



# FEATS



unofficial bundle  
for D&D 5th edition

This document contains 18 additional feats for D&D 5e characters which can enrich your gaming experience with a couple of new options - from standing in epic shield walls with your friends to breaking some innocent hearts.



*Designed by Igor PhoenixRion*

*Dedicated to the D&D fans all over the world*

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## ACROBAT

*Prerequisite: Dexterity 13 or higher and proficiency in the Acrobatics skill*

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

- When you fall from the height of 20 feet or less you can use your reaction to make a tumble and to land on your feet instead of landing prone, also taking only half damage from the fall.
- When you are prone, standing up uses only 5 feet of your movement.
- You have advantage on Dexterity (Acrobatics) checks that you make to escape grapple, to avoid being grappled and to avoid shove attacks made against you.

## ANIMAL HANDLER

You have lived and worked with animals for a long time and learned a lot about their habits and behavior. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Animal Handling skill.
- When you try to mount an animal that is not hostile to you, or make it perform another ordinary service for you that is not obviously dangerous or painful for the animal, you have advantage on Wisdom (Animal Handling) checks that you make to accomplish this task.

## BARGAINER

You know how to speak with vendors and merchants effectively, to get the better price for the items you want to sell or purchase from them. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- While speaking to a vendor or a merchant, you can make a Charisma (Persuasion) or Charisma (Deception) check (your choice), contested by the target's Wisdom (Insight) check. If you win the contest you can buy one item 10 percent cheaper or sell it 10 percent above its normal price.

## BLADESTORM

*Prerequisite: Dual Wielder Feat, 14th level*

Your dedication to your fighting style, high skills and experience of a hundred battles made you one of the greatest dual-wield weapon masters of your time. You gain the following benefits:

- While you are wielding a separate melee weapon with each hand, you can use your bonus action to make two attacks with your off-hand weapon.
- When a hostile creature that you can see moves out of your reach you can make two opportunity attacks against it, one with your main-hand weapon, and the other with your off-hand weapon.

## BLESSED

From the day of your birth you have lived under the protection of the greater forces of this world. When your need is huge, they come to help you. This blessing has 1 charge, which you regain each dawn.

- When you make an attack roll, a saving throw or an ability check you can expend your blessing charge to roll a d4 and add the number rolled to the attack roll, saving throw or ability check. You can do so after you make the initial roll, but before the outcome is determined.
- When you suffer a death saving throw failure that would kill your character you can expend your blessing charge and choose to succeed instead.

## BLOODTHIRSTY

*Prerequisite: any non-good alignment*

You have no mercy for your enemies, and your blood hunger gives you strength in battle. You gain the following benefits:

- On your turn, when you score a critical hit with an attack or kill a creature with it, 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 bloody fervor gaining temporary hit points equal to 1d4+your Charisma modifier, for 1 minute.

## COLD-BLOODED

*Prerequisite: Wisdom 13 or higher*

It is really 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:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a spell, when you take damage.
- You have advantage on Wisdom saving throws that you make to avoid being frightened and gaining madness.

## DILIGENT STUDENT

Your parents always taught you to be attentive and hard-working at the school desk. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn one language of your choice or gain proficiency with one type of artisan's tools of your choice.
- The number of downtime days you need to spend to learn a new language or gain proficiency with a new tool is halved.

## FERVENT SPELLCASTER

*Prerequisite: bard, cleric, druid, sorcerer, warlock or wizard class*

You are obsessed with exploring new horizons of magic and always looking for a chance to gain some extra knowledge and magical power. Choose your spellcasting class: bard, cleric, druid, sorcerer, warlock, or wizard. Depending on the class you've chosen, you gain the following benefits:

- If you chose bard, sorcerer or warlock, increase your Charisma score by 1, to a maximum of 20 and increase the number of your known spells by 1.
- If you chose cleric or druid, increase your Wisdom by 1, to a maximum of 20 and increase the number of spells you can prepare each day by 1.
- If you chose wizard, increase your Intelligence by 1, to a maximum of 20 and increase the number of spells you can prepare each day by 1.

