

ALL THE FEATS

ABERRANT DRAGONMARK [^]

Prerequisite: No other dragonmark

You have manifested an aberrant dragonmark. Determine its appearance and the flaw associated with it. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You learn a cantrip of your choice from the sorcerer spell list. In addition, choose a 1st-level spell from the sorcerer spell list. You learn that spell and can cast it through your mark. Once you cast it, you must finish a short or long rest before you can cast it again through the mark. Constitution is your spellcasting ability for these spells.
- When you cast the 1st-level spell through your mark, you can expend one of your Hit Dice and roll it. If you roll an even number, you gain a number of temporary hit points equal to the number rolled. If you roll an odd number, one random creature within 30 feet of you (not including you) takes force damage equal to the number rolled. If no other creatures are in range, you take the damage. You also develop a random flaw from the Aberrant Dragonmark Flaws table.

ABERRANT DRAGONMARK FLAWS TABLE

d8 Flaw

- 1 Your mark is a source of constant physical pain.
- 2 Your mark whispers to you. Its meaning can be unclear.
- 3 When you're stressed, the mark hisses audibly.
- 4 The skin around the mark is burned, scaly, or withered.
- 5 Animals are uneasy around you.
- 6 You have a mood swing any time you use your mark.
- 7 Your looks change slightly whenever you use the mark.
- 8 You have horrific nightmares after you use your mark.

OPTION: GREATER ABBERANT POWERS

At the DM's option, a character who has the Aberrant Dragonmark feat has a chance of manifesting greater power. Upon reaching 10th level, such a character has a 10 percent chance of gaining an epic boon from among the options in chapter 7 of the *Dungeon Master's Guide*. If the character fails to gain a boon, they have a 10 percent chance the next time they gain a level.

If the character gains a boon, the DM chooses it or determines it randomly. The character also permanently loses one of their Hit Dice, and their hit point maximum is reduced by an amount equal to a roll of that die plus their Constitution modifier (minimum reduction of 1). This reduction can't be reversed by any means.

ACCUSTOMED ACTION +

You are so practiced in one skill that it has become second nature.

- Choose a skill or tool in which you are proficient; increase the ability score related to that skill or tool by 1, to a maximum of 20.
- Your proficiency bonus is doubled for any checks using that skill or tool.

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.

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.

ARCANE PIONEER +

Prerequisite: The ability to cast at least one spell

Your study of the arcane arts has given you insight into the shaping of magical energies.

When you cast a spell that deals fire, cold, lightning, thunder, or force damage, you can use a Bonus Action to change the type of damage into another one of those forms.

Per long rest, you can use this ability a number of times equal to your spellcasting ability modifier.

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 halve your speed.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

All feats from PHB except *XGE,
[^]WGE, -MTF, 'UA, +homebrew

BARBED HIDE ' ---

Prerequisite: Tiefling

One of your ancestors was a barbed devil or other spiky fiend. Barbs protrude from your head. You gain the following benefits:

- Increase your Constitution or Charisma score by 1, up to a maximum of 20.
- As a bonus action, you can cause small barbs to protrude all over your body or cause them to retract. At the start of each of your turns while the barbs are out, you deal 1d6 piercing damage to any creature grappling you or any creature grappled by you.
- You gain proficiency in the Intimidation skill. If you're already proficient in it, your proficiency bonus is doubled for any check you make with it.

BEAST WHISPERER + ---

Prerequisite: Proficiency in Animal Handling

You are attuned to the feelings of all creatures. As a result, you gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- Your proficiency bonus is doubled for any checks using Animal Handling.
- As an action, you may attempt to charm a beast within 30 feet that you can see or hear. The beast must make a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Wisdom modifier. The charm lasts for a number of minutes equal to your proficiency modifier.

BORN AT SEA + ---

The water calls to you; you feel at home in and near it. You gain the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- You gain a swimming speed equal to your normal movement speed.
- You may hold your breath for twice as long as normal.
- You have advantage on all Constitution checks made to hold your breath, or to swim for an extended period of time.
- While actively searching, you have advantage on Wisdom (Perception) checks made to notice objects or creatures which are submerged in water.

BOUNTIFUL LUCK * ---

Prerequisite: Halfling

Your people have extraordinary luck, which you have learned to mystically lend to your companions when you see them falter. You're not sure how you do it; you just wish it, and it happens. Surely a sign of fortune's favor!

When an ally you can see within 30 feet of you rolls a 1 on the d20 for an attack roll, an ability check, or a saving throw, you can use your reaction to let the ally reroll the die. The ally must use the new roll.

When you use this ability, you can't use your Lucky racial trait before the end of your next turn.

