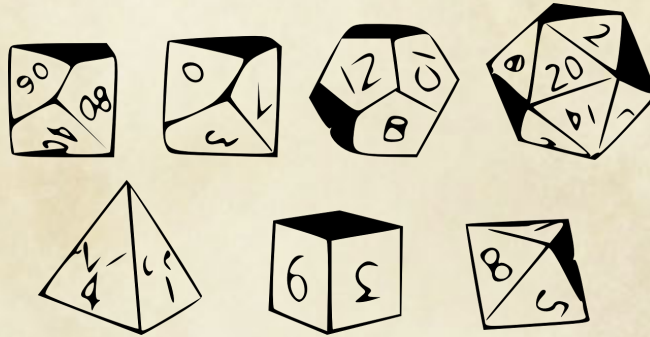


FORTY FANTASTICAL FEATS

FORTY FEATS FOR YOUR FIFTH EDITION PLAYING PLEASURE



By
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ACTIVE ALCHEMY

Prerequisite: Proficiency in Alchemy tools

- Increase your intelligence or wisdom by 1, to a maximum of 20.
- You naturally collect alchemical specimens throughout the day.
- At the end of a long rest you can spend 10 minutes attempting to brew your specimens into a potion with an Alchemy Tools check DC 13. If you succeed you either brew a potion of the DM's Discretion based on the ingredients you find or roll 1d4 and refer to the brewing table below to see the effect of the potion. If you succeed the roll by 10 or more you brew enough to make 2 potions. These potions lose their potency at the end of a long rest.

Heath : The drinker's maximum and current Hit points are increased by 2d4 for 8 hours.

Silvered Tongue : The drinker can roll 2d4 and add the number rolled to all charisma checks made for the next 10 minutes.

Alertness : The drinker can roll 2d4 and add the result to all initiative and perception checks made in the next 8 hours.

Rejuvenation : The drinker's current and maximum 1st level spell slots are increased by 1 for up to 8 hours or until the drinker completes a short or long rest.

ADRENALINE SURGE

- Increase you Strength or Constitution by 1, to a maximum of 20.
- As a bonus action you can activate an adrenaline surge. For 1 minute you become resistant to bludgeoning, piercing, and slashing damage. After 1 minute you suffer 1 point of exhaustion. Once you use this ability you cannot do so again until completing a long rest.

BATTLE FIELD TRICKSTER

- As a bonus action you can deploy caltrop or ball bearings. When deployed this way the DC for these items equal to 11 + your proficiency bonus.
- Whenever a creature fails a saving throw to resist the effects of caltrops or ball bearing you can use your reaction to make a weapon attack against that creature.

BIRD MASTER

- Increase your Wisdom or Dexterity by 1, to a maximum of 20.
- When attacking a flying creature, you gain a +2 bonus to hit.
- You gain advantage on persuasion and animal handling checks against beasts with a flying speed.
- If you spend an hour with a willing beast that has a flying speed and is CR 0, they can become a trained companion. you can only have 1 trained at a time.
- Your trained companion acts independently of you, but it always obeys your commands. In Combat, it rolls its own Initiative and acts on its own turn. A trained companion can't Attack, but it can take other Actions as normal.

BLASTER'S BUFFET

- Increase your Intelligence, Wisdom, Or Charisma by 1, to a maximum of 20.
- For you all cantrips that require a ranged spell attack can be made with a melee spell attack. When you do this the spell has a range of touch.
- When you deal damage with a cantrip to a creature within 5 feet, you deal an additional 1 damage to that creature.

BLOWGUN INJECTOR

Throughout your travels you are able to harvest poisons and ointments that can be administered by soaking your blowgun ammunition throughout the day. After each long rest you gain 3 uses of each poisoned ammunition. This ammunition loses potency if you take another long rest.

Impact poison : The ammunition deals an additional 1d10 poison damage.

