

# Handbook of Feats





# FEATS IN THE MANY ISLES



There are many official 5e feats, and homebrew materials are full of them. So which feats to allow at the 5eS table? How to balance it with certain 5eS elements? The answer is this handbook. It discusses all present official feats, and adds multiple interesting homebrew ones.

As always in 5eS, basic 5e stuff applies where it isn't overridden by 5eS rules. This means that any feats found in the Player's Handbook that aren't mentioned here are, by default, legal 5eS material. Here, we discuss only those that are banned or changed due to our special rules.

And, of course, your own homebrewing isn't discouraged. Do whatever you want!

## 5E FEATS

Here's a [link](#) to the list of feats accepted at the 5eS table. If a feat is missing, that's probably because it's banned!

You might have your own great ideas for homebrew feats. Maybe you feel like they should be included in 5eS official feats, too! In that case, feel free to contact us via the Many Isles website or at [godsofmanyisles@gmail.com](mailto:godsofmanyisles@gmail.com).

## 5ES FEATS

Here are all official 5eS feats. Enjoy!

### ACTOR

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You have advantage on Deception and Performance checks when trying to pass yourself as a different person.
- You can mimic the speech of another person or the sound of other creatures. You must be familiar with the sound. An Insight check contested by your Deception check allows another creature to discern the sound is faked, if it is also familiar with that source sound.

### BLOODLUST

You have become extremely ravenous, and physical damage only increases your rage.

- Increase your Strength or Constitution score by 1, to a maximum of 22.
- Whenever you have less than half your HP maximum remaining, your melee attacks deal an extra 1d4 damage of the weapon's type.
- Whenever you have less than a quarter of your HP maximum remaining, you deal 1d8 instead of 1d4 extra damage.

### BOW MASTERY

*Prerequisite: Dexterity 13 or higher.*

You have spent more hours mastering archery than some have spent walking. You gain the following benefits:

- Increase your Dexterity score by 1.
- If you are using the optional rule, increase your Archery by 2.

- You can use your bonus action to fully draw your bow. Doing so increases the damage of your bow attacks by your proficiency bonus for until the start of your next turn.
- You can fire your bow even faster by holding several arrows at once in one hand and chaining the draws. By spending your bonus action when you take an Attack action, you can make one additional attack with your bow.
- You can fire your arrows even further than normal with excellent accuracy. Double the short range of bow attacks. This does not increase the long range of bows.

### CEREMONIAL CASTER

*Prerequisite: Intelligence or Wisdom 13 or higher*

You have learned a number of spells you can cast as ceremonies. These spells are written in a ceremonial book, which you must have on hand when casting one of them.

When you gain this feat, choose one of the following classes: bard, cleric, druid, sorcerer, warlock, witch, or wizard. You acquire a ritual book holding two 1st level spells with the ceremony tag, which must be on the list of the chosen class. Your casting ability for these rituals are the same as the chosen class (Wisdom for cleric, druid, sorcerer, or witch; Intelligence for bard, warlock, or wizard).

If you come across a spell in written form, such as a magical scroll or a wizard's spellbook, you might be able to add it to your ceremonial book. The spell must be on the spell list for the class you chose, the spell's level must not be higher than half your level (rounded up), and it must have the ritual tag. The process of copying the spell into your ritual books takes 2 hours per level of the spells, and costs 50 gp per level of the spell. This cost represents material components spent on practicing the spell, as well as the fine inks you must use to record it.

### CONTORTIONIST

*Prerequisite: Dexterity 13 or higher*

You've developed an unimaginable level of flexibility and can contort your muscles disturbingly. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20
- You can gain an extra 5ft of reach when using weapons without the reach or two-handed property.
- As an action, you can make yourself one size smaller than your current size. You can only use an action or a bonus action while small.

### DUNGEON DELVER

Alert to hidden traps and secret doors found in many dungeons, you gain the following benefits:

- You have proficiency in the Perception and Investigation skills.
- You have advantage on saving throws made to avoid or resist traps.
- You can search for traps while traveling at a normal pace, instead of only at a slow pace.



## FIREARM MASTER

You gain proficiency in a type of simple firearms of your choice.

## FISTCUFFS

You become a master at brawling. You gain the following benefits:

- Increase your Strength or Dexterity score by 1
- Each of your fists gain the *light* and *finesse* traits
- your base damage die with your fists is 1d4
- when dual-wielding your fists, you may add your ability modifier to the second roll as well

## FLASH CASTER

*Prerequisite: ability to cast at least one spell*

Whenever you finish a long rest, choose one cantrip you know that has a casting time of 1 action. You may cast it as a bonus action a number of times equal to a quarter of your level.

## FORAGER

*Prerequisite: Proficiency in Nature or Survival*

You have become adept at finding food and water in the wilderness. You gain the following benefits:

- You have advantage on Survival checks made to **gather food and water, or materials to build shelter**.
- When determining how much food and water you gather, your base die is a d8 instead of a d6.

## GIANTSAYER

*Prerequisite: Small size or a Dexterity score of 13 or higher*

You have become proficient at eluding larger creatures' dangerous embrace.

- You have advantage on rolls made to escape the grapple of a Large or larger creature.
- When you are hit by an attack that automatically grapples you, you can make a Dexterity saving throw against half the damage taken (minimum of 10): on a success, you are not grappled.
- When you hit a creature with a weapon attack, you deal an additional 1d6 damage of the weapon's type.
- When a Large or larger creature within melee range of you misses you with an attack, you can use your reaction to make a melee attack against it.

