

FEATS

DON'T FAIL ME NOW



FEATS

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NO PLAYTESTERS WERE HARMED IN THE MAKING OF THIS PRODUCT.



ON THE COVER

Three stalwart heroes showcase four of the feats contained within this volume: Heart of Fur (left), Superhero Pose and Squirrel Master (middle), and Triple Wielder (right).

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INTRODUCTION

What's more exciting than an Ability Score Improvement? A feat, of course! Most feats are a dignified representation of a talent or an area of expertise that gives your character special capabilities. They are meant to embody training, experience, and abilities beyond what a class provides.

These feats... are not *that*.

We love it when DUNGEONS & DRAGONS gets weird, and we wanted to create a selection of feats to foster that weirdness—and have fun cracking each other up in the process. Some of the feats

in this supplement are meant to help players and DMs create funny situations, while others are meant to be funny in and of themselves—but they are all intended to be balanced and legitimately useful in a real... if not *entirely* serious... D&D adventure.

We hope you have fun with them—with your DM's approval, of course... and in a few cases where the “funny” *could* wander into uncomfortable territory (such as Liquid Courage or Naked Invisibility), check with the other players, as well.

—Gordon McAlpin

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FEATS

These feats are so nice, you'll want them twice. Too bad! You can only take each of them once.

ARTIFICER INTELLIGENTS

Prerequisite: An artificer class feature that allows you to make a construct

You've learned to imbue constructs with a spark of sapience! You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You add your proficiency bonus to the Intelligence and Wisdom scores of constructs you create using an artificer class feature. These scores can't exceed your own.
- Constructs you create with an artificer class feature gain the ability to speak one language you know. You can choose a different language at the end of a long rest.

BREAKING WIND

Prerequisite: 1st-level fighter

Your intestinal fortitude is unmatched. When you take a breather to recover in combat, you also make your enemies pay through the nose. You gain the following benefits:

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

- When you use your Second Wind feature, you can issue forth a blast of foul wind, targeting one creature within 10 feet of you. The target must make a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier). A creature of Large size or larger has advantage on its saving throw. On a failed save, the creature is pushed up to 5 feet away from you and poisoned until the end of your next turn.

CAST-IRON STOMACH

Prerequisite: Constitution 13 or higher

Your fondness of spicy and acidic foods has yielded bizarre and unforeseen benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You are immune to acid, cold, fire, necrotic, radiant, or poison damage taken as a result of ingesting a substance or having that substance in your mouth.
- You have advantage on Constitution saving throws made as a result of ingesting a substance.

CASTUS INTERRUPTUS

Prerequisite: Strength 11 or higher

You are instinctively jumpy around enemy spell-casters, granting you the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- Whenever you jump, you do so as if you had a running start.
- When a creature within 10 feet of you that is no more than one size larger than you casts a spell, you can use your reaction to make a mighty leap, moving to within 5 feet of that creature. When you do so, you can attempt to grapple it as part of the same reaction. On a successful grapple check, the creature's spell is not cast and its spell slot is not expended, but its action is lost. Once you use this ability, you can't do so again until after you finish a short or long rest.



CHEERLEADER

Prerequisite: Charisma 11 or higher

Your words of encouragement really mean a lot to your allies! Go, team, go! You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can use your reaction to encourage one creature that can see or hear you. Your target gains advantage on the next ability check or attack roll it makes before the start of your next turn.

Once you use this ability, you can't do so again until you finish a short or long rest. Beginning at 9th level, you can use this ability twice between rests. Starting at 17th level, you can do so three times between rests.

CLOSE STANDER

You have no concept of personal space and keep sidling close to other people and your companions. Your hovering can be annoying, but it comes with the following benefits:

- As a bonus action, you can take the Help action to aid creatures within 5 feet of you.
- When a creature you can see attacks another creature within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

COMBAT MELODRAMATIST

You learn how to wring every drop of drama possible from your allies falling in battle.

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

Additionally, when an ally you can see within 60 feet of you is reduced to 0 hit points or dies, you can use your reaction to shout, "Nooooo!" followed by one of the following lines. When you do so, you gain the accompanying benefit:

"Don't You Die on Me!" The creature who triggered your reaction regains hit points equal to 1d4 + your Charisma modifier.

"I Will Avenge You!" You gain advantage on attack rolls until the end of your next turn.

Once you use this ability, you can't do so again until you finish a long rest.

CRUNCHY

Perhaps a green dragon raised you in the High Forest. Maybe your parents were a little too into camping. Or you might just be really into recycling and a plant-based diet. In any case, you gain the following benefits:

- You learn the *druidcraft* cantrip. Choose Intelligence, Wisdom, or Charisma as your spellcasting ability for this spell.
- You gain proficiency in the Nature and Survival skills. If you already have proficiency in either of these skills, your proficiency bonus is doubled for any ability check you make using it.