BULWARK + ---

No matter what, you **will** hold your ground. You gain the following benefits:

- At the start of your next turn, you can reduce your speed to 0. If you do so, you can use your reaction to impose disadvantage on the next melee attack against you, before the start of your next turn.
- When an effect causes you to move without expending your movement, you can choose to move half the distance instead, unless that effect also knocks you prone or into the air.

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).

CRITTER FRIEND ' ---

Prerequisite: Gnome (Forest)

Your friendship with animals mystically deepens. You gain the following benefits:

- You gain proficiency in the Animal Handling skill. If you're already proficient in it, your proficiency bonus is doubled for any check you make with it.
- You learn the *Speak with Animals* spell and can cast it at will, without expending a spell slot. You also learn the *Animal Friendship* spell, and you can cast it once with this feat, without expending a spell slot. You regain the ability to cast it in this way when you finish a long rest. Intelligence is your spellcasting ability for these spells.

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 onehanded weapon, you can use a bonus action to attack with a loaded hand crossbow you are holding.

All feats from PHB except *XGE, ^WGE, ~MTF, 'UA, +homebrew

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.

DIEHARD +

You may die one day - but it will not be **this** day. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you roll a death saving throw, a result of 1 counts as only one failure. Additionally, if you roll a 20 which would be your first success, you become stable. If you roll a 20 as your second or third success, you regain 1 hit point.

DIPLOMAT +

You have a knack for making deals with people in power. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on any Charisma (Persuasion) or Charisma (Intimidation) rolls when dealing with any individual in a position of societal power.

DRAGON FEAR *

Prerequisite: Dragonborn

When angered, you radiate menace. You gain the following benefits:

- Increase your Strength, Constitution, or Charisma by 1, to a maximum of 20.
- Instead of exhaling destructive energy, you can expend a use of your Breath Weapon trait to roar, forcing each creature of your choice within 30 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). A target automatically succeeds on the save if it can't hear or see you. On a failed save, a target becomes frightened of you for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success.

DRAGON HIDE *

Prerequisite: Dragonborn

You manifest scales and claws reminiscent of your draconic ancestors. You gain the following benefits:

- Increase your Strength, Constitution, or Charisma by 1, to a maximum of 20.
- Your scales harden. While you aren't wearing armor, you can calculate your AC as 13 + your Dexterity modifier. You can use a shield and still gain this benefit.

- You grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action. The claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the normal bludgeoning damage for an unarmed strike.

DRAGON WINGS '

Prerequisite: Dragonborn

You sprout draconic wings. With your wings, you have a flying speed of 20 feet if you aren't wearing heavy armor and aren't exceeding your carrying capacity.

DROW HIGH MAGIC *

Prerequisite: Elf (drow)

You learn more of the magic typical of dark elves. You learn the *detect magic* spell and can cast it at will, without expending a spell slot. You also learn *levitate* and *dispel magic*, each of which you can cast once without expending a spell slot. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.

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 onehanded 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.

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.

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).

DWARVEN FORTITUDE *

Prerequisite: Dwarf

You have the blood of dwarf heroes flowing through your veins. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

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.

ELVEN ACCURACY *

Prerequisite: Elf, half-elf

The accuracy of elves is legendary, especially that of elf archers and spellcasters. You have uncanny aim with attacks that rely on precision rather than brute force. You gain the following benefits:

- Increase your Dexterity, Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- Whenever you have advantage on an attack roll using Dexterity, Intelligence, Wisdom, or Charisma, you can reroll one of the dice once.

ESCAPE ARTIST +

You are adept at slipping out of other creatures' grasps. You gain the following benefits:

- You gain advantage on rolls to avoid becoming grappled by a creature.
- When you escape a creature's grapple on your turn, you can immediately use a bonus action to move up to half of your speed away from the creature.
- If you would add your proficiency bonus to an ability check made to end the grappled or restrained condition on yourself, you can instead add twice your proficiency bonus.

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.

FADE AWAY *

Prerequisite: Gnome

Your people are clever, with a knack for illusion magic. You have learned a magical trick for fading away when you suffer harm. You gain the following benefits:

- Increase your Dexterity or Intelligence by 1, to a maximum of 20.
- Immediately after you take damage, you can use a reaction to magically become invisible until the end of your next turn or until you attack, deal damage, or force someone to make a saving throw. Once you use this ability, you can't do so again until you finish a short or long rest.

FEY TELEPORTATION *

Prerequisite: Elf (high)

Your study of high elven lore has unlocked fey power that few other elves possess, except your eladrin cousins. Drawing on your fey ancestry, you can momentarily stride through the Feywild to shorten your path from one place to another. You gain the following benefits:

- Increase your Intelligence or Charisma by 1, to a maximum of 20.
- You learn to speak, read, and write Sylvan.
- You learn the *misty step* spell and can cast it once without expending a spell slot. You regain the ability to cast it in this way when you finish a short or long rest. Intelligence is your spellcasting ability for this spell.