Rejuvenation ointment : The target of the attack made with this ammunition takes 1 point of piercing damage and heals for 1d10+3 hit points.

Baneful Poison : The target is under the effect of the bane spell for 1 minute or until the use an action to remove the dart.

BUILDING MOMENTUM

You can build and use momentum throughout a fight. Whenever you roll initiative your momentum starts at zero. whenever you move at least 15 feet in a straight line or miss a melee weapon attack you gain 1 momentum. You can never have more than 3 momentum at a time. Whenever you hit with melee weapon attack you lose all momentum. the attack deals an extra 1d4 damage equal to the amount of momentum lost with the attack. once initiative end you lose all momentum and cannot gain more until you roll for initiative again.

CLEVER REFLECTIONS

- Whenever a creature within 30 feet is the target of an attack, if you have a reflective surface in your hand such as a small mirror or a polished weapon, you can use your reaction to impose disadvantage on the attack.
- You can spend 1 minute with a reflective surface to start a fire provide the sun is out.
- You can look at a creature through a reflection to ignore the effects of half and three-quarters cover and avoid detrimental features or abilities that require sight such as the medusa's petrifying gaze.

COMEBACK KID

- Increase your Constitution by 1, to a maximum of 20.
- You have advantage on death saving throws.
- When you must make a death saving throw, you can choose to instead regain hit point equal to your level. Once you use this ability, you cannot do so again until you finish a long rest.

CONDITIONING

- Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- Whenever you make a Strength, Dexterity, or Constitution saving throw you can choose to make it with advantage. Once you use this ability you cannot do so again until you complete a short or long rest.
- At the end of each short or long rest you gain 5 temporary hit point.

CROWD NAVIGATOR

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- You can move through and allies' space as if it was unoccupied.
- You can move through an enemy's space as if it were difficult terrain.
- Attacks of opportunity against you are made at disadvantage.

CUNNING PLAN

As a bonus action you can attempt to pull off a cunning plan. Choose one creature that you can see. Make a Charisma (Deception) roll contested by that creature's Wisdom (Insight). If you win the contest, you and your allies have advantage on attacks against that creature until the beginning of your next turn. once you use this feature you cannot do so again until you complete a short or long rest.

DAGGER MASTERY

- For you the normal and long range of a dagger's thrown range is doubled.
- As a bonus action you can make a slight of hand check to conceal a dagger on your person. This dagger can be revealed if a creature's passive perception is equal or higher than the sleight of hand check, if a perception/investigation check is made as an action and is equal or higher than the sleight of hand check, or if you are actively searched for at least 1 minute.
- An attack with a concealed dagger deals an additional 1d10 damage and reveals the dagger.

DANGEROUS DWELLINGS

- Increase your Constitution or Wisdom by 1, to a maximum of 20.
- You have advantage on perception checks while taking a short or long rest.
- During a long rest you can spend 4 hours performing light activities instead of 2.

DESERT BORN

- Increase your Constitution or Wisdom by 1, to a maximum of 20.
- You can see through heavily obscured area that are obscured by sand.
- You only need half as much food and water to gain their benefits.
- As a bonus action you can throw a pouch of sand up to 15 feet away to obscure a 5 foot-radius sphere. This sand lasts until the end of your turn. Once you use this feature you cannot do so again until you complete a short or long rest.

DOWN BUT NOT OUT

- While below half hit points, you gain a +1 bonus to AC.
- While below half hit points, your melee weapon attacks deal an additional 1d4 damage.
- While below half hit points, all healing you receive heals for an additional 1d4 healing.

ELEMENTARY EXPERTISE

Prerequisite: Spellcasting

You can cast a 1st level spell which you know or have prepared with your spellcasting feature without expending a spell slot. When you do treat the spell as though it were cast using a spell slot equal to your proficiency modifier. Once you cast a spell this way you cannot do so again until you complete a short or long rest.

