ready.

Ranged Spell Specialist

You have become quite skilled at focusing spell energy quickly and at greater distances than normally achievable. You gain the following benefits:

- Increase your Charisma, Intelligence, or Wisdom score by 1 to a maximum of 20.
- Being within 5 feet of a target does not give you disadvantage when making a ranged attack with a spell.
- The range of your spells requiring a ranged attack is doubled.

Author: Sigfried Trent*

Notes: Inspired by Spell Sniper. In re-working other generic ranged attack feats I opened them up to use with ranged spell attacks. This meant one of the benefits of the core feat would be redundant so I removed cover benefit and added the point blank ability to make it consistent with the ranged weapon specialist feats this most resembles. Most of the specialist feats grant bonus actions and here I couldn't think of anything appropriate so I instead granted an ability score bump. Since ranged spells are typically only a part of a casters normal combat actions I think this is balanced, even if a bit stronger than some other ability bump feats.

Ritual Savant

You have discovered within yourself an affinity for magic that allows you to perform ritual spell casting even though you lack the training normally needed to master the art. When taking this feat choose from Charisma, Intelligence or Wisdom to be your casting ability score for all ritual spells you cast. You are capable of casting ritual spells with a spell level equal to half your character level, rounded down. You may only cast such spells as rituals.

You are capable of learning a number of spells with the ritual tag equal to your casting ability score bonus in your lifetime. Taking this feat does not grant you immediate knowledge of any rituals. To learn a ritual you must either have a written copy of the ritual spell in a language you can read, or be taught by a creature capable of casting the ritual spell. It takes you one week of study to learn a new ritual regardless of the method.

If you are already a spell caster with access to ritual spells, this feat's rules only apply to rituals not normally available to you as a spell caster.

Author: Sigfried Trent*

Notes: Inspired by Ritual Caster. I found the core feat had a balance problem in that there was no limit on the spell level or limitation on learning rituals. It also didn't deal with what happened if a spell caster took the feat. Finally recording spells in a book was too wizard like for a feat that lets you learn cleric or druid rituals. I decided to re-work it from the ground up with the same general idea in mind that anyone could learn some ritual spells. This is another feat that doesn't lend itself to the bulleted format. There is essentially one benefit but it requires quite a bit of explanation so this gets the free form treatment.

Ritualist

Prerequisite: Ability to cast spells.

You have learned the slow and gentle art of ritual spell casting. You gain the following benefits:

- Increase your Charisma, Intelligence, or Wisdom score by 1 to a maximum of 20.
- You may cast your spells as rituals provided they have the ritual tag.

Author: Sigfried Trent

Notes: This was developed while trying to come up with some conversion of Ritual Caster, a feat I think has some balance and mechanical problems. While ritual casting is very helpful in

preserving spell slots, I felt it warranted an ability score bump to go along with the benefit, and one that any caster could take advantage of.

Rousing Orator

Prerequisite: Charisma 13+

You have developed a talent for motivating others to do their best and fight for their comrades. You gain the following benefits:

- As an action you may inspire members of your party (including yourself) who can hear your rousing speech. Each gains temporary hit points equal to your level plus your Charisma bonus. You cannot take this action again until you have had short or long rest.

Author: Sigfried Trent*

Notes: Inspired by Inspirational Leader. I wanted to simplify the mechanics here and I think in this case looser is better. The person count and distance seemed a bit superfluous in most situations. DMs can interpret "members of your part" as best suits the situation. I also decided it is easier to track the action if reuse is based on your own resting rather than that of the listeners.

Seducer

You know well the arts of courtship and arousal and often put them into use deliberately for your own benefit. You gain the following benefits:

- Increase your Charisma score by 1 to a maximum of 20.
- By flirting, you gain advantage on Charisma (Deception), Charisma (Performance), and Charisma (Persuade) checks vs an individual whose sexual interests include your sex and race. If you roll a natural 20 during such an attempt the target becomes infatuated with you as a potential paramour.

Author: Sigfried Trent

Notes: Sex and D&D, always potential for awkwardness here but I find attraction is a big part of life and thus a big part of any adventure involving a lot of social interaction. I debated leaving out the part about infatuation but I felt it makes for a lot of storytelling potential and if I can fit that kind of thing in, I go for it. Infatuation of course does not equal control, it often takes a form particular to the personality of the love struck individual and could easily be as dangerous as it is useful.

