

Feats

Optional Rule

Feats are an optional way to customize your character. Ask your DM if feats are used in your campaign.

A feat represents specialized knowledge and training that helps define your character's approach to adventuring. A typical feat represents knowledge of certain tricks of the trade frequently used by adventurers, such as training in special magical techniques or mastering particular combat tactics.

Two characters might both be fighters, for example, yet behave in different ways based on their feats. One is a dual wielder, striking out with a pair of weapons, while the other is an archery master, attacking enemies with pinpoint accuracy from range.

Gaining a Feat

At certain levels, a class gives you the Ability Score Improvement feature. Each time that feature is offered, you can gain a feat of your choice instead.

A feat can be taken only once, unless it says otherwise.

Some feats have a prerequisite. A character must meet a feat's prerequisite to take that feat. If the character ever loses a feat's prerequisite, he or she cannot use that feat until the prerequisite is regained.

Feat Descriptions

The feats are presented in alphabetical order.

Alert

You are always on the lookout for danger. You gain the following benefits:

- You gain a +5 bonus to initiative.
- You cannot be surprised while you are conscious.
- You have advantage on all Wisdom checks to listen and spot.

Arcane Archer

Prerequisite: The ability to cast at least one spell of 1st level or higher, proficiency with the long bow or short bow

As an action, you can imbue a spell of 1st level or higher into an arrow you are holding. You cast the spell as normal, but the spell effect does not occur until after the arrow is used in an attack. You can only imbue a spell that affects one creature or a spell that has an area such as a sphere, cloud, or cylinder. The arrow holds the spell effect until the end of your next long rest or until it is used in an attack that hits.

If you cast a spell that affects one creature, the next time the imbued arrow hits a creature with an attack, the attack deals damage as normal, and then you resolve the spell's effect against the target.

If you imbued a spell that has an area, the creature does not need to be hit for the spell to take effect. Instead, you resolve the spell's effect from the space or creature you targeted. If the arrow hits a creature, damage is dealt as normal.

Once you resolve the spell's effect, the spell vanishes from the arrow.

Archery Master

You have mastered bows and can make shots that others find impossible. You gain the following benefits:

- You gain proficiency with martial ranged weapons.
- Attacking at long range doesn't impose disadvantage on your ranged attack rolls.
- Your ranged attacks ignore half cover and three-quarters cover.
- Once on your turn when you use your action to make a ranged attack with a short bow or long bow, you can make one additional ranged attack with that bow, but all of the attacks that are part of the action take a -5 penalty to the attack roll.

Charger

You can rush across battlefield and crash into your opponents with great force. You gain the following benefits:

- You ignore any speed penalties from wearing heavy armor.
- As an action, choose a creature that is at least 10 feet away from you, then move up to your speed and either make one melee attack against that creature or attempt to push it.
If you attack it and hit, you gain a +5 bonus to the damage roll against the creature.
If you attempt to push it, contest your Strength check—with a +5 bonus—against the creature's Strength check. If you win the contest, you push the creature up to 10 feet, and you can move along with the creature as you push it.
Once this attack is resolved, your turn ends.

Dual Wielder

You master fighting with two weapons. You gain the following benefits:

- You gain proficiency with all martial light melee weapons.
- You have a +1 bonus to AC while you wield a different weapon in each hand and neither weapon is a shield.
- When you engage in two-weapon fighting, only one of the melee weapons needs to be light.

Fencing Master

You excel at fighting with a single weapon. You gain the following benefits:

- You gain proficiency with martial finesse melee weapons.
- When you are wielding a finesse weapon and another creature hits you with a melee attack, you can use your reaction to add your attack bonus to your AC, potentially causing the attack to miss you.
- Once on your turn when you use your action to make a melee attack with a finesse weapon, you can make one additional attack with that weapon, but all of the attacks that are part of the action take a –5 penalty to the attack roll.

Great Weapon Master

You can let the momentum from a deadly attack carry your weapon into another foe. You gain the following benefits:

- You gain proficiency with heavy martial weapons.
- Once per 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 additional melee attack as part of the same action.
- When you make a melee attack with a heavy weapon, you can take a –5 penalty to the attack roll. If the attack hits, you can roll the weapon's damage dice one additional time, add your Strength modifier, and add the total to the attack's normal damage.

Healer

You have the healing touch, allowing you to mend wounds quickly and get your allies back in the fight.

As an action, you can use a healer's kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's level. The creature can't benefit from this feat again until the creature completes a short rest or a long rest.