DON'T I KNOW YOU?

You're one of those people who seems to know everybody. You can't crawl through a dungeon without bumping into the reanimated skeleton of an old pal. Volothamp Geddarm? Yep, you helped him with a broken wagon outside Waterdeep. Random cleric who saves your life in the Anauroch Desert? Why not?

- Increase your Charisma score by 1, to a maximum of 20.
- Additionally, when making a Charisma check against an NPC, you can say, "Don't I know you?"—and it's true! You do, in fact, know them. Roll your check along with a d8. If the d8 roll is even, add its result to your check. If the d8 roll is odd, subtract it from your check.

If your check succeeds, the relationship you once had with the NPC is positive. If it fails, the relationship was negative. Work with your DM to determine the details of how you knew them and the nature of your relationship; the amount by which you succeed or fail may affect the intensity of their feelings toward you.

Once you use this ability, you can't do so again until you finish a short or long rest.

EARWORM

Prerequisite: Proficiency in Performance

You have a limitless repertoire of popular songs tucked away in your memory. You can use your action to sing the opening lines from one such infectious melody. When you do so, choose a target within 60 feet of you who can hear and understand you.

The target must succeed on a Wisdom saving throw (DC 10 + your Performance modifier) or become charmed by you for 1 minute or until your concentration ends (as if you were concentrating on a spell). While the target remains charmed in this way, it must use its action before moving on each of its turns to join you in singing the song. If the target rolls a “1,” it sings harmony for you.

On your subsequent turns, you must use your bonus action if you wish to keep singing the song and maintain this effect; if you stop singing, the effect ends early. The target can make a new Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends early. The effect also ends early if the target can no longer hear you or if it takes damage.

Once you use this ability, you can't do so again until you finish a short or long rest.

FASTBALL SPECIAL

Prerequisite: Strength 15 or higher

As an action, you can throw one willing creature that is at least one size smaller than you. You throw the creature—the “fastball”—up to a distance in feet equal to twice your Strength score. This movement doesn't provoke opportunity attacks. As a reaction, the fastball can make one melee attack against a creature within its reach during or after this movement. On a hit, for every 5 feet the fastball moved before its attack, the target takes 1 extra damage.

At the end of this movement, the fastball must succeed on an Acrobatics check (DC 10 + the number of 5-foot increments thrown) or fall prone. If the saving throw fails by 5 or more, the fastball also takes 1 bludgeoning damage per 5-foot increment thrown.

FIENDISH FAÇADE

You've discovered how to make an absolutely horrifying expression, and... look... it's messed up, okay? You gain the following benefits:

- Increase your Strength or Charisma score by 1, to a maximum of 20.
- You can use a bonus action to contort your face into a hideous knot of flesh and sinew. When you do so, choose one creature within 30 feet of you that can see your face. It must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Strength modifier) or have disadvantage on the next attack roll it makes before the start of your next turn. Creatures immune to being frightened are immune to this ability. Fiends like your weird face and are also immune to it. Once you use this ability, you can't do so again until you finish a short or long rest.

FOOD-SERVICE EXPERIENCE

Your work in a tavern has taught you to deftly move through large crowds, unfazed by customers' shenanigans. You gain the following benefits:

- You gain proficiency in the Deception skill. If you already have proficiency in this skill, your proficiency bonus is doubled for any ability check you make using it.
- You add your proficiency bonus to saving throws against effects that deal psychic damage.
- You can move through the space of any creature, and its space is not difficult terrain for you.

GOTH PHASE

You spend your days reading books of macabre lore, listening to ethereal music, and brooding. You're *really* good at brooding. Your fascination with darkness grants you the following benefits:

- You gain a set of fine black clothing which can't be removed from your possession against your will.
- You gain proficiency in two of the following skills: Arcana, Performance, or Religion.
- You have advantage on saving throws against being frightened.
- You add your proficiency bonus to Intelligence (Arcana, History, and Religion) checks related to lycanthropes, the undead, or Domains of Dread such as Barovia. If you already have proficiency in the skill, your proficiency bonus is doubled for these checks.
- You have disadvantage on Wisdom saving throws and contested ability checks made against vampires.
- You gain the following Bond: "My vampire master will share the secret of immortality with me if I earn it, and only they deserve my undying trust and loyalty." You don't actually have a vampire master.