EXPERT TRAPPER

Prerequisite: proficiency in survival

- Increase your wisdom by 1, to a maximum of 20.
- It becomes second nature for you to set up traps as before sleeping. After you take a long rest you can make a survival check DC 15. If you succeed you collect enough food to feed yourself for the day and you can spend 10 minutes crafting special ammunition for the day out of the bones of the creatures you caught. You can craft 5 non-magical +1 ammunition. If you succeed the check by 10 or more you can craft 5 non-magical +2 ammunition. All ammunition created with this feat falls apart and becomes unusable at the end of a long rest.

EXTREMIST

- Increase your Constitution, or wisdom by 1, to a maximum of 20.
- You and a number of allies equal to the ability modifier of the stat increased by this feat all ignore the penalties of extreme heat, extreme cold, heavy precipitation, and strong winds.

FIRST IMPRESSIONS

- Increase your Charisma by 1, to a maximum of 20.
- You gain advantage on the first charisma check you make against an NPC.

FRIEND OF NATURE

- Increase your Wisdom by 1, to a maximum of 20.
- You can cast *Flock of Familiars* as an action without expending a spell slot. Wisdom is your spellcasting ability for this spell and the DM can choose to decide which animals the familiars take the form of based on your location. Once you cast *Flock of Familiars* this way you cannot do so again until you complete a long rest.

HEAD HUNTER

Whenever you land the killing blow on a creature larger than you with a weapon, you can add a notch to the weapon. You gain additional properties while using a weapon that have notched depending on the number of notches.

1 notch : When you land a killing blow against a hostile creature you regain hit points equal to half the damage of the attack.

5 notches : When you land a critical hit with this weapon you deal an extra 5 damage.

10 notches : You attacks with this weapon deal an additional 1d4 damage against creatures larger then you.

25 notches : Your attacks against creature with no missing hit points have advantage and deal an additional 1d10 damage.

KEEP IT SIMPLE

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- For you, simple weapons deal and additional 1 damage.
- Whenever you make an attack with a simple weapon you can make an additional attack with disadvantage as a bonus action.

MAGNIFICENT DIMINUTIVENESS

Prerequisite: Halfling, Gnome, Goblin, Kobold, or another small race

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- You can use heavy weapons without penalty.
- You gain a +5 bonus to your movement speed. This bonus cannot bring your movement speed above 30.
- You make a running long jump or high jump while wielding a weapon with the heavy property, the distance you can cover increases by 10 as you use the weapon to vault greater distances.

MEDITATION

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- Whenever you make a intelligence, wisdom, or charisma saving throw you can choose to make it with advantage. Once you use this ability you cannot do so again until you complete a short or long rest.
- At the end of each short or long rest you gain 5 temporary hit points.

MISDIRECTION

- Increase your Intelligence by 1, to a maximum of 20.
- You gain a number of misdirection charges equal to your Intelligence modifier. You can use these charges in several ways as listed below. you regain all charges when you complete a long rest.

Redirect View : As a bonus action you are considered invisible to a single creature of your choice within 10 feet until the end of your turn.

Distract Gaze : As a bonus action you can give an ally within 30 feet advantage on their next attack.

Distort Presence : As a bonus action you can take the hide action.

NET CASTER

- You gain proficiency with nets.
- For you nets have the finesse property and its normal and long thrown ranges are increased by 5 feet.
- You can make a net attack as a bonus action.
- Attacking with a net does not restrict the amount of attacks you can make.
- The escape DC and AC of the net are increased by your proficiency bonus.

OVERLY PREPARED

- Increase one ability score of your choice by 1, to a maximum of 20.
- Whenever the trigger from your readied action goes off you can choose to move up to your movement speed before or after you take the readied action.

POCKET SAND

- As an action you can attempt to blind a creature with pocket sand. One target creature within 20 feet must succeed a dexterity saving throw (DC 11 + your proficiency bonus) or become blinded until the end of their next turn. You can do this a number of times equal to your proficiency bonus. You regain all uses at the end of long rest.
- As a bonus action you can make a single weapon attack against a blinded enemy.