Shield Specialist

You have learned to use your shield for far more than just blocking your opponent's attacks. You gain the following benefits while wielding a shield:

- You may take a bonus action on your turn to shove an adjacent creature 5'. (As per "Shoving a Creature," but you may not choose the option to knock them prone using this bonus action.)
- Unless incapacitated, you may add your shield's AC bonus to Dexterity saving throws to avoid damaging effects. For effects that deal half damage on a successful save, you take none instead.

Author: Sigfried Trent*

Notes: Inspired by Shield Master. I combined the later two abilities into one one and tried to tidy up the wording for precision and brevity. I like that it includes the old, block the dragon fire, shield action. I've had a fondness for that since I first watched Dragonslayer as a kid.

Skill Specialist

You have discovered you have a natural talent for certain activities. Choose a skill you are proficient in. You gain the following benefits based on that skill:

- Increase the ability score normally associated with the chosen skill by 1, to a maximum of 20.
- You gain advantage whenever making an ability check using the chosen skill.

You may take this feat more than once, choosing a different skill each time.

Author: Sigfried Trent

Notes: Chances are good many authors of feats will come across this idea. The game mechanics more or less point it out to you as you are trying to invent feats. While they lack some flavor, generic feats that cover a wide range of possibilities keep the game concise. Here the flavor of a natural aptitude does a pretty good job of giving this mechanic appropriate fluff.

Skirmisher

You have mastered mobility in combat. You gain the following benefits:

- Your base speed is increased by 10.
- When using the Dash action you may ignore difficult terrain.
- Creatures you make melee attacks against cannot take attacks of opportunity against you until your next turn.

Author: Sigfried Trent*

Notes: Inspired by Mobile. I didn't like the name of the core feat so I was happy to change that. The wording of the third benefit has slightly different implications but they are unlikely to make a meaningful difference.

Sling Specialist

You have mastered the lowly sling making it a thing to be feared in your skilled hands. You gain the following benefits:

- The weapon damage for slings you use are increased to d6.
- You may double the normal and long range values of slings you use.
- You may use your sling to throw missiles such as holy water, bombs, or similar objects at the range of your sling rather than the normal thrown range.
- You may use your loaded sling as a melee weapon, treating it like a mace.
- After you take a melee attack action with your sling, you may immediately take a bonus action to make a ranged attack using your sling against a different target.

Author: Sigfried Trent

Notes: Slings are actually somewhat difficult to master and arguably more effective than the core rules give them credit for. Their real virtue lies in being cheap to make, easy to carry, and simple to find ammunition for. Ancient accounts note that slingers generally had a longer range than archers using short bows of the time with ranges up to 1,200 feet. The use of slings as a melee weapon is more fantastical but plausible and allowed for a plausible bonus action which is a theme among the specialist feats. Using them to throw bombs of various kinds continues up to the present day among street protesters and was used by americans in the Spanish American war.

Spear Specialist

You have learned to take special advantage of spears and spear like weapons. You gain the following benefits:

- Creatures you attack with your spear do not gain the benefit of half cover or three-quarters cover.
- Creatures who move adjacent to you (within 5') provoke an attack of opportunity from you while you are wielding a spear.

For purposes of this feat spears include the Spear, Pike, Lance, and Trident as well as any other weapon consisting of a long pole with a pointed end.

Author: Sigfried Trent

Notes: I think these mechanics capture pretty well some of the advantages of fighting with a spear. The first benefit is great for rank fighting with a shield wall and simulates how a spear can be thrust into small spaces. The second demonstrates the spear's strike first advantage due to its reach and quickness when foes try to close with you.

Stylish Magic

Prerequisite: Ability to cast spells

Not content with being an ordinary spell caster, you embellish your magic with stylistic flourishes of your own invention. You gain the following benefits:

- Increase your Charisma, Intelligence, or Wisdom score by 1 to a maximum of 20.
- At the time of casting you may specify visual or auditory embellishments to any spell you cast. These effects are purely cosmetic and cannot be used to hide the spell or make a normally dangerous effect seem harmless. Appropriate examples include; a Stinking Cloud that has mysterious shadows moving within, Fireball with blue flame and pink sparkles, or a Shield spell that includes dramatic music when deflecting attacks.
- If one of your spells is the target of a Dispel or Counterspell the caster has disadvantage on their ability check if one needs to be made.