HEART OF FUR

You like to wear an animal costume. This fursona grants you the following benefits:

- You gain proficiency with leatherworker's tools. If you already have proficiency with leatherworker's tools, your proficiency bonus is doubled for any check you make using them.
- At the end of a long rest, you can use your leatherworker's tools to create a ready-to-wear fursona that resembles a beast of your choice, which can be worn over armor or clothing. When you do so, you must have access to leather or any other materials necessary to make this suit.
- You can don or doff your fursona, as well as other armor and clothing, in half the normal time.
- Your fursona has built-in weapons. While wearing a fursona, your unarmed attacks deal 1d4 bludgeoning, piercing, or slashing damage, as appropriate to the beast your fursona resembles. You have proficiency with these weapons, and they have the light and finesse weapon properties for you. The DM can help you decide the nature of these weapons.
- While wearing a fursona, you have advantage on Wisdom (Animal Handling) and Charisma (Deception, Intimidation, and Persuasion) checks with any beast with a challenge rating of 1 or lower of the same species as your fursona.

"HERBALIST"

You have a "green thumb," man. You don't know why everyone snickers when you say that. You gain the following benefits:

- You gain proficiency with the herbalism kit and the poisoner's kit, dude. If you already have proficiency with these tools, your proficiency bonus is doubled for any ability check you make using them.
- Using an herbalism kit, you can perform a "ritual" over the course of 1 hour with up to five creatures of your choice. Each participant, including yourself, regains hit points equal to your proficiency bonus. This ritual can totally be performed during a short or long rest, man.



HYPERCOMPETITIVE

You. *Never*. Lose. You gain the following benefits, and you're better at them than anyone else ever:

- Increase one ability score of your choice by 1, to a maximum of 20. Preferably one another companion has a high score in.
- You gain proficiency with one gaming set or vehicle.
- You have advantage on Intelligence checks to know the current gambling odds on any public game, competition, or sport.
- You can grant yourself advantage on one ability check made in an attempt to win a game, sporting event, or a similar competition. Once you use this ability, you can't do so again until you finish a short or long rest.

INFLUENCER

Prerequisite: Charisma 13 or higher

You were featured on the front page of a widely circulated broadsheet. Your notoriety grants you influence over those in your field—but you're also more likely to be recognized. Work with your DM to determine what you're famous for and what groups of creatures might know of you. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception, Intimidation, and Persuasion) checks made against a creature who recognizes you and respects your influence.
- You have disadvantage on Dexterity (Stealth and Sleight of Hand) checks made against any creature who has heard of you. You also have disadvantage on checks against creatures who have heard of you that are made to disguise yourself or otherwise impersonate another creature.
- When you score a critical hit, any ally within 30 feet of you that can see or hear you gains advantage on its next attack roll or ability check made before the start of your next turn.

LIQUID COURAGE

When you've had one too many, you become a legend in your own mind.

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

In addition, if you have consumed three or more alcoholic beverages in the past hour, you gain the following benefits for 1 hour:

- You gain a number of temporary hit points equal to your level.
- You can't be frightened.
- You add your proficiency bonus to Strength, Constitution, and Charisma ability checks and saving throws.
- You have disadvantage on Dexterity, Intelligence, and Wisdom ability checks and saving throws.

Every time you use this ability after the first, you gain one level of exhaustion after 1 hour. When you finish a long rest, the number of levels of exhaustion this ability inflicts when you use it resets to zero.



MAGICAL MISDIRECTION

While fine-tuning your arcane pranking skills, you've unlocked the following benefits:

- Increase your Intelligence, Dexterity, or Charisma score by 1, to a maximum of 20.
- When you cast a spell, you can choose to do so without any somatic or verbal components. Once you use this ability, you can't do so again until you finish a short or long rest.
- When you cast a spell that does not have a range of touch or self, you can cause the spell to originate from any space within 30 feet of you. Only witnesses with a passive Wisdom (Insight) score greater than 15 + your spell-casting ability modifier realize the spell originated from you. Any creature in the space of origin knows it didn't cast the spell and gains a +5 bonus to its passive Wisdom (Insight) score for this check. Once you use this ability, you can't do so again until you finish a long rest. Beginning at 11th level, you can use this ability once per short or long rest.

MEATMAGIC ADEPT

Prerequisite: Willingness to eat meat

By eating the flesh of a creature, you gain powerful, psionic insights about others like it. This doesn't make them taste any better, though.

Increase your Constitution score by 1, to a maximum of 20. Also, if you consume four ounces of meat from a single creature type (for example, a beast or a fiend), you gain the following benefits for 1 hour:

- As an action, you know the location of any creature of the type you ate that is within 30 feet of you and not behind total cover.
- You gain resistance to bludgeoning, piercing, and slashing damage from melee and ranged attacks from creatures of the type you ate.