PRESSURE POINT GRAPPLING

- You can attempt to grapple a creature with an acrobatics check instead of an athletics check.
- As a bonus action you can make an unarmed strike against a creature you have grappled. You can choose to make this attack with dexterity instead of strength. If you do, you deal damage equal to your 1+ your dexterity modifier instead of your strength modifier.

PUNISHER

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- You make attacks of opportunity with advantage.
- Whenever a creature stands up from prone you can make an attack with advantage against that creature as a reaction.

QUICK ADAPTATION

- Increase your Constitution by 1, to a maximum of 20.
- If you are forced to make a saving throw to overcome an effect currently afflicting you gain advantage on that saving throw.
- You have advantage when attempting to break out of a grapple or an effect that is restraining you.

QUIP LASH

- Increase your Charisma by 1, to a maximum of 20.
- Whenever a hostile creature within 30 feet rolls a 1 on an attack roll, as a reaction you can make a snarky quip causing the creature to take psychic damage equal to your level + your charisma modifier. You can do this once per short or long rest.
- Whenever an ally within 30 feet rolls a 20 on an attack roll, as a reaction you can make an encouraging quip giving the creature advantage on the next attack they make before the end of their next turn. You can do this once per short or long rest.

REDIRECTION

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- Whenever a creature you can see misses you with a melee attack, you can use your reaction to force that creature to repeat the attack roll against himself. You can use this feature three times and regain all uses whenever you complete a long rest.

SEEKER

- Increase your Wisdom by 1, to a maximum of 20.
- Whenever you take the search action and you find a hidden creature you can choose to make a weapon attack against that creature or move up to 30 feet towards it as part of the same action.

SLEUTHING

- Increase your Intelligence by 1, to a maximum of 20.
- You can cast the spell *Find Traps* with this feat a number of times per day equal to your intelligence modifier. When you cast *Find Traps* this way you also learn the location of the nearest trap.
- You can cast *Locate Object* or *Locate Creature* with this feat. Once you cast one of these spells you cannot cast either of them again until you complete a long rest.
- When casting a spell with this feat, intelligence is your casting modifier and you can use a magnifying glass as your spell casting focus.

SMOKE SIGNALS

- Increase your wisdom by 1, to a maximum of 20.
- You can tell by the smoke if a fire is manmade, natural, or magical.
- You can relay simple thoughts over the course of a minute via smoke signals such as: Help, retreat, ready, go.

SWORN PROTECTOR

- At the end of a long rest you can choose to bond with an ally.
- As long as you and your bonded ally are within 5 feet of each other you both gain a +1 bonus to AC.
- If your bonded ally would be hit with an attack while within 5 feet of you, as a reaction you can choose to take the damage instead of your bonded ally. once you use this reaction you cannot do so again until you complete a short rest.
- If you and your bonded ally are within 5 feet of each other you have advantage on saving throws against being frightened.

TORCH MASTER

- You become proficient with torches.
- You can light a torch as a bonus action.
- Whenever you hit a creature with a lit torch it deals 1d4 bludgeoning damage + 1d10 fire damage.
- As an action you can swallow the fire of a torch and release it in a spectacular display. All creatures in a 10-foot cone must make a dexterity saving throw against your torch DC (8+proficiency+constitution) or take 2d10 fire damage. On success they take half damage. After using this action, the torch is unusable.

TRAINED TACTICIAN

You gain a number of tactician charges equal to your proficiency bonus. You can use these charges in several ways as listed below. you regain all charges when you complete a short or long rest.

Reposition : as a bonus action a number of allies up to your Proficiency bonus can each use a reaction to move 30 feet in a direction of their choice.

Calculated Strike : as a bonus action you can allow an ally within 30 feet to make a weapon attack as a bonus action.