

General Feats

Acrobat -

You become more nimble, gaining the following benefits:

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

You gain proficiency in the Acrobatics skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

As a bonus action, you can make a DC 15 Dexterity (Acrobatics) check. If you succeed, difficult terrain doesn't cost you extra movement until the end of the current turn.

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.

Animal Handling -

You master the techniques needed to train and handle animals. You gain the following benefits:

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

You gain proficiency in the Animal Handling skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

You can use a bonus action on your turn to command one friendly beast within 60 feet of you that can hear you and that isn't currently following the command of someone else. You decide now what action the beast will take and where it will move during its next turn, or you issue a general command that lasts for 1 minute, such as to guard a particular area.

Arcanist -

You study the arcane arts, gaining the following benefits:

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

You gain proficiency in the Arcana skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

You learn the Prestidigitation and Detect Magic spells. You can cast Detect Magic once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

Brawny -

You become stronger, gaining the following benefits:

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

You gain proficiency in the Athletics skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

You count as if you were one size larger for the purpose of determining your carrying capacity

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 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.

Diplomat -

You master the arts of diplomacy, gaining the following benefits:

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

You gain proficiency in the Persuasion skill. If you are already proficient in this skill, you add double your proficiency bonus to checks you make with it.

If you spend 1 minute talking to someone who can understand what you say, you can make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If you or your companions are fighting the creature, your check automatically fails. If your check succeeds, the target is charmed by you as long as it remains within 60 feet of you and for 1 minute thereafter.

Empathic -

You possess keen insight into how other people think and feel. You gain the following benefits:

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

You gain proficiency in the Insight skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

You can use your action to try to get uncanny insight about one humanoid you can see within 30 feet of you. Make a Wisdom (Insight) check contested by the target's Charisma (Deception) check. If your check succeeds, you have advantage on attack rolls and ability checks against the target until the end of your next turn.

Everybody's Friend

Prerequisite: Half-Elf

You develop your magnetic personality to ease your way through the world. You gain the following benefits:

Increase your Charisma score by 1, up to a maximum of 20

You gain proficiency in the Deception and Persuasion skills. If you're already proficient in either skill, your proficiency bonus is doubled for any check you make with that skill

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 if 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.

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 the weapon.

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.

Historian -

Your study of history rewards you with the following benefits:

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

You gain proficiency in the History skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

When you take the Help action to aid another creature's ability check, you can make a DC 15 Intelligence (History) check. On a success, that creature's check gains a bonus equal to your proficiency bonus, as you share pertinent advice and historical examples. To receive this bonus, the creature must be able to understand what you're saying

Investigator -

You have an eye for detail and can pick out the smallest clues. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Investigation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You can take the Search action as a bonus action.

Medic -

You master the physician's arts, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Medicine skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- During a short rest, you can clean and bind the wounds of up to six willing beasts and humanoids. Make a DC 15 Wisdom (Medicine) check for each creature. On a success, if a creature spends a Hit Die during this rest, that creature can forgo the roll and instead regain the maximum number of hit points the die can restore. A creature can do so only once per rest, regardless of how many Hit Dice it spends.

Menacing -

You become fearsome to others, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Intimidation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Attack action on your turn, you can replace one attack with an attempt to demoralize one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If your check succeeds, the target is frightened until the end of your next turn. If your check fails, the target can't be frightened by you in this way for 1 hour.

Naturalist -

Your extensive study of nature rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Nature skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the Druidcraft and Detect Poison and Disease spells. You can cast Detect Poison and Disease once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

Perceptive -

You hone your senses until they become razor sharp. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Perception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- Being in a lightly obscured area doesn't impose disadvantage on your Wisdom (Perception) checks if you can both see and hear.

Performer -

You master performance so that you can command any stage. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Performance skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- While performing, you can try to distract one humanoid you can see who can see and hear you. Make a Charisma (Performance) check contested by the humanoid's Wisdom (Insight) check. If your check succeeds, you grab the humanoid's attention enough that it makes Wisdom (Perception) and Intelligence (Investigation) checks with disadvantage until you stop performing.

Quick Fingered -

Your nimble fingers and agility let you perform sleight of hand. You gain the following benefits:

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

You gain proficiency in the Sleight of Hand skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it. As a bonus action, you can make a Dexterity (Sleight of Hand) check to plant something on someone else, conceal an object on a creature, lift a purse, or take something from a pocket.

Silver-Tongue -

You develop your conversational skill to better deceive others. You gain the following benefits:

Increase your Charisma score by 1, to a maximum of 20.
You gain proficiency in the Deception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
When you take the Attack action on your turn, you can replace one attack with an attempt to deceive one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Deception) check contested by the target's Wisdom (Insight) check. If your check succeeds, your movement doesn't provoke opportunity attacks from the target and your attack rolls against it have advantage; both benefits last until the end of your next turn or until you use this ability on a different target. If your check fails, the target can't be deceived by you in this way for 1 hour.

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.

Stealthy -

You know how best to hide. You gain the following benefits:

Increase your Dexterity score by 1, to a maximum of 20.
You gain proficiency in the Stealth skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
If you are hidden, you can move up to 10 feet in the open without revealing yourself if you end the move in a position where you're not clearly visible.

Survivalist -

You master wilderness lore, gaining the following benefits:

Increase your Wisdom score by 1, to a maximum of 20.
You gain proficiency in the Survival skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
You learn the Alarm spell. You can cast it once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

Theologian -

Your extensive study of religion rewards you with the following benefits:

Increase your Intelligence score by 1, to a maximum of 20.
You gain proficiency in the Religion skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
You learn the Thaumaturgy cantrip and Detect Evil and Good spells. You can cast Detect Evil and Good once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

Custom Feats

Brute Strength -

Requirements: Warforged, Orc, Half-Orc

Increase your Strength score by 1, to a maximum of 20.
When you take the attack action and attack with a two-handed weapon, you can use your bonus action to make an attack with a different light weapon. You can also use your bonus action to make an attack with another two-handed weapon, but you disadvantage with this attack.

Dueling Accuracy -

Requirements: Martial Weapon Proficiency

Your diligent training with meticulous accuracy rewards you with the following benefits:

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

You gain a +2 bonus on your weapon attack rolls.

Improved Lethality -

Requirements: 16 Strength, 16 Dexterity

You now add your Dexterity ability score modifier when you add your Strength ability score modifier to a weapon damage, or add your Strength ability score modifier when you add your Dexterity ability score modifier.

Brawler Style -

Knowing a thing or two with brawling rewards you the following benefits:

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

You can use your bonus action to make an unarmed strike(kick, punch, headbutt). The damage die is a 1d4.

Wrestler -

You are good at twisting another creature's body to break them. You gain the following benefits:

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

Whenever you successfully grapple a creature, it takes damage equal to 1d6 bludgeoning plus your Strength ability score modifier.