Once you use this ability, you can use it safely again only after you finish a long rest. However, you can risk eating more before resting for more benefits. Each time you eat after the first, you must make a Constitution saving throw (DC 12 + 2 per additional "meal" after the first + 2 if the creature is undead). On a failed

save, you become poisoned until you finish a long rest, after which you can use this feature again.

MICROMANAGER

You always have helpful advice for how your friends and allies can better accomplish your collective goals. It's not your fault if they don't appreciate it... You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- When you take the Help action to aid in an ability check, your target adds half of your proficiency bonus (rounded down) to that check.
- When you and your allies make a group ability check for a skill you're proficient in, your allies can add half your proficiency bonus (rounded down) to their rolls.

MIND OVER MATTER

Rest is for the weak! You have achieved complete control over your bodymind, gaining the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- As an action, you can reduce your exhaustion level by one, or end either one disease or one condition afflicting you. The condition can be blinded, deafened, paralyzed, or poisoned. Once you use this ability, you can't do so again until you finish a long rest.

MONOTONOUS MONOLOGIST

Prerequisite: Charisma 9 or lower

While you expound for 10 minutes on any subject, your tiresome droning causes your allies to enter a trancelike, restful state. When you use this ability, choose up to six friendly creatures other than yourself within 30 feet of you who can hear you and understand you. Each creature gains the benefits of a short rest but has disadvantage on Wisdom (Perception) checks during your ten-minute soliloquy. A creature that has benefited from this feat can't do so again until it finishes a long rest.

MORE THAN MEETS THE EYE

Prerequisite: Warforged

Forged with an ability you were never meant to have, you can transform into the shape of a vehicle!

You gain proficiency with either land or water vehicles. Choose one specific vehicle of that type that is your size or one size larger, such as a rowboat, wagon, or other vehicle your DM allows. As an action, you can take the shape of that vehicle.

While you are in vehicle form, the following changes apply:

- You are indistinguishable from a normal vehicle.
- If you transform into a water vehicle, you have a swimming speed equal to your walking speed.
- Your carrying capacity is quadrupled. You can carry as many passengers as other vehicles of that type.
- Your integrated armor changes shape with you, so your AC stays the same. Your other equipment doesn't change. You choose whether it falls to the ground in your space, stows somewhere in your vehicle form, or merges with that form. Stowed equipment has no effect on you but can be accessed

by your passengers. Merged equipment affects you as usual.

- You can talk but can't use your arms or legs. You can't cast spells with somatic or material components. You can't make attacks with melee or ranged weapons, but you can use your vehicle body to make unarmed strikes, which deal d6 bludgeoning damage.
- You can change back to your normal form as an action. Otherwise, you remain in vehicle form even if you're knocked unconscious or killed.

NAKED INVISIBILITY

You have the knack for invisibility, but only in your birthday suit. You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- As an action, you can turn invisible, but nothing you're wearing or carrying becomes invisible with you. Objects you pick up remain as visible as they are normally. You remain invisible until you attack or cast a spell, until you use an action to become visible again, or until you fall unconscious. Once you use this ability, you can't do so again until you finish a long rest.



NATURAL PADDING

Through a focused regimen of eating and drinking, you've built up a layer of natural protection around your larger-than-average frame. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You have advantage on any Strength (Athletics) or Dexterity (Acrobatics) check you make to escape from being grappled by a creature of your size or smaller.
- You have advantage on ability checks made to avoid being shoved, pushed, or knocked prone.
- Reduce bludgeoning and cold damage you take by $1d4 +$ your Constitution bonus.

OVER IT

Nothing surprises you anymore, and you're just done with all of it. Even though you can't be bothered, you gain the following benefits:

- You can use your reaction even when you are surprised.
- When you are surprised, you can use your reaction to sigh heavily. When you do, you are no longer surprised, and you have advantage on attack rolls, ability checks, and saving throws until the end of your next turn. Once you use this ability, you can't do so again until you finish a short or long rest, because life is so *harrrrd*.

POSER

Prerequisite: Charisma 13 or higher

You project an aura of confidence and competence, even when you have nothing important to say and no idea what you're doing. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can grant yourself advantage on Charisma checks. When you do, if you roll a 1 on either die, the check fails regardless of the other die's result or any modifiers, and you are exposed as a fraud.

REVERSAL OF MISFORTUNE

The gods normally seem to have it in for you, but every once in a while, the unexpected happens. After you make an attack roll, ability check, or saving throw, you can reverse your luck. Subtract the number you rolled from 21, then treat your roll as if it were that number. For example, a roll of 1 becomes 20, and a roll of 3 becomes 18.

