



# WARDROW'S FEAT COMPENDIUM

DUNGEONS & DRAGONS

An attempt to allow anyone to create unique characters  
for the world's greatest roleplaying game

# MORE FEATS, V2.2!



This is a list of homebrew feats that my playgroup uses, plus many that I came up with. They are all experimental, so feel free to use them the way you (and your DM) like. However, they have been refined many times, so I hope they are all balanced. I hope you enjoy!

## ACCUSTOMED BUSINESS

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

- Increase an ability score related to a skill or tool you are proficient with by 1, to a maximum of 20.
- Your proficiency bonus is doubled for any checks using the chosen skill or tool.

## ANIMAL STYLE JUTSU

*Prerequisite: Monk Class*

Your monastery taught you a particular way of fighting, a legacy which you carry in your blows. Choose one of the following.

*Tiger.* If you move at least 10 feet straight toward a creature and then hit it with a melee attack, you may spend 1 ki point to impose a Strength saving throw to knock prone your opponent. If then the target is prone, you can expend 1 more ki point to make a free single melee attack against it.

*Wolf.* You can expend 3 ki point and your reaction when you and an ally are within 5 feet of a hostile creature to grant both you and your ally advantage on the next attack roll.

*Crane.* You can expend 1 ki point before you take the Attack Action. When you roll the highest possible number on a damage die of an unarmed strike, or monk weapon attack, you may roll the die again and add that number to the damage roll. You can do so only twice per turn.

*Snake.* When you are grappling a creature, you can expend 3 ki points and your action to impose a Constitution saving throw. On a failed save, the creature is poisoned until the start of its next turn.

## ARCANE PIONEER

*Prerequisite: The ability to cast at least one spell*

By making little modifications when you cast your spells you discovered new exciting ways in the Art.

When you cast a spell that deals damage, you can use a bonus action to change the type of damage that spell deals to acid, cold, fire, lightning or thunder. You can use those abilities a number of times equal to half your spellcasting ability modifier per long rest, rounded up.

## BATTLEMAGE

*Prerequisite: the ability to cast at least one spell*

You are trained in casting spells while fighting close to an enemy. You gain the following benefits:

- You no longer have disadvantage when casting ranged attack spells while adjacent to an enemy.
- You may treat a weapon you are wielding as a spellcasting focus.

## BLADE MASTERY

You master the shortsword, longsword, scimitar, rapier, and greatsword. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.
- On your turn, you can use your reaction to assume a parrying stance, provided you have the weapon in hand. Doing so grants you a +1 bonus to your AC until the start of your next turn or until you're not holding the weapon.
- When you make an opportunity attack with the weapon, you have advantage on the attack roll.

## BLOODTHIRSTY

You fight with reckless abandon, caring not of your own safety. You may die one day – but that day will come earlier for your enemies.

When another creature within 5 feet hits you with a melee attack, you can use your reaction to subtract your proficiency bonus from your AC, potentially causing the attack to hit you. If the attack hits and deals damage, you can use your reaction to make a melee weapon attack at advantage against that creature who attacked you, after the attack is resolved.

## BORN AT SEA

You feel that watery places are something familiar to you. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You may swim at your normal movement speed in any body of water with a current weaker than that of strong rapids.
- You may hold your breath 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.

## BULWARK

Standing still, feet on the ground, your defenses become impenetrable.

- At the start of your 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 made 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 of the distance instead.

## CAREFUL FIGHTER

You prefer to protect yourself and avoid injury, even if it means your enemy avoids your attacks.

When you take the Attack action, you can choose to fight defensively. Until the start of your next turn, you may choose to take a -5 penalty on all attack rolls and spells and not to move more than half your speed. If you do so, as a reaction you can add half your proficiency to your Armor Class, rounded down, until the start of your next turn.

## COLD BLOODED

It is difficult to throw you off balance. Even in the face of great danger you manage to keep calm and cool. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom saving throws that you make to avoid being frightened and gaining madness.
- You can use your reaction on a turn of your choice when you are below 1/5 of your total hit points (rounded down), gaining advantage on all rolls until the end of your next turn.