Heavy Armor Master

Prerequisite: Proficiency with medium armor

You can use your armor to deflect strikes that would kill others. You gain the following benefits:

- You gain proficiency with heavy armor.
- While you are wearing heavy armor, all bludgeoning, piercing, and slashing damage you take from an attack is reduced by an amount equal to your Constitution modifier.

Loremaster

You learn any combination of four languages and fields of lore of your choice.

You can take this feat multiple times.

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 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 you 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 complete a long rest.

Arcane Initiate

You learn two cantrips of your choice from the mage spell list.

In addition, choose one 1st-level spell from that list. You learn that spell and can cast it once per day.

If you do not already have a magic ability, choose Intelligence, Wisdom, or Charisma as your magic ability for these spells.

Divine Initiate

You learn two cantrips of your choice from the cleric spell list.

In addition, choose one 1st-level spell from that list. You learn that spell and can cast it once per day.

If you do not already have a magic ability, choose Intelligence, Wisdom, or Charisma as your magic ability for these spells.

Druidic Initiate

You learn two cantrips of your choice from the druid spell list.

In addition, choose one 1st-level spell from that list. You learn that spell and can cast it once per day.

If you do not already have a magic ability, choose Intelligence, Wisdom, or Charisma as your magic ability for these spells.

Magic Adept

Prerequisite: Arcane Initiate, Divine Initiate, or Druidic Initiate feat

Choose one 2nd-level spell from the same spell list you used for the prerequisite feat. You learn that spell and can cast it once per day.

Improved Magic Adept

Prerequisite: Magic Adept

Choose one 3rd-level spell from the same spell list you used for the prerequisite feat. You learn that spell and can cast it once per day.

Superior Magic Adept

Prerequisite: Improved Magic Adept

Choose one 4th-level spell from the same spell list you used for the prerequisite feat. You learn that spell and can cast it once per day.

Mobile

You can tumble and dash with skill. You gain the following benefits:

- Your speed increases by 10 feet.
- 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 or not you hit.

Mounted Combatant

You are a dangerous foe to face while mounted. You gain the following benefits:

- You gain proficiency with riding and lances.
- When you are mounted and move at least 10 feet on your turn to reach the target of your melee attack, the damage of the attack is increased by 1 for every 10 feet you moved on your mount to reach the target this turn.
- While mounted, you have advantage on melee attack rolls against Medium or smaller creatures that are not mounted.

Polearm Master

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

- You gain proficiency with the quarterstaff, the glaive, the halberd, the lance, and the pike.
- You treat the quarterstaff, the glaive, the halberd, and the pike as double weapons, each of which deals 1d4 bludgeoning damage with its secondary end.
- While you are wielding a glaive, halberd, or pike, any creature provokes an opportunity attack from you when it enters your reach.

Shield Master

You use shields not just for protection but also for offense. You gain the following benefits:

- You gain proficiency with shields.
- You can wield a shield as a melee weapon, dealing 1d6 bludgeoning damage with a regular shield and 1d4 bludgeoning damage with a buckler. A buckler is a light weapon for you (you cannot engage in two-weapon fighting using two shields).
- You can add your shield's AC bonus to Dexterity saving throws against projectiles and spells that target only you.

Stealthy

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

- You gain low light vision.
- You can hide when you are lightly obscured from the creature from which you are hiding.
- You have an expertise die, a d4. When you make a Dexterity check to hide, you can roll your expertise die and add the number rolled to your check. If you already have an expertise die that you use when you hide, you instead roll that expertise die twice and take the higher result when you make a Dexterity check to hide.

Tactical Warrior

You exert control over your foes on the battlefield. You gain the following benefits:

- When you make a melee weapon attack against a creature within 5 feet of you, you can mark that creature until the end of your next turn. A creature that is marked by you takes a

–2 penalty to attack rolls against any creature it is not marked by.

- A creature that moves while within 5 feet of you provokes an opportunity attacks from you.
- When you hit a creature with an opportunity attack, that creature must stop moving for the rest of the turn.

Thrown-Weapon Master

You can throw darts, blades, and other hand-held weapons with surprising deadliness. You gain the following benefits:

- You gain proficiency with all thrown weapons.
- Attacking at long range doesn't impose disadvantage on your ranged attack rolls.
- If you have a thrown weapon in each hand, you can engage in two-weapon fighting to make a ranged attack with one or both of those weapons.

Tough

Your hit point maximum increases by an amount equal to twice your level, and whenever you gain a level, your maximum increases by 2.