Additionally, when you are hit by an attack, you can reverse the attacker's attack roll in the same way you'd reverse yours, possibly negating the hit. You do not learn what number the attacker rolled, only whether the reversed result still hits you or not.

Once you use this ability, you can't do so again until you finish a short or long rest.

SMOKY

You can expel small amounts of an opaque, odorless gas from your body at will. No, not necessarily from there. It's not magic. It's just something you can do. Why are people so weirded out by it? You gain the following benefits:

- As a bonus action, you create an instantaneous, harmless puff of smoke within 10 feet of you.
- When you create a puff of smoke in this manner, you can use its distraction to take the Dodge action as part of that bonus action. Once you use this ability, you can't do so again until you finish a short or long rest.
- As a bonus action, you create a 10-foot-radius sphere of smoke centered on you. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Once you use this ability, you can't do so again until you finish a short or long rest.

SOCIALLY DISTANT

Prerequisite: Intelligence 13 or higher

You try to stay at least 5 feet away from everyone. Doing so improves your health since you're less likely to catch a disease, though you have to make a little more effort to stay in touch with your friends. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you're not within 5 feet of another creature, you have resistance to poison damage and advantage on saving throws against disease and poison.
- You learn the *message* cantrip and can cast it without requiring a material component.

SQUIRREL MASTER

You like squirrels and always have. Maybe you like them better than people! And squirrels like you too, at least enough to obey you. You gain the following benefits:

- Through gestures and simply worded commands, you can communicate with any squirrel. Such a squirrel follows simple instructions you give it, such as “stop,” “go,” or “come here.”
- You have a special squirrel companion that travels with you wherever you go. It uses the statistics of a **rat** but has a climbing speed of 20 feet and a Charisma of 7.
- Your squirrel companion obeys complex commands such as “take this note to the fishmonger,” “go and get those keys,” or “run up the leg of that goblin.”
- Your squirrel companion can share your space. If your squirrel is in your space and succeeds on a saving throw that would allow it to take half damage from an effect, it takes no damage instead. Also, if your squirrel is hit by an attack while in your space, you can choose to be hit by the attack instead.
- If your squirrel companion dies, another appears to join you within 1d4 days, no matter where you are.
- If you cast the *find familiar* spell, you can summon a squirrel that gains all the benefits of that spell, as well as the benefits of this feat.

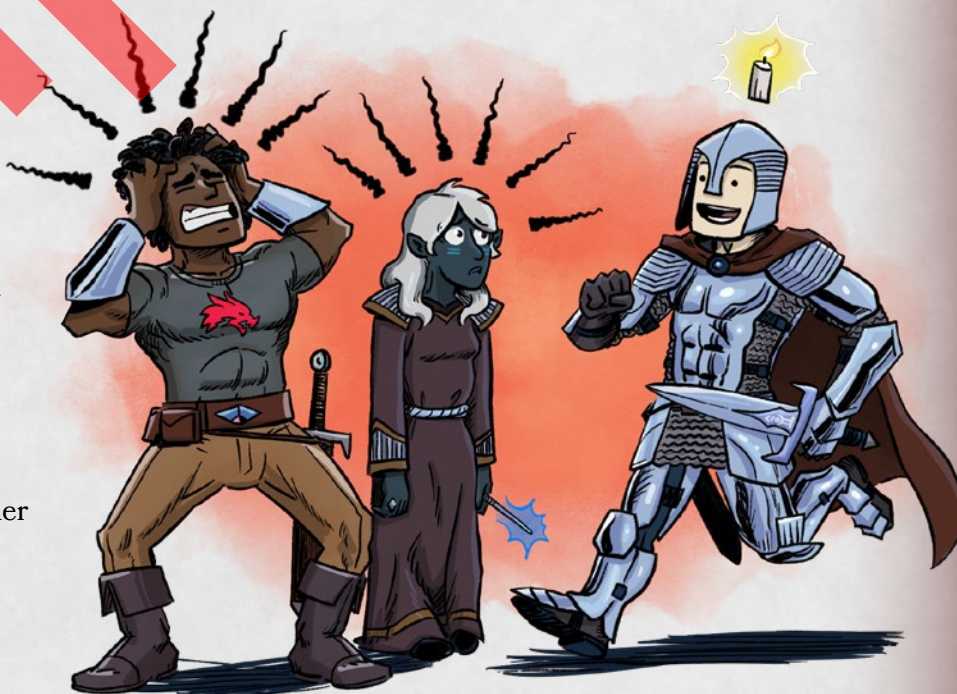
STUPEFYING IGNORANCE

Prerequisite: Intelligence 9 or lower

Years of refusing to cultivate your mind and read even one book have finally paid off!