## HEARTBREAKER

*Prerequisite: Charisma 13 or higher*

You are a notorious wench, easily making your way with the opposite sex and using it for your own purpose. You gain the following benefits:

- You have advantage on Charisma (Persuasion) and Charisma (Deception) checks when you deal with a person of the opposite sex, if that person is not hostile.
- When you are in combat against a person of the opposite sex, and that person makes an attack against you, you can use your reaction to say some biting or honey words and impose disadvantage on that attack roll.
- When you are trying to charm a person of the opposite sex with a spell, that person has disadvantage on the saving throws against this spell.

These benefits work only against targets who can be naturally attracted by you.

## LINE INFANTRY

*Prerequisite: barbarian, cleric, fighter, paladin or ranger class*

You have trained to fight along with your comrades, shoulder to shoulder and back to back, holding the lines whatever may happen. You gain the following benefits:

- *Combat Formation.* Whenever a friendly creature, that also has this feat, is within 5 feet of you, you can use your bonus action to make a combat formation with that creature. When you do so, that creature and any other ally that has this feat and is within 5 feet of you



can expend its reaction to enter the formation. Other friendly creatures, that have this feat, can also join the existing combat formation on subsequent turns using their bonus action, if they are within 5 feet from any of the formation's members. You can't become a member of a formation if you are flying, swimming or riding a mount.

- *Formation Tactics.* When you are in a formation, you gain advantage on melee attack rolls, if any other member of your formation is within 5 feet from the target of your attack.
- *Formation Movement.* When you are in a formation and another formation member makes its move on his/her turn, you can use your reaction to move up to half your speed, ending your move within 5 feet of that formation member.
- *Shield Wall.* When you are in a formation and wielding a shield – you can use your bonus action to organize a shield wall. Other members of the formation wielding shields can use their reaction to become a part of the shield wall. If you and any other member of your formation within 5 feet of you are a part of the same shield wall – you gain three-quarters cover against attacks coming from the front side of the wall. While you are a part of a shield wall your movement speed is halved. You can leave the shield wall at any time during your turn (no action required). You automatically stop being a part of a shield wall if you are prone, restrained, or leave the formation.
- *Breaking the Formation.* You can leave a formation during your turn (no action required). Also you leave the formation if you are incapacitated, charmed, reduced to 0 hit points, and if you start or end your turn farther than 5 feet away from other formation members. The formation is dismissed automatically if there are less than two members in it.

## LIONHEART

You have the heart and the spirit of a true warrior. 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 in combat you have advantage on the Wisdom saving throws that you make to avoid being frightened.
- On your turn, when you score a critical hit with a melee attack or reduce a creature to 0 hit points with it, you can use your bonus action to shout a battle cry. When you do so, you gain temporary hit points equal to  $1d4 +$  your Charisma modifier for 1 minute, and all enemy creatures within 10 feet of you must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, they are frightened of you until the end of your next turn.

- When a friendly creature within 5 feet of you is hit with an attack, that targets only that creature, and is reduced to 0 hit points, you can use your reaction to throw yourself between your ally and that deadly attack, taking all damage and harmful effects of that attack instead of your ally.

## MILITARY TRAINING

You have gone through hard physical and combat training with the military forces, to gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You have advantage on Constitution saving throws that you make to avoid exhaustion.
- You gain proficiency with two weapons of your choice. The weapons must be simple or martial.

## NATURALLY HEALTHY

You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have advantage on Constitution saving throws that you make against poison and disease.

## SURE-FOOTED

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 Dexterity 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

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 that you make to avoid exhaustion, when drinking only half much water than 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.

## TRAINED REFLEXES

*Prerequisite: Dexterity 13 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 good at dodging blows, would it be a teacher's stick or a bandit's sword. 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.
- You gain a +1 bonus to your AC against attacks that you can see.

You can't gain these benefits if you are blinded, deafened or incapacitated.

## WEAPON EXPERT

*Prerequisite: Strength or Dexterity 13 or higher*

You trained exceptionally hard to master the offensive and defensive techniques of a particular weapon.

When you gain this feat, choose one melee weapon with which you are proficient. You gain the following benefits:

- You have a +1 bonus to attack and damage rolls with the chosen weapon.
- When you make an attack roll using this weapon and roll a 1, you can reroll the die and must use the new roll.
- When you are wielding this weapon and another creature hits you with a melee attack, you can use your reaction to add half your proficiency bonus (rounded up) to your AC for that attack, potentially causing it to miss you.

You can select this feat multiple times. Each time you do so, you must choose a different melee weapon.