

D&D 5 Feats

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ACTOR

Description not available (not OGL).

But here is a summary:

+1 in Cha., advantage on Deception and Performance checks, mimic the speech of a person or the sounds made by a creature.

ALERT

Always on the lookout for danger, you gain the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

ARTIFICER INITIATE

Description not available (not OGL).

But here is a summary:

You learn one cantrip and one 1st-level artificer spell (cast without slot), proficiency with one type of artisan's tools.

ATHLETE

Description not available (not OGL).

But here is a summary:

+1 in Str. or Dex., you stand up and climb more quickly, and you can jump with only a 5-ft run.

BOUNTIFUL LUCK

Prerequisite: Halfling

Description not available (not OGL).

But here is a summary:

You can let an ally within 30 ft of you to reroll a 1 on a d20.

CHARGER

Description not available (not OGL).

But here is a summary:

As part of the Dash action you can make a melee attack with a +5 bonus if you move at least 10 ft before.

CHEF

Description not available (not OGL).

But here is a summary:

+1 in Con. or Wis., proficiency with cook's utensils and cook special food to regain hp.

CROSSBOW EXPERT

Description not available (not OGL).

But here is a summary:

You ignore the loading property of crossbows and don't have disadvantage for being in contact with a creature when you shoot.

CRUSHER

You are practiced in the art of crushing your enemies, granting you the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- Once per turn, when you hit a creature with an attack that deals bludgeoning damage, you can move it 5 feet to an unoccupied space, provided the target is no more than one size larger than you.
- When you score a critical hit that deals bludgeoning damage to a creature, attack rolls against that creature are made with advantage until the start of your next turn.

DEFENSIVE DUELIST

Prerequisite: Dexterity 13 or higher

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

DRAGON FEAR

Prerequisite: Dragonborn

Description not available (not OGL).

But here is a summary:

+1 in Str., Con., or Cha. and your Breath Weapon can frighten instead of inflicting damages.

DRAGON HIDE

Prerequisite: Dragonborn

Description not available (not OGL).

But here is a summary:

+1 in Str., Con., or Cha., your AC becomes 13+Dex. modifier and your retractable claws deal 1d4+Str. modifier slashing damage.

DROW HIGH MAGIC

Prerequisite: Elf (drow)

Description not available (not OGL).

But here is a summary:

You can cast the *detect magic* spell (at will) and the *levitate* and *dispel magic* spells (1/long rest).

DUAL WIELDER

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

DUNGEON DELVER

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

- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- Traveling at a fast pace doesn't impose the normal -5 penalty on your passive Wisdom (Perception) score.

DURABLE

Hardy and resilient, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).

DWARF FORTITUDE

Prerequisite: Dwarf

Description not available (not OGL).

But here is a summary:

+1 in Con., and you can spend one Hit Die to heal yourself taking the Dodge action.

ELDRITCH ADEPT

Prerequisite: Spellcasting or Pact Magic feature

Studying occult lore, you have unlocked eldritch power within yourself: you learn one Eldritch Invocation option of your choice from the warlock class. If the invocation has a prerequisite of any kind, you can choose that invocation only if you're a warlock who meets the prerequisite.

Whenever you gain a level, you can replace the invocation with another one from the warlock class.

ELEMENTAL ADEPT

Prerequisite: The ability to cast at least one spell

When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder.

Spells you cast ignore resistance to damage of the chosen type. In addition, when you roll damage for a spell you cast that deals damage of that type, you can treat any 1 on a damage die as a 2.

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

ELVEN ACCURACY

Prerequisite: Elf or half-elf

The accuracy of elves is legendary, especially that of elf archers and spellcasters. You have uncanny aim with attacks that rely on precision rather than brute force. You gain the following benefits:

- Increase your Dexterity, Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- Whenever you have advantage on an attack roll using Dexterity, Intelligence, Wisdom, or Charisma, you can reroll one of the dice once.

EMBER OF THE FIRE GIANT

Prerequisite: 4th Level, Strike of the Giants (Fire Strike) feat

Description not available (not OGL).

But here is a summary:

+1 in Str., Con., or Wis.; resistance to fire damage; 1d8+PB fire damage + blinded (15-ft-radius; PB/day).

FADE AWAY

Prerequisite: Gnome

Description not available (not OGL).

But here is a summary:

+1 in Dex. or Int., and you can use your reaction to become invisible if you take damage.

FEY TELEPORTATION

Prerequisite: Elf (high)

Description not available (not OGL).

But here is a summary:

+1 in Int. or Cha., you speak Sylvan, and you can cast the *misty step* spell (1/short rest).

FEY TOUCHED

Your exposure to the Feywild's magic has changed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *misty step* spell and one 1st-level spell of your choice. The 1st-level spell must be from the divination or enchantment school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

FIGHTING INITIATE

Prerequisite: Proficiency with a martial weapon

Your martial training has helped you develop a particular style of fighting. As a result, you learn one Fighting Style option of your choice from the fighter class. If you already have a style, the one you choose must be different.