You gain the following benefits:

- Any creature that tries to read your thoughts, sense your emotions, or otherwise contact your mind takes 2d4 psychic damage each time it tries to do so or learns something new from you while doing so.
- When you fail an Intelligence, Wisdom, or Charisma check or saving throw, including those prompted by the questions of an ally, you can use your reaction to make a painfully ignorant observation. Creatures of your choice within 20 feet of you that can hear and understand you must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). On a failed save, the creature takes 2d4 psychic damage, can't take reactions until the end of its next turn, and has disadvantage on the next attack roll, ability check, or saving throw it makes before the end of its next turn. On a successful save, a creature takes half as much damage and suffers no other effect. Once you use this ability, you can't do so again until you finish a long rest.



SUPERHERO POSE

When you stand triumphantly with your hands on your hips, you look like an unstoppable badass. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- As an action during the first round of combat, you can strike a dramatic pose. When you do, creatures of your choice within 30 feet of you that can see you must make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus). Undead, constructs, and creatures with a challenge rating equal to or higher than your level are immune. On a failed save, a creature becomes frightened of you for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. When a creature sees you take damage, it has advantage on its saving throw to end this effect until the start of its next turn. If you are incapacitated, the effect ends. A creature that succeeds on this saving throw is immune to your pose for 24 hours. Once you use this ability, you can't do so again until you finish a long rest.

SUPER NICE

Prerequisites: Proficiency in Persuasion

You are so likable that even your mortal enemies think you're a nice person. They listen to your requests even if they intend to kill you. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can grant yourself advantage on one Charisma check. Once you do so, you can't do so again until you finish a short or long rest.
- As an action, choose any number of creatures within 30 feet of you that can hear and understand you. Each target must make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus). Constructs are immune, and non-humanoids have advantage on this save. On a failed save, a target's disposition toward you improves from hostile to indifferent or indifferent to friendly. On a failure by 5 or more, the target becomes friendly to you. At the DM's discretion, unaffected creatures might follow the lead of their affected allies.

The change in disposition remains until another event or interaction naturally changes it, such as being attacked by you or your allies. A creature can use its action to convince an affected target to resume its previous disposition toward you by succeeding on a Charisma (Deception, Intimidation, or Persuasion) check against this ability's save DC. If this check succeeds by 5 or more, any affected creature who hears the convincing attempt can make a new save.

Once you use this ability, you can't do so again until you finish a long rest.

SWEARING MASTERY

Studies have shown that cursing is cathartic. For you, stringing together the perfect chain of expletives for your current predicament is a goddamned art. You gain the following benefits:

- You learn the *vicious mockery* cantrip. Choose Intelligence, Wisdom, or Charisma as your spellcasting ability for this spell.
- As a bonus action, if you are able to speak, you can swear a blue streak to gain temporary hit points equal to 1d4 + your proficiency bonus. Once you use this feature, you can't do so again until you finish a long rest.
- When you fail an ability check or attack roll, if you are able to speak, you can use your reaction to swear at yourself and reroll the d20. You must use the new roll. Once you use this ability, you can't do so again until you finish a long rest.

TRACEUR

Prerequisites: Proficiency in Acrobatics and Athletics

You're a parkour master, moving through and over obstacles in the fastest, most efficient way possible, except for all the unnecessary flipping and rolling around. You gain the following benefits:

- Your walking speed increases by 5 feet.
- Difficult terrain doesn't cost you extra movement.
- You have a climbing speed equal to your walking speed.
- You can make a running jump after moving only 5 feet on foot, rather than 10 feet.
- You treat any fall you take as 10 feet shorter for purposes of calculating falling damage.