Author: Sigfried Trent

Notes: This is a feat of style over substance, but since it offers a flexible choice of casting ability score bumps, the only real cost is the opportunity for taking a stronger feat. I have a soft spot for feats as much about role playing and being cool than about mechanical advantages. I think as a DM I would occasionally allow the embellishments to offer some kind of circumstantial advantage, especially if spell casting is being used to intimidate or entertain an audience.

Superior Combatant

You have trained in an advanced combat maneuver. You gain the following benefits:

- You may select and learn one maneuver normally available to the Fighter's Battle Master martial archetype.
- You gain two d6 superiority dice to use exclusively with this maneuver.

This feat can be taken more than once, choosing a different maneuver each time.

Author: Sigfried Trent*

Notes: Inspired by Martial Initiate. Here is a case where I felt like I could improve on the core feat that inspired it. I liked the idea of learning one maneuver and doing it twice more than having two options and only one use. I also felt like I could simplify the mechanics since I rather doubt a Battle Master would take this feat.

Superior Memory

You have honed your memory to the point you can recall minute details of nearly anything you have seen or heard. You gain the following benefits:

- Increase your Intelligence score by 1 to a maximum of 20.
- You can recall in detail nearly anything you have seen or heard since taking this feat. This allows you to accomplish such feats as analyzing or exploring memories in detail after the fact, reading with astonishing speed, flawlessly retracing your steps, and perfectly recalling the names and faces of everyone you meet.

Author: Sigfried Trent*

Notes: Inspired by Keen Mind. I didn't much like the other benefits of the core feat and so in the spirit of trying to improve on them to a degree I left them out. The knowledge of time seemed not especially useful in most games and the direction benefit felt too much like a use of the Survival skill. The remaining benefit is a subtle one, but potentially powerful and in the hands of a good role player, gives their character a very distinguishing ability they can use to good advantage. For instance I would allow a character with this feat to search a room for secret doors after they had left the room by carefully examining their memory of it.

Superior Shot

You have practiced long and hard at making difficult shots with ranged weapons. You gain the following benefits:

- You do not have disadvantage on ranged attack rolls due to long range.
- Your ranged attacks ignore the effects of one-half and three-quarters cover.
- Before making a ranged attack you may take a -5 penalty to the attack roll to receive a +10 bonus to damage if you hit.

Author: Sigfried Trent*

Notes: Inspired by Sharpshooter. The core feat has a fantastic name so I'm sorry to have to change it. The mechanics are effectively unchanged. This is a very strong feat for characters using ranged weapons since cover is often a limiting factor for firing into melee combats. I've generalized the ranged attacks here so spell casters can take this feat for their ranged spell attacks if desired.

Superior Swimmer

You swim like you were born in the water, moving with ease and grace. You gain the following benefits:

- Increase your Strength or Constitution score by 1 to a maximum of 20.
- You automatically succeed at any hard (dc20) or lower ability check made to swim or dive and gain advantage on such checks at higher difficulty classes.
- You can hold your breath for a number of minutes equal to twice your Constitution bonus.

Author: Sigfried Trent

Notes: I like the notion that if you are a true master of some specific talent there is no chance of failure except under extreme circumstances. Of course that would be a problem in combat but for natural hazards such as the need to swim, I think having a feat to let you bypass it safely is appropriate.

Two-Weapon Specialist

Your rigorous training has given you near mastery over the two weapon fighting style. You gain the following benefits:

- You may use two-weapon fighting even when the weapons you are wielding are not light, though you may not use weapons with the heavy property or two-handed property.
- You gain a +1 bonus to AC while two-weapon fighting.
- You can draw or stow two weapons instead of one whenever you have the opportunity.

Author: Sigfried Trent*

Notes: Inspired by Dual Wielder. I thought the benefits on the core feat were really solid so I took the approach of writing it from scratch with the same mechanics in mind. I liked the defensive component, in my limited experience with SCA fighting with two weapons, one advantage was it was a bit easier to deflect blows when you had a second weapon. Of course what you do in 5e, hit people multiple times, wasn't something you do with two weapons. Mostly the technique you more angles of attack making defense harder for your opponent if they weren't practiced at defending against it.

Undaunted

You have hardened yourself against various hazards. You gain the following benefits.

- Increase any one ability score by 1 to a maximum of 20.
- You gain advantage on saving throws for the ability score you increased.

This feat can be taken more than once, choosing a different ability score each time.

Author: Sigfried Trent*

Notes: Inspired by Resilient. This is a really simple mechanic, the kind of feat that forms a baseline for balancing other feats against. The core feat is really well named so I was hard pressed to come up with something to replace it.