## CREATIVE FIGHTER

You're an expert at fighting using weapons and things the way they aren't meant to be used. You gain the following benefits:

- Increase your Dexterity or Wisdom by 1, to a maximum of 20.
- The minimum damage you deal with improvised weapons increases to 1d6.
- You gain a +1 bonus to attack rolls with improvised weapons.
- While you wield an improvised weapon in one or both hands and you aren't wearing a heavy armor, you gain a +1 bonus to AC.

## DEADLY CUNNING

*Prerequisite: Rogue Class*

Your cunning knows no limits.

When casting a cantrip that requires an attack roll and causes damage to a single creature, or when you make an unarmed or improvised weapon attack, and if you have advantage, you can add your Sneak Attack damage as if you were wielding a finesse or ranged weapon. You can only do this a number of times equal to half your proficiency ability modifier per long rest, rounded up.

## DEMON AND DEVIL TURNING

*Prerequisite: Cleric Class*

You can focus the faith in your god on creatures other than undead as well. You gain the following benefits:

- Increase your Wisdom by 1, to a maximum of 20.
- All your turning abilities can affect demons and devils.

## DEXTEROUS GRAPPLER

*Prerequisite: Proficiency in Dexterity (Acrobatics)*

You have a knack for grabbing people, since for you it is a matter of technique, not strength.

- Your Dexterity score increases by 1, to a maximum of 20.
- Your speed while grappling a creature is 15 feet.
- You can use Dexterity (Acrobatics) to grapple a number of times equal to half your Dexterity Score Modifier per long rest, rounded down.

## DIEHARD

It's never quite your time. You refuse to die. You gain the following:

- 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, you regain 1 hitpoint on a result of 19 or 20.

## DRUNKEN MASTER

You are so used to being drunk that you even gain advantage in combat while doing so. You gain the following benefits:

- While drunk, you do not suffer disadvantage with melee attack rolls caused by that condition.
- While drunk, if you use your action to disengage, you may use your bonus action to make a single attack.
- When drunk, you may use your reaction to reroll a Dexterity saving throw.

### OPTIONAL CONDITION: DRUNK

Between an epic duel and an endless quest, who didn't spend some time drinking a good ale? After a number of rounds drinking equal to your Constitution Score Modifier your DM may want you to make a Constitution Saving Throw to endure all that alcohol, or if you insist, just a Wisdom Saving Throw in order to see if you can find the way back to your room. Don't worry, it will last just until tomorrow morning! Then you can go for another round...

- A drunk creature has disadvantage on attack rolls.
- A drunk creature has disadvantage on Dexterity Saving Throws and on Constitution Saving Throws made to maintain concentration.
- A drunk creature has disadvantage on any ability check.  
The drunk condition lasts until the creature takes a short or long rest.



### **ELDRITCH CONNOISSEUR**

*Prerequisite: Proficiency in Intelligence (Arcana)*

Through extensive research and practice you have mastered the use of many magic objects. If you spend 8 hours of downtime activity analyzing a magic item, that object gains one of the following properties:

- You gain a +1 bonus to DCs you impose with that object.
- If that object has charges, charges you spend using abilities cost 1 less to be used ( minimum cost is 1)

### **EMPATHETIC**

You have a special touch with people, you are able to understand what they feel like most times. You gain the following benefits:

- Increase your Charisma or Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom (Animal Handling) checks made to train and command animals, and on Charisma checks to deal with with non-hostile creatures of a race different from yours.

### **ENHANCED SPELLCASTING**

*Prerequisite: the ability to cast at least one spell*

You have mastered a specific spell. Choose a 1st or 2nd level spell you know which has at least one damage die associated with. The die type for that spell is increased by one die type. (The order of dice size is as follows: 1d4→1d6→1d8→1d10→1d12→2d6)

### **ESCAPE ARTIST**

Your pursuers swear you bathe in grease; no one can keep their hands on you.

- If you 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.
- When you escape a creature's grapple on your turn, you can immediately use your bonus action to move up to your speed away the creature you escaped.
- You gain advantage on Intelligence (Investigation) check to gain information about structures and building and their possible backdoors and getaways.

### **EXALTED**

Every blow that hits your enemies makes you feel closer to victory, making you shake in excitement. You gain the following benefits:

- On your turn, when you score a critical hit with an attack or you kill a creature, you can make one weapon attack or one spell attack with a cantrip as a bonus action.
- Whenever an enemy creature you can see is killed, you go into a fervor gaining temporary hit points equal to 1d4 + your Proficiency which last for 1 minute.