All feats from PHB except *XGE,
^WGE, ~MTF, 'UA, +homebrew

FLAMES OF PHLEGETHOS *

Prerequisite: Tiefling

You learn to call on hellfire to serve your commands. You gain the following benefits:

- Increase your Intelligence or Charisma by 1, to a maximum of 20.
- When you roll fire damage for a spell you cast, you can reroll any roll of 1 on the fire damage dice, but you must use the new roll, even if it is another 1.
- Whenever you cast a spell that deals fire damage, you can cause flames to wreath you until the end of your next turn. The flames don't harm you or your possessions, and they shed bright light out to 30 feet and dim light for an additional 30 feet. While the flames are present, any creature within 5 feet of you that hits you with a melee attack takes 1d4 fire damage.

FOCUSED CASTER +

You have mastered your ability to concentrate even under duress. You gain the following benefits:

- You have advantage on checks to maintain concentration.
- When you cast a spell that requires concentration, you may double its duration.
- When you fail a concentration check, that spell lasts for 1d2 extra rounds. You may use this feature only once per long rest.

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.
- Creatures that are one size larger than you don't automatically succeed on checks to escape your grapple.

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.

GRUDGE BEARER '

Prerequisite: Dwarf

You have a deep hatred for a particular kind of creature. Choose your foes, a type of creature to bear the burden of your wrath: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can choose two races of humanoid (such as gnolls and orcs). You gain the following benefits:

- Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.
- During the first round of any combat against your chosen foes, your attack rolls against any of them have advantage.
- When any of your chosen foes makes an opportunity attack against you, it makes the attack roll with disadvantage.
- Whenever you make an Intelligence (Arcana, History, Nature, or Religion) check to recall information about your chosen foes, you add double your proficiency bonus to the check, even if you're not normally proficient.

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 maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

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.

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 nonmagical weapons is reduced by 3.

HUMAN DETERMINATION '

Prerequisite: Human

You are filled with a determination that can draw the unreachable within your reach. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- When you make an attack roll, an ability check, or a saving throw, you can do so with advantage. Once you use this ability, you can't use it again until you finish a short or long rest.

INFERNAL CONSTITUTION *

Prerequisite: Tiefling

Fiendish blood runs strong in you, unlocking a resilience akin to that possessed by some fiends. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have resistance to cold and poison damage.
- You have advantage on saving throws against being poisoned.

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.

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.

KNOT MASTER +

You have worked with ropes extensively and know how to tie and untie knots with expert skill. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You add your proficiency bonus to any check made with rope or knots.
- As an action, you can restrain a grappled foe with any available rope.

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.

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.

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.

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.

All feats from PHB except *XGE,

^WGE, ~MTF, 'UA, +homebrew

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. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.

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.

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).
- If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. 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.

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.

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.

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.

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.

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.

ORCISH AGGRESSION ¹

Prerequisite: Half-orc

As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

ORCISH FURY *

Prerequisite: Half-orc

Your fury burns tirelessly. You gain the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- When you hit with an attack using a simple or martial weapon, you can roll one of the weapon's damage dice an additional time and add it as extra damage of the weapon's damage type. Once you use this ability, you can't use it again until you finish a short or long rest.
- Immediately after you use your Relentless Endurance trait, you can use your reaction to make one weapon attack.

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. 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.

All feats from PHB except *XGE,
^WGE, ~MTF, 'UA, +homebrew

PRODIGY *

Prerequisite: Half-elf, half-orc, human

You have a knack for learning new things. You gain the following benefits:

- You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

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.

REVENANT BLADE ^

Prerequisite: Elf (Eberron)

You are descended from a master of the double-bladed scimitar, and some of that mastery has passed on to you. You gain the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- While you are holding a double-bladed scimitar with two hands, you gain a +1 bonus to Armor Class.
- A double-bladed scimitar has the finesse property when you wield it.

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.

All feats from PHB except *XGE,

^WGE, ~MTF, ^UA, +homebrew

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.

SECOND CHANGE *

Prerequisite: Halfling

Fortune favors you when someone tries to strike you. You gain the following benefits:

- Increase your Dexterity, Constitution, or Charisma by 1, to a maximum of 20.
- When a creature you can see hits you with an attack roll, you can use your reaction to force that creature to reroll. Once you use this ability, you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.

SENTINEL

You have mastered techniques to take advantage of every drop in an 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 within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you 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.

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.

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.

SKILLED

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

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 front 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.

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.

SQUAT NIMBLENESS *

Prerequisite: Dwarf, Small race

You are uncommonly nimble for your race. You gain the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- Increase your walking speed by 5 feet.
- You gain proficiency in the Acrobatics or Athletics skill (your choice).
- You have advantage on any Strength (Athletics) or Dexterity (Acrobatics) check you make to escape from being grappled.