Vanguard

You have mastered the art of taking the lead in combat, swiftly bringing the fight to the enemy. You gain the following benefit:

- When you use the Dash action in combat you may use a bonus action to make a melee attack with +5 damage if successful or attempt to shove a creature up to 10' after moving.

Author: Sigfried Trent*

Notes: Inspired by Charger. I didn't care for the name of the core feat, but it was hard to have something as descriptive that felt more natural. Vanguard certainly has the right meaning, but I feel like it is not immediately obvious what kind of feat it will be without reading it which is what I'm usually striving for. The ability is a potent one, especially in a game where the DM wants to emphasise combat tactics and utilize miniatures.

Veteran Campaigner

You have toughened yourself to the harshness of military life. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain advantage on any Constitution saving throws made to avoid exhaustion.
- You gain advantage on any roll made to awaken at the sound of danger, or if your DM allows, automatically awaken.
- You can don and doff armor in half the usual time.

Author: Sigfried Trent

Notes: There are no official rules for waking up when encamped and there are sounds of combat and the like. I find this something of an omission since it comes up fairly often in games I've played. I wanted to infer some advantage in the feat regardless so I decided on the generic language of "Advantage on any roll made to..." since a DM could use a range of mechanics to handle the situation. The exhaustion benefit is based on the rules for forced marches and going without sufficient water. The way I've worded the benefit it will apply to both cases but is nice and succinct and applicable to other similar situations that might come up in a game.

I wanted something about sleeping in armor as that was the core of the original feat but there are no rules for that either. Since there were rules for donning and doffing armor I went with that even though they are rarely used rules and when they do come up they often don't have a lot of game impact. It just gives the feat a little more flavor.

I also considered allowing more movement, but this tends to be irrelevant in games because the party moves only as fast as its slowest member. The exhaustion rule is better because it impacts the same situation, but in a way that matters for the individual character with the feat.

Vigilant

You have honed your awareness to pick up on small details in your environment allowing you to spot danger and opportunity. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1 to a maximum of 20.
- Your gain a +4 bonus on your passive Wisdom (Perception) score.

- You have advantage on saving throws (Dexterity) against traps.

Author: Sigfried Trent*

Notes: Inspired by Observant. I didn't think the lip reading business made much sense thematically with a feat mostly useful for spotting hidden dangers so I left that for another feat more thematically appropriate. I changed the bonus to be analogous with that statistically provided by advantage and added a benefit to react to traps you could jump out of the way to avoid. I felt this new benefit both fit the new title and worked thematically for a scout type character.

Watchman

You are always ready for trouble and quick to take action when it appears. You gain the following benefits:

- You gain a +5 bonus to initiative (Dexterity) checks.
- You cannot be surprised while conscious.
- Other creatures do not have advantage attacking you while they are hidden.
- You gain advantage on Perception (Wisdom) checks made while guarding a stationary position.

Author: Sigfried Trent*

Notes: Inspired by Alert. This is another case where I tried to take the core feat rules, and rewrite them from scratch keeping the mechanics in mind. Since the title was a bit different I added a benefit to give it some flavor matching the title.



Well Prepared

You like to be prepared for anything and that means keeping your pack full of useful things. You gain the following benefits:

- Increase your Intelligence, Strength, or Wisdom score by 1 to a maximum of 20.
- You can carry 20 times your strength in weight rather than normal 15.
- Any time you need a non-magical item of non-precious materials that could conceivably fit inside your backpack (or whatever storage item you have available), you can take an action to find it even though you “forgot” to write it down when you bought it originally. You must now note that you have the item. If the item normally costs more than 10gp you must deduct the cost of the item from your cash on hand; if you cannot you fail to find the item. Selling items found in this way would leave you less than well prepared in the future so you may not do so.

Author: Sigfried Trent

Notes: My text breaks the fourth wall a bit in this feat, but it makes it possible for me to describe the mechanics and explain the conceit of the feat at the same time. The third benefit is a bit long to try and ensure the feat isn't abused as some magical money making power which is very much not the intent. This feat address an interesting dilemma in role playing games where the character you are playing is better at preparing for an adventure than you are as a player. This most often comes up in social situations or when dealing with puzzles in game. Should the player or the character be the one dictating their success and innovation at overcoming the challenge? As a DM I've sometimes let players play fast and loose with their inventory in the spirit of keeping the game brisk, but as a player I love to obsess over my character's inventory.

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