Whenever you reach a level that grants the Ability Score Improvement feature, you can replace this feat's fighting style with another one from the fighter class that you don't have.

FLAMES OF PHLEGETHOS

Prerequisite: Tiefling

Description not available (not OGL).

But here is a summary:

+1 in Int. or Cha., reroll any 1 on fire spell damage, and cause flames to wreath you if you cast a fire spell.

FURY OF THE FROST GIANT

Prerequisite: 4th Level, Strike of the Giants (Frost Strike) feat

Description not available (not OGL).

But here is a summary:

+1 in Str., Con., or Wis.; resistance to cold damage; 1d8+PB cold damage + speed reduced to 0 (PB/day).

GIFT OF THE CHROMATIC DRAGON

Description not available (not OGL).

But here is a summary:

Extra 1d4 acid, cold, fire, lightning, or poison damage for 1 min (bonus action). Resistance to 1 of these damages (reaction).

GIFT OF THE GEM DRAGON

Description not available (not OGL).

But here is a summary:

+1 in Int., Wis., or Cha., Strength saving throw or 2d8 force damage and pushed away 10 ft in reaction to an attack (PB/day).

GIFT OF THE METALLIC DRAGON

Description not available (not OGL).

But here is a summary:

You can cast *cure wounds* (1/long rest). As a reaction to an attack, can manifest wings to get +PB to your AC (PB/day).

GRAPPLER

Prerequisite: Strength 13 or higher

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

GREAT WEAPON MASTER

Description not available (not OGL).
But here is a summary:

Extra attack after a melee critical hit and you can choose to take -5 to attack roll to add +10 to damage with an heavy weapon.

GUILE OF THE CLOUD GIANT

Prerequisite: 4th Level, Strike of the Giants (Cloud Strike) feat

Description not available (not OGL).
But here is a summary:

+1 in Str., Con., or Wis. ; resistance to attack's damage ; teleport within 30 ft (PB/day).

GUNNER

Description not available (not OGL).
But here is a summary:

+1 in Dex., proficiency with firearms, ignore loading property of firearms and no disadvantage to attacks within 5 ft.

HEALER

Description not available (not OGL).
But here is a summary:

You can stabilize a creature and restore it to 1 hp, or restore [1d6+4+its number of Hit Dice] hp to it.

HEAVILY ARMORED

Prerequisite: Proficiency with medium armor

Description not available (not OGL).
But here is a summary:

+1 in Str. and you gain proficiency with heavy armor.

HEAVY ARMOR MASTER

Prerequisite: Proficiency with heavy armor

Description not available (not OGL).
But here is a summary:

+1 in Str. and bludgeoning, piercing, and slashing damage are reduced by 3 if you are wearing an heavy armor.

INFERNAL CONSTITUTION

Prerequisite: Tiefling

Description not available (not OGL).
But here is a summary:

+1 in Con., resistance to cold and poison damage, and you have advantage on saving throws against being poisoned.

INSPIRING LEADER

Prerequisite: Charisma 13 or higher

Description not available (not OGL).
But here is a summary:

Up to 6 creatures within 30 ft of you can gain temporary hp equal to your level + your Cha. modifier.

KEEN MIND

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
 - You always know which way is north.
 - You always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.

KEENNESS OF THE STONE GIANT

Prerequisite: 4th Level, Strike of the Giants (Stone Strike) feat

Description not available (not OGL).
But here is a summary:

+1 in Str., Con., or Wis. ; darkvision 60 ft ; 1d10 force damage with a range of 60 ft + prone (PB/day).

LIGHTLY ARMORED

Description not available (not OGL).
But here is a summary:

+1 in Str. or Dex. and you gain profocency with light armor.

LINGUIST

Description not available (not OGL).
But here is a summary:

+1 in Int., you learn three languages, and you can ably create ciphers.

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 can choose to spend one of your luck points after you roll the die, but before the outcome is determined. 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 then 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 finish a long rest.

MAGE SLAYER

Description not available (not OGL).
But here is a summary:

You can use a reaction to make a melee attack against a spellcaster and advantage on saving throws against spell within 5 ft.

MAGIC INITIATE

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

In addition, choose one 1st-level spell to learn from that same list. Using this feat, you can cast the spell once at its lowest level, and you must finish a long rest before you can cast it in this way again.

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

MARTIAL ADEPT

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits:

- You learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

MEDIUM ARMOR MASTER

Prerequisite: Proficiency with medium armor

Description not available (not OGL).
But here is a summary:

No disadvantage to Stealth checks wearing medium armor and Dexterity bonus max to +3 instead of +2.

METAMAGIC ADEPT*Prerequisite: Spellcasting or Pact Magic feature*

Description not available (not OGL).
But here is a summary:

You learn two metamagic options and gain 2 sorcery points.

MOBILE

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- 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 you hit or not.

MODERATELY ARMORED*Prerequisite: Proficiency with light armor*

Description not available (not OGL).
But here is a summary:

+1 in Str. or Dex. and you gain proficiency with medium armor and shields.

MOUNTED COMBATANT

Description not available (not