SVIRFNEBLIN MAGIC ~

Prerequisite: Gnome (Deep)

You have inherited the innate spellcasting ability of your ancestors. This ability allows you to cast nondetection on yourself at will, without needing a material component. You can also cast each of the following spells once with this ability: blindness/deafness, blur, and disguise self. You regain the ability to cast these spells when you finish a long rest. Intelligence is your spellcasting ability for these spells, and you cast them at their lowest possible levels.

TACTICIAN +

You use your mind as well as your speed when entering combat. You gain the following benefits:

- You may use your Intelligence or Wisdom modifier in place of your Dexterity modifier when rolling initiative.
- When you roll initiative, you can choose one willing creature within 30 feet of you that can see or hear you, and swap initiative results.

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 and unarmed strikes.
- 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.

TELEKINETIC '

You learn to move things with your mind. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn the *mage hand* cantrip. You can cast it without verbal or somatic components, and you can make the spectral hand invisible.
- As a bonus action, you can try to shove one creature you can see within 5 feet of the spectral hand created by your *mage hand* spell. When you do so, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) or be pushed 5 feet away from you.

TELEPATHIC '

You awaken the ability to mentally connect with others. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in one skill of your choice from the following list: Deception, Insight, Intimidation, or Persuasion.
- You can communicate telepathically with any creature you can see within 30 feet of you. If it understands at least one language, it can respond to you telepathically.

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.

UNDERDOG +

When the going gets tough, that's when you get going. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When a creature scores a critical hit against you, you have advantage on the next attack you make against that creature, until the end of your next turn.
- If a critical hit against you drops you to 0 hit points, you drop instead to 1 hit point.

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.

All feats from PHB except *XGE,

^WGE, ~MTF, 'UA, +homebrew

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.

WITTY +

The force of your personality may go unnoticed at first, but in practice others rarely make you do anything you wouldn't want to do. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- When you would make a Wisdom saving throw, you can choose to make a Charisma saving throw instead. You can use this ability a number of times equal to your proficiency modifier per day.

WONDER MAKER '

Prerequisite: Gnome (Rock)

You master the tinker techniques of your people. You gain the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- When you make a check using your proficiency with tinker's tools, you add double your proficiency bonus to the check.
- When you make a device with your Tinker trait, you have the following additional options for what you make:

Alarm. This device senses when a creature moves to within 15 feet of it without speaking aloud a password chosen when you create it. One round after a creature moves into range, the alarm makes a shrill ringing that lasts for 1 minute and can be heard from up to 300 feet away.

Calculator. This device makes doing sums easy.

Lifter. This device can be used as a block and tackle, allowing its user to hoist five times the weight the user can normally lift.

Timekeeper. This pocket watch keeps accurate time.

Weather Sensor. When used as an action, this device predicts weather conditions in a 1-mile radius over the next 4 hours, showing one symbol (clouds, sun/moon, rain, or snow) for each hour.

WOOD ELF MAGIC *

Prerequisite: Elf (wood)

You learn the magic of the primeval woods, which are revered and protected by your people. You learn one druid cantrip of your choice. You also learn the *longstrider* and *pass without trace* spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest. Wisdom is your spellcasting ability for all three spells.

ACROBAT +

You're extraordinary agile and dexterous and can bend, contort and control your body in ways that almost seem inhuman.

- Your Dexterity Score increases by 1, to a maximum of 20.
- You gain proficiency in the Acrobatics skill. If you are already proficient in it, you double your proficiency.
- Once per short rest, you can reroll a failed Dexterity (Acrobatics) check; you must use the new result.

DAGGER MASTER +

You've always had an uncanny affinity to finesse blades, and daggers are the focus of your practice. Countless hours of training have elevated your skill with the blade to levels of mastery few others could ever hope to achieve.

- You gain a +1 bonus to attack rolls made with daggers and finesse weapons.
- When making a ranged attack with a dagger, attacking at long range does not impose disadvantage on your ranged weapon attack roll.
- Your unparalleled precision enables you to deal 1d6, (instead of 1d4), points of damage, when making attacks with daggers. Additionally, when making a melee attack with a dagger, you can choose to deal piercing or slashing damage.

COMBAT REFLEXES +

Prerequisite: Dexterity of 13 or higher

Your exceptional agility and battle experience have honed your reflexes.

- Your Dexterity score increases by 1, to a maximum of 20.
- You gain one additional reaction each turn.

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 Intimidation check contested by the target's Insight. 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.

EXPERTISE +

You have honed your abilities even further than most. Choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

You can take this feat multiple times to choose two additional skill proficiencies.

AND MORE...

For some racial feats for Eberron characters, see [Eberron Racial Feats](#)



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