TRIPLE WIELDER

Prerequisite: Dexterity 13 or higher

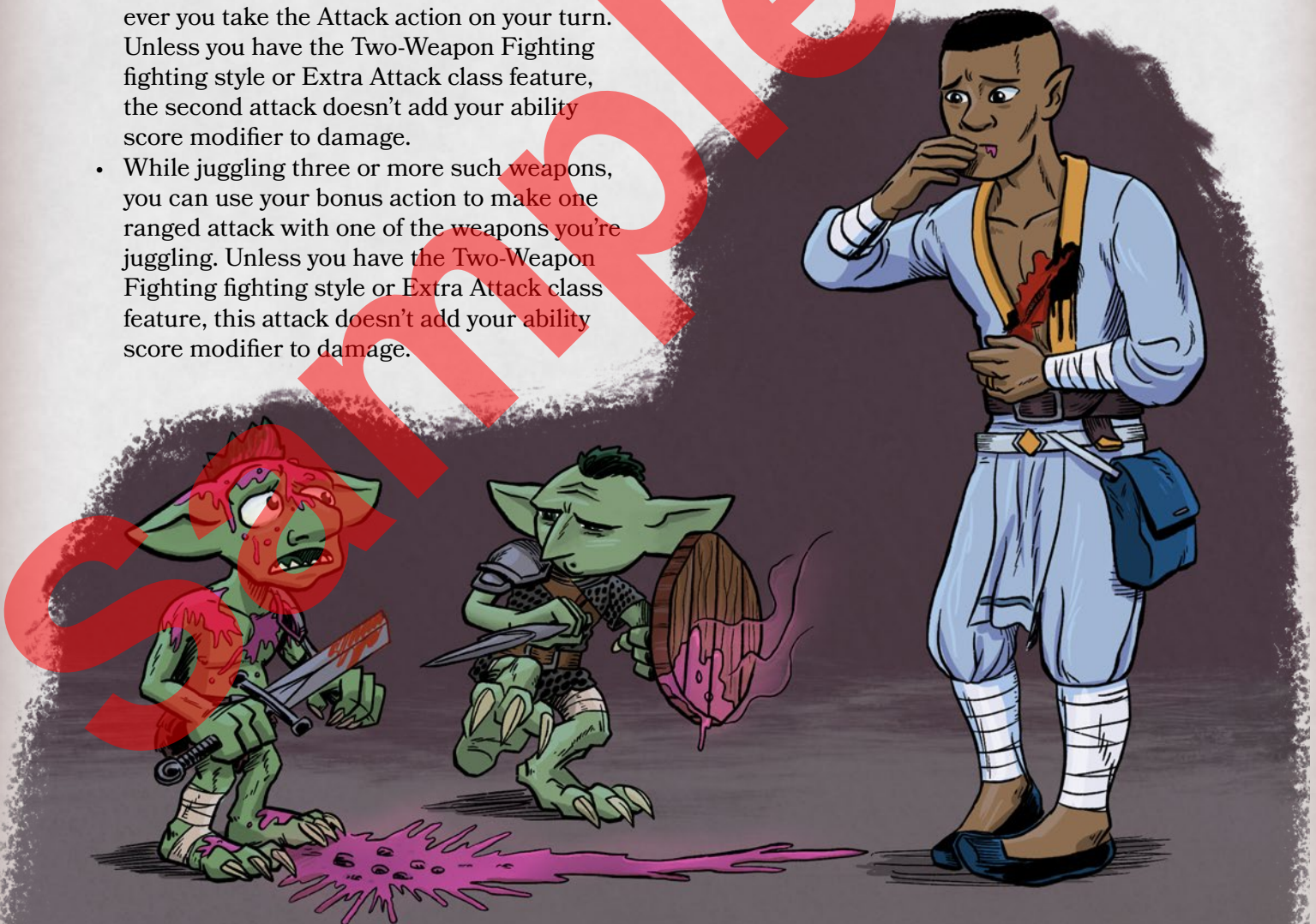
What's even cooler than dual wielding? *Triple* wielding! While no one was paying attention, you learned how to juggle and mastered the art of three-weapon fighting in the process. When using weapons that have the light and thrown weapon properties, you gain the following benefits:

- As a bonus action or action, you can draw or stow up to three such weapons.
- You can juggle a number of such weapons equal to 2 + your Dexterity bonus. Juggling requires concentration as if you're concentrating on a spell. If your concentration breaks, you drop 1d6 – 2 weapons (minimum 0) and cease juggling.
- As a bonus action, you can retrieve any such weapon within 5 feet of you.
- While juggling two or more such weapons, you can attack twice, instead of once, whenever you take the Attack action on your turn. Unless you have the Two-Weapon Fighting fighting style or Extra Attack class feature, the second attack doesn't add your ability score modifier to damage.
- While juggling three or more such weapons, you can use your bonus action to make one ranged attack with one of the weapons you're juggling. Unless you have the Two-Weapon Fighting fighting style or Extra Attack class feature, this attack doesn't add your ability score modifier to damage.

WEAK STOMACH

You're increasingly uncomfortable with seeing so much blood all the time. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you take damage from a single attack equal to twice your level, you can use your reaction to projectile vomit onto one creature within 10 feet of you. The target must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier). On a failed save, it takes 1d4 acid damage and becomes incapacitated until the end of its next turn. On a successful save, the creature takes half as much damage and is not incapacitated. Once you use this ability, you can't do so again until you finish a short or long rest and eat a solid meal. It takes a lot out of you, so to speak.