## HEALER'S KNOWLEDGE

*Prerequisite: Spellcaster*

You gain a grand insight into physiology. You learn one Hygieia spell of your choice, and may add it to your spellcaster's spell list.

## HEAVY ARMS MASTER

*Prerequisite: Proficiency with simple firearms*

You gain proficiency with advanced firearms.

## HERBALIST

You learn the most advanced ways of herbalism, becoming a true master at manipulating plants.

- Increase your Wisdom score by 1, to a maximum of 20
- You gain proficiency in the Herbalist's Kit. If you already have proficiency, you instead gain expertise.

- The time required for you to make products based on herbs is halved, if applicable.
- Spending two hours, you can produce a salve with a number of doses equal to your proficiency bonus. The salve goes bad after two days. Whenever you apply the salve to the wounds of a living creature, it regains 1d4+your Wisdom modifier HP at the end of its next short rest. A single creature cannot be affected by more than two doses at once.

## MAGIC INITIATE

Choose a class: bard, cleric, druid, sorcerer, warlock, witch, or wizard. You learn two cantrips of your choice of that class's spell list.

In addition, choose one 1st level spell from that same list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.

Your spellcasting ability for these spells depends on the class you chose: Wisdom for cleric, druid, sorcerer, or witch; Intelligence for bard, warlock, or wizard.

## MARTIAL STANCE

*Prerequisite: Proficiency with martial weapons, a Dexterity score of 13 or more*

You are able to take in stances, so as to better battle your enemies.

As an action, you can enter one of the stances below. As a bonus action, you can change stances. Whilst in a stance, you need to keep Concentration on it: if you lose Concentration, you lose the stance, and need to take it in again.

- Aggressive stance. You gain a +1 bonus to hAttack and damage rolls, but reduce your dAC by 2.
- Powerful stance. You gain a +1 bonus to dAttack and damage rolls.
- Defensive stance. You gain a +2 bonus to dAC and saving throws whilst holding a weapon with the d feature
- Nimble stance. Increase your movement speed by 5, and all creatures have disadvantage on opportunity attacks against you.

## MASTER CRAFTER

You have become quite fast at crafting items.

- When you're crafting a nonmagical item, the time you need to craft it is halved
- You have advantage when making an Ability check focused on crafting nonmagical objects

## MINOR STUDIES

*Prerequisite: 8th level Wizard*

You study into another **school** of magic. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 22.
- You may add one cantrip of the chosen school to your spell list, without counting against your cantrips known.
- You learn one additional spell from the school you chose for which you have slots, which you may add to your spell list.



## POLEARM MASTER

You can keep your enemies at bay with polearms. You gain the following benefits:

- When you take the Attack action and use any weapon with the reach property, you can use a bonus action to make a single melee attack with that weapon. You don't add your ability modifier to the damage.
- While you are wielding a weapon with reach, other creatures provoke opportunity attacks when they enter your reach.

## PRECISE SHOT

You can ignore hAC with ranged weapons if there are clear openings in your target's armor.

## QUICKSHOT

You gain a +4 bonus to your d attack rolls with ranged weapons.

## SILLALAULEE'S FAVOR

*Prerequisite:* Acolyte of [Sillalaulee](#)

You gain a godly gift of your beloved deity. This manifests in the form of a black bit of incredibly smooth cloth.

You can tie this to any melee weapon in your position that weighs less than 20 lbs. While tied to the weapon, it seems as if it weighs 1 pound in your hands. The weapon has the Finesse property when you are wielding it.

## SLIPPERY DASH

*Prerequisite:* Dexterity of 14 or higher

You become especially able at slipping between enemy lines. You gain the following benefits:

- Your Dexterity score increases by 1.
- Whenever you move as a dash, you can traverse the space of any creature one size larger than you without provoking opportunity attacks.

## SURVIVALIST

*Prerequisite:* Proficiency in the Survival skill

You know how to survive in the [wilderness](#), even in harsh conditions.

- You gain expertise in Survival
- You have advantage on saving throws you make to resist extreme temperatures
- You find twice as many resources and take half as long when building shelter
- You ignore the effects of low comfort

## SWIFT DEFENSE

If you aren't wearing armor that has an a reduction, you can increase your dAC by 4.

## SWORD MASTER

You master the all blades. You gain the following benefits:

Increase your Strength or Dexterity score by 1, to a maximum of 22.

While wielding a sword, you can assume a parrying stance as a bonus action. Doing so grants a +2 bonus to your dAC until the start of your next turn or until you're not holding the weapon. If a melee attack misses you while you are holding this stance, you can use a reaction to make one attack against the attacker.

## UNNATURAL ADEPT

*Prerequisite:* ability to cast at least one spell

When you choose this feat, choose one of these damage types: poison, fire, radiant or necrotic. From now on, you ignore a creature's resistance to the chosen damage type against your spells.

## WHIP MASTER

*Prerequisite:* Proficiency with the whip

The whip is an unconventional weapon, but you have learned to utilize its unique properties to your advantage. You gain the following benefits:

- You gain a +1 to dAttack rolls made with whips
- The whip's damage die when you use it is a d6

Furthermore, as a bonus action when you hit a creature with a whip attack, you can make a Dexterity (Sleight of Hand) contest with advantage against your target's save. If you win, you can cause one of the following:

- You knock the creature prone (Strength save)
- You disarm the creature (Constitution save)

## THE MANY ISLES THANK YOU!!

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*Made with the Homebrewery*

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