## EXPERT GRAPPLER

*Prerequisite: Proficiency in Strength (Athletics)*

Every part of your body is a weapon and you wield it expertly.

- When you add your proficiency bonus to an ability check made to grapple, you can instead add twice your proficiency bonus. Feature like the Rogue's Expertise don't stack with this ability.
- You benefit from half cover while you grapple a creature.
- You can expend your bonus action to deal your Strength modifier in damage to any creature you currently grapple. The damage type is bludgeoning.

## FAINT-HEARTED

*Prerequisite: Not immune to fear effects*

You have many fears, including aging, insects, holes, crowds, needles, water, blood and being alone, but your greatest one is just death. But this has few silver linings as well.

- When you take damage, you can use your reaction to move 5 feet away from the source. This movement does not provoke attacks of opportunity.
- Your speed increases by 10 feet while you are at or below half hit points.

## FELL HANDED

You master the handaxe, battleaxe, greataxe, warhammer, and maul. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.
- Whenever you have advantage on a melee attack roll you make with the weapon and hit, you can knock the target prone if the lower of the two d20 rolls would also hit the target.
- Whenever you have disadvantage on a melee attack roll you make with the weapon, the target takes bludgeoning damage equal to your Strength modifier (minimum of 0) if the attack misses but the higher of the two d20 rolls would have hit.
- If you use the Help action to aid an ally's melee attack while you're wielding the weapon, you knock the target's shield aside momentarily. In addition to the ally gaining advantage on the attack roll, the ally gains a +2 bonus to the roll if the target is using a shield.

## FIELD MEDIC

You're an expert of saving people in the direst of circumstances.

- You gain proficiency in the Wisdom (Medicine) Skill or increase your Wisdom score by 1 to a maximum of 20.
- You can use your bonus action to move half your speed towards an unstable creature. This movement does not provoke attacks of opportunity.
- After you make a Wisdom check to stabilize a dying creature and fail, that creature must fail an additional death saving throw to die, to a total of 4 death saving throws.

## FLAIL MASTERY

The flail is a tricky weapon to use, but you have spent countless hours mastering it. You gain the following benefits.

- You gain a +1 bonus to attack rolls you make with a flail.
- As a bonus action on your turn, you can prepare yourself to extend your flail to sweep over targets' shields. Until the end of this turn, your attack rolls with a flail gain a +2 bonus against any target using a shield.
- When you hit with an opportunity attack using a flail, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

## GEOGRAPHER

You are an experienced traveler who is adept at orienteering and mapmaking.

- Increase your Wisdom or Intelligence score by 1 to a maximum of 20.
- When travelling, you can move and draw a map at the same time. If you navigate using a map you have advantage on Wisdom (Survival) checks to get to any place.

## GRACEFUL POWER

*Prerequisite: proficiency in Martial Weapons*

You have mastered how to use precise and powerful attacks to maximum effect.

- You can draw a weapon with the light or thrown property as a part of making an attack with it.
- When you make an attack with a weapon with the Light property, you can add your Dexterity modifier in addition to your Strength modifier to the damage dealt.



## GUNSLINGER

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Thanks to countless hours practicing with black-powder weapons, you gain the following benefits:

- You gain proficiency with Pistols and Muskets (DMG pg. 268) or firearms at DM discretion.
- You may Use an Object as a Bonus Action to interact with a pistol or musket you are holding in a specific way (this is in addition to your normal free object interaction once per turn, though the normal free use cannot be used for this benefit). If you do so, you may choose to either remove the loading property from one pistol or musket you are holding until the start of your next turn; negate one source of disadvantage on a single attack made with a pistol or musket you are holding this turn; or negate the AC bonus from Cover against a single attack made with a pistol or musket you are holding this turn.
- If you use your action to attack a living creature with a Pistol or Musket, you can use a Bonus Action to issue one command to the creature you attacked, and treat it as if you cast the Command spell with a first-level slot (exactly as written, including saving throw, except non-magical in nature). The DC for this Command is 8 + Your Charisma modifier + Your Proficiency Bonus, and creatures immune to fear are immune to this effect. You must finish a short or long rest before you can use this feature again.

## IMPROVED FAMILIAR

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*Prerequisite: knowledge of Find Familiar Spell or Animal Companion, level 5th or higher*

You are able to find a more powerful or unusual familiar. You can choose any creatures up to twice the challenge rating you could normally take as a familiar (minimum 1/8 CR). The new familiar must have the same creature subtype of familiars you could normally choose.

## JINX

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*Prerequisite: not having the Lucky feat already*

From the day of your birth it seems that bad luck walks beside you, affecting people near to you.

You have 3 jinx points. When a creature within 60 feet of you makes an attack roll, an ability check, or a saving throw, you can spend one jinx point. Roll a d20, and then choose whether the creature uses their roll or yours. You can choose to use this ability after the die is rolled for that creature, but before the outcome is determined. If more than one creature spends a jinx or a lucky point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. You regain your expended jinx points when you finish a long rest. Once you choose this feat, you can't choose the Lucky feat anymore.

## KNIFE MASTER

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You only need the smallest of blades to deal crippling wounds, and you are skilled at making sudden rapid strikes when an opportunity is presented. You gain the following:

- When you deal a critical hit with a dagger or sickle, you roll 1d6 and add the result to the extra damage.
- You can use daggers to attempt to pick locks and similar, adding your proficiency bonus to related checks.
- You gain advantage on any Dexterity (Sleight of Hand) checks to conceal a dagger on your person.

## KNOT MASTERY

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You have worked with ropes extensively and know how to secure things. You have also learned how to quickly tie a knot for almost every eventuality. You gain the following:

- Increase your Dexterity score by 1, to a maximum of 20.
- You add your proficiency bonus to any check you make with rope.
- You can restrain a grappled foe as an action using a rope.

## LIGHT ARMOR MASTERY

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*Prerequisite: Proficiency in light armor*

You have practiced moving in light armor to gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- When you take damage as a result of a failed Dexterity saving throw, reduce the damage you take by an amount equal to your proficiency bonus.
- You expend half the time to don or doff light armor.

## LIONHEART

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Odds don't matter: the question is being brave or not. You know how to overcome pain and fear and keep fighting even when everything seems to be already lost. You gain the following benefits:

- When you are engaged in melee with two or more opponents at the same time, and you aren't suffering any condition, attacks against you can't be made with advantage.
- When an ally within 5 feet of you is hit with an attack, you can expend your reaction to take 1d8 + your proficiency of the damage your ally would have taken.

## LONG-LIVED LIFE

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Short or long, your time in this world has granted you some of the skill that experience brings. Choose one background other than the one you currently have.

- You gain one skill proficiency that the chosen background grants.
- You gain one feature that the chosen background gives.



## MAGIC EXPERTISE

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*Prerequisite: Wizard Class, level 4th or higher*

You have devoted a long time to study a specific school of magic.

Choose a school of magic between Abjuration, Conjunction, Divination, Illusion, Enchantment, Evocation, Necromancy and Transmutation. You gain the following benefits:

- Increase your spellcasting DC by 1 for all spells cast of the chosen school
- Increase your spell attack bonus by 1 for all spells cast of the chosen school
- Choose a 1st level spell from the list of the chosen school. Add it to the spells you know.

## MARKSMAN

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When it comes to hit something at distance, you're the man. You attack with precision and with great deliberation. You gain the following benefits:

- Increase your Dexterity score by 1 to a maximum of 20.
- As a bonus action, you may aim at a creature who has less than total cover from you. This gives you advantage on the next ranged weapon attacks you make against that creature before the end of your turn.

## MERCILESS

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You are known to be cruel to your opponents, and often choose to act out of vicious spite. You gain the following benefits:

- When you attack a prone foe, if you successfully hit and deal damage, but the foe remains conscious, you may immediately make an additional attack as a bonus action.
- If a creature within 10 feet falls unconscious, you can immediately make an additional attack as a reaction.

## MIXED BLOODLINES

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*Prerequisite: Variant Human Traits*

One or more of your ancestors was a demi-human, and this heritage still lingers on you. With the DMs approval you can take a trait from any other playable race such as: Darkvision, Hellish Resistance, Fey Ancestry, Menacing, Brave, Gnome Cunning, or Dwarfven Resistance. These traits can come from one or two different races, which represent your character racial heritage.

## MYSTIC RESERVOIR

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*Prerequisite: the ability to cast at least one spell*

You have developed the ability to conserve some extra magic in the back of your mind, ready to be used in dire straits.

- Increase your spellcasting ability score by 1 point, up to a maximum of 20.
- You gain an additional spell slot equal to one half of your highest level spell slot, rounded up.

## OVERWHELMING ABILITY

*Prerequisite: level 12th or higher*

You have mastered an ability beyond the limits of most beings, in spite of other talents you could have developed. One ability score of your choice increases from 20 to 22. Once you have taken this feat, other ability scores you possess can't exceed 18. If one or more of them already do, they are reduced to 18.

## PURE HEARTED

*Prerequisite: any good alignment*

Your goodness is widely and well-known, but that doesn't mean you know nothing about the cruel world you live in.

- You can spend a minute trying to perceive the nature of a being within 20 feet of you. If the target fails a DC10 Charisma saving throw, you know if his or her alignment is good or evil. Neutral aligned beings automatically succeed the throw. You can use this ability once per short rest.
- You have advantage on attack rolls to disarm.

## READY

You are quick to strike and even quicker to act, so your readiness grants you the following benefits:

- You can take reactions even though you are surprised.
- When an enemy leaves your reach, you can make an opportunity attack against it without spending a reaction, but you cannot make another opportunity attack during that turn.

## SCHOLAR

You have gone through a long and deep instruction, which left visible marks on your personality.

You gain proficiency with one of these skills: Arcana, History, Medicine, Nature or Religion. If you chose a skill you are already proficient with, you may add half your proficiency bonus when performing related checks, rounded up, in addition to your proficiency bonus.

## SHARP MINDED

Great ideas come to you naturally; people look up to you as always having a brilliant one.

- Your Intelligence score increases by 1, to a maximum of 20.
- When you would make a Dexterity saving throw, you can instead make an Intelligence saving throw. You can use this ability only twice per long rest.

## SHIELD BRAWLER

*Prerequisite: Proficiency with shields*

Shields are a deadly weapon in your hands. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20
- You treat shields as martial melee weapons that deal 1d4 bludgeoning damage, and have the thrown property with a range of 15/45 feet.

## SPEAR AND PIKE MASTERY

Though spear and pikes are simple weapon to learn, they rewards you for the time you have taken to master it. You gain the following benefits.

- You gain a +1 bonus to attack rolls you make with a spear or a pike.
- When you use a spear, its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands. (This benefit has no effect if another feature has already improved the weapon's die.)
- When you use a pike, its damage die changes from a d10 to d12.

## SPELL BREAKER

*Prerequisite: Wisdom 14 or higher or Intelligence 14 or higher*

Your tolerance to magic is notable since spells can't keep a grip on you for long. You can add half your proficiency bonus, to a saving throw made against a spell, rounded down, if you do not already add it.

## STUDIED WARRIOR

Your devotion to fighting transcends simple practice. You have studied the masters and learned their techniques. You learn one fighting style that you do not already know.

### OPTIONAL RULE: FIGHTING STYLES

A DM may want to allow more fighting styles, since they are another great alternative for character customization.

**Close Quarters Shooter** When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls on ranged attacks.

**Flinger** You gain a +2 bonus to attack rolls made when throwing a weapon or using a sling. In addition, every melee weapon you are wielding has the thrown (range 10/30) property.

**Huntsman** Nets you wield gain the light and finesse properties. The DC of the Strength check needed get free from your net increases by your proficiency bonus.

**Mighty** You gain a +1 bonus to attack rolls you make with melee weapons that do not have the finesse property. If you are a Small creature, you overcome the disadvantage incurred when attacking with heavy weapons.

**Mounted** When mounted, you and the creature you are riding gain a +1 bonus to your AC.

**Tunnel Fighter** As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in this stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.



## SURE FOOTED

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Years of hard work and physical training developed a tremendous power in your legs and stance. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You gain advantage on ability checks and saving throws that you make against attacks, spells and effects that would knock you prone, or push you away from your current space.

## SURVIVALIST

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You have spent a long time wandering and surviving in the wilds, gaining the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You add half your character level (rounded down) to the number of days you can go without food, and you have advantage on Constitution saving throws to avoid exhaustion while only needing half the water you normally need.
- Choose one type of terrain: arctic, coast, desert, forest, grassland, mountain, swamp or the Underdark. When you make a Wisdom (Survival) check related to this type of terrain, you are considered proficient in this skill and your proficiency bonus is doubled for this check.

## SPELL DUELIST

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*Prerequisite: The ability to cast at least one spell*  
Having trained specifically for dueling with other spellcasters, you gain the following benefits:

- Once per short rest, when you successfully use counterspell to counter a spell, you can turn that spell back against its caster. The spell targets its caster if it can target one or more creatures, or the center is placed on the caster's location or on you if it has an area of effect. If the spell forces a saving throw, the chosen caster makes its own save. If the spell is an attack, the attack roll is rolled against the caster.
- When you use dispel magic or a similar spell to end one or more spells on a creature, you can have that creature take 1d6 force damage for each level of the highest level of those spells.

## SWIFT

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You rely more on grace and velocity rather than on brute strength. You gain the following:

- Increase your Dexterity score by 1, to a Maximum of 20.
- The space of another creature, whether hostile or not, doesn't count as difficult terrain for you.
- Choose a non-Heavy weapon. For the purpose of determining attack and damage rolls, consider that weapon type to have the finesse property. For all other abilities and class features it does not have the finesse property. You can't wield weapons with the versatile property and still gain this benefit.

## TACTICIAN

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You have experience with combat tactics, gaining the following benefits:

- You can 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. You swap initiative results.

## TAINTED SOUL

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*Prerequisite: Any evil alignment or Warlock Class*

You traded a part of you in order to achieve some more power.

- As an action, you can detach or reattach one of your hands. While detached, your hand functions as a Crawling Claw (*Monster Manual*, p. 44) that acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. It can't attack, but it can take other actions as normal. As an independent creature, you are not conscious of the Claw's senses. When you cast a spell with a range of touch, your Claw can deliver the spell as if it had cast the spell. It must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll. When the hand drops to 0 hit points, it is unable to move or obey, but you can reattach it. You won't be able to use that hand until you take a long rest. After you have done so, you can use it again as a hand and as a Crawling Claw.
- You can treat your strikes as though they inflicted necrotic damage regardless of what weapon you are wielding.

## TRAINED REFLEXES

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*Prerequisite: Dexterity 15 or higher*

Since you were a child, you have learned that it is much easier to make your way through this world if you are ready every time. You gain the following benefits:

- You gain a +2 bonus to your initiative rolls.
- You gain a +2 bonus to your Dexterity saving throws against effects that you can see such as traps and spells.

## TITAN GRIP

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*Prerequisite: Strength 20 or higher*

The limits of your strength are nearly incomparable. You can swing most weapons about like they were wooden playthings! You gain the following benefits:

- You can hold two-handed weapons you are proficient with using one hand. While doing so, you can't wield another weapon in your other hand. You can use a shield, though.
- When wielding a versatile, non-oversized weapon in one hand, you can use its two-handed damage die instead.
- You can wield oversized weapons with two hands, and you are considered proficient while using them. You can wield an oversized weapon which is only one size larger than yours - from Medium to Large, for example.

## OVERSIZED WEAPONS OPTIONAL RULES

A weapon with the oversized property is larger than even the largest conventional arms. Only individuals with exceptional strength can hope to wield one efficiently. That weapon deals its damage as listed on the table on *PHB* p. 150, plus an additional 1d4. If the weapon isn't listed, your DM may allow you to use its original stats as in the *Monster's Manual*. If you feel that 1d4 is too little for a Large Weapon, you may use the following rules instead.

A weapon with the Oversized property has the following properties. Both Small and Medium creatures have disadvantage on attack rolls with oversized weapons. A Medium creature does not have disadvantage if its Strength score is 20 or greater. Note that a creature needs to be proficient with an oversized weapon in order to apply its proficiency bonus.

This is intended to make weapons for Large player character races. Normally a Large-sized weapon deals double the damage die (a large greataxe deals 2d12 instead of 1d12, for example) but this might be considered overpowered for a player. Their price and weight should be doubled. When designing oversized weapons, the damage can be one step or more greater than a martial weapon, but must be less than a large weapon. Here are some examples plus some new weapons:

### OVERSIZED WEAPONS

Weapon	Cost	Damage	Weight	Properties
Anchor	35gp	2d6 bludgeoning	25 lb.	Oversized, two- handed
Buster Sword	80gp	3d6 slashing	9 lb.	Oversized, versatile (4d6)
Chariot Wheel	10gp	1d10 bludgeoning	14 lb.	Oversized, thrown (range 20- 60)
Great Maul	30gp	3d6 bludgeoning	17 lb.	Oversized, two- handed
Greataxe	35gp	1d12 piercing	8 lb.	Oversized, Versatile (2d10)
Guandao	40gp	2d8 slashing	15 lb.	Reach, oversized, two- handed
Large Battleaxe	20gp	2d10 slashing	8 lb.	Oversized
Large Sword	30gp	2d8 slashing	12 lb.	Oversized
Sundering Mace	25gp	3d8 bludgeoning	22lb.	Oversized, two- handed

## TRUE WIT

The force of your personality may go unnoticed at first, but in practice others rarely make you do anything you wouldn't like 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 decide to make instead a Charisma saving throw. You can use this ability only twice per day.

## TUMBLER

*Prerequisite: Dexterity 15 or higher*

You have mastered the art of making acrobatic tricks on the ground and in the air. You gain the following benefits:

- When you would take fall damage, you can reduce the damage taken by 1d8 + your Dexterity Modifier. If the damage is decreased to 0, you can move up to 10 feet from where you landed.
- As a bonus action when you move at least 20 feet on your turn, you can impose disadvantage on the next attack roll made against you before the beginning of your next turn.

## UNDERDOG

The worse it looks, the better you fight. Setbacks only encourage you to fight harder. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When a friendly creature within 30 feet that you can see fails a death saving throw, you gain temporary hit points equal to your character level.
- 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.

## UNSTOPPABLE

You've become particularly hardy with some of your defenses. When you score a natural 20 with a saving throw you are proficient with, you can make one of the following actions as a reaction, based on the related saving throw.

*Strength.* You can make one melee attack.

*Dexterity.* You can move up to half your speed.

*Constitution.* If related to maintaining concentration, the duration of spell or effect you are concentrating on increases by half its original time. Otherwise, you gain immunity on the conditions, if any, the effect or the spell would have inflicted you for the next ten minutes.

*Intelligence.* You gain some information about the effect or spell that caused the saving throw.

*Wisdom.* You can move up to half your speed or you gain immunity to any effect you would have gained related to the saving throw performed by who caused you to make the saving throw.

*Charisma.* You gain immunity to any effect you would have gained related to the saving throw performed by who caused you to make the saving throw.

## UNYIELDING

You have learned to fight your hardest when things are at their worst. You gain the following benefits:

- Increase your Constitution by 1, to a maximum of 20.
- When you are reduced to 0 hit points but not killed outright, as a reaction before you fall unconscious you can make one melee weapon attack, or use an object within 5 feet. After you do so, you are reduced to 0 hit point and on your next turn you must make your first death saving throw.

Once you use this ability, you must complete a long rest before you can use it again.

## URBAN SCOUT

You know your way around cities and towns. You gain the following benefits:

- Increase your Wisdom or Intelligence by 1, to a maximum of 20.
- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to locate general places or specific buildings.
- Difficult terrain in urban areas does not slow your movement. When at a settlement, you always know the direction and distance to the next nearest settlement.

## WHIP MASTER

A whip in your hands becomes a deadly weapon. You gain the following benefits:

- You gain a +1 bonus to attack rolls you make with a whip.
- When you hit a medium or smaller creature with a whip, the creature's speed is reduced by 10 feet until the start of your next turn.
- Whips you wield gain the light property.
- The damage die of whips you wield increases from 1d4 to 1d6.

### CREDITS AND OTHER STUFF

Artwork Credit in order of appearance:  
Michael Kormac, Crisis 3, Anthony Palumbo, Todd Lockwood.

Thanks to the Homebrewery for formatting, luv ya.  
Thanks to all who take time reading this, to the kind people of Reddit and my playgroup for balance and flavor advice!

Special thanks go to users Butler2102, nohagen, Ronik, SeeShark, Supreme\_Slayer, Trinculoisdead and Zephinox.

*Note that Born at Sea is by /u/Supreme\_Slayer and many weapons feat are from WotC UA Feats.*

Photoshop and design by /u/Wardrow  
Check r/UnearthedArcana for more!