WHIP SMART

Prerequisite: Proficiency with the whip

You can whip it. Whip it good. You learn special whip maneuvers, which are listed below. Many maneuvers enhance an attack in some way.

You can use only one maneuver per attack. You have a number of whip-crackin' points equal to 1 + your Dexterity bonus (minimum 1). You can expend one of your whip-crackin' points to use one of the below maneuvers. You regain two whip-crackin' points when you finish a short rest and all of them when you finish a long rest.

Backlash. When you hit a creature with a melee attack using a whip, you can use your reaction to strike a second creature with the same attack roll. Choose another creature within 5 feet of the original target that's within your reach. If the original attack roll hits the second creature, it takes 1d4 slashing damage.

Disarm. When you hit a creature with a melee attack using a whip, you can use a bonus action on that turn to disarm the same target. The target must make a Strength saving throw (DC 8 + proficiency bonus + your Dexterity modifier). If the creature is holding the object with more than one hand, it has advantage on this saving throw. On a failed save, the target drops the object it's holding. If the target drops the object, you can use your reaction to pull the object to land at your feet or in your free hand.

Retaliation. As a reaction to a creature missing you with a melee attack, you can make a melee attack against that creature with your whip.

Show-off. You can show off with your whip, gaining advantage on Charisma checks against creatures who like that sort of thing.

Trip. When you hit a creature with a whip attack, you can use a bonus action on that turn to attempt to trip it. If the target is Large or smaller, it must make a Strength saving throw (DC 8 + proficiency bonus + your Dexterity modifier). On a failed save, the target falls prone.

Whip Hand. You can count your whip as a free hand with a 10-foot reach when you take the Use an Object action or otherwise grab or hold an object.

WOODCUNNING

Prerequisite: Wood elf

Your people lived in and among the trees. Look, if all dwarves have Stonecunning, how is this any weirder? You gain the following benefits:

- Increase your Dexterity, Intelligence, or Wisdom score by 1, to a maximum of 20.
- You learn the *shillelagh* cantrip. Your spellcasting ability for this cantrip is the ability score you increased with this feat.
- Whenever you make an Intelligence check related to the origin or nature of trees, wood, woodworking, wooden structures, and so on, you're considered to have proficiency in the relevant skill. Add double your proficiency bonus to such checks.
- You gain proficiency with woodcarver's tools. You're really good at whittling, and you add double your proficiency bonus to ability checks to carve small wooden trinkets or figurines.



APPENDIX A: THE MISSING FEAT

After an intense and heated debate with the design team behind the *Feats Don't Fail Me Now* supplement, I had initially decided to cut one feat from the book. As fond as I was of it, the other designers prevailed upon me the importance for the feats in the book to be balanced, and for players to actually want to use them in D&D games.

I shared the initial designs on social media, however, and the reaction was resounding disbelief! Who wouldn't want to use a feat designed around one of D&D's most popular and powerful weapons? If anything, it was *underpowered*, not *overpowered*, I was assured by three or four people.

So vindicated, I am happy to add the newly revised feat back into the book... but shhhh, don't tell the editor I snuck this in at the last minute, or she might throw an entire box of red pens at my head.

—Gordon McAlpin



BLOWGUN MASTERY

Prerequisite: Proficiency with the blowgun

Through years of intense focus and practice, your skills with the blowgun are now unrivaled, in part, because you are literally the only adventurer who uses a blowgun. Anyway, you gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You ignore the loading property of blowguns.
- When you are hidden from a creature and make a ranged weapon attack using your blowgun, you don't reveal your position.
- You have proficiency with using the blowgun as a versatile melee weapon that deals 1d6 bludgeoning damage (1d8 two-handed).
- When you take the Attack action and attack with a blowgun, you can use a bonus action to make a second attack with the blowgun. If this attack is a melee attack, you do so as if two-weapon fighting, and the second attack deals 1d4 bludgeoning damage.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on ranged attack rolls with the blowgun.
- Attacking at long range with the blowgun doesn't impose disadvantage on your ranged attack roll.
- Your ranged weapon attacks ignore half cover and three-quarters cover, but (yep) only with a blowgun.
- Before you make a melee or ranged attack... indeed, only with the blowgun... you can choose to take a -5 penalty on the attack roll. If the attack hits, add +10 to the attack's damage.
- As a reaction, you can use your blowgun to protect yourself from an attack. Until the start of your next turn, you have a +2 bonus to AC, including against the triggering attack, and you take half damage from *magic missile*.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, and you succeed on the saving throw, you can use your reaction to instead take no damage, interposing your blowgun between yourself and the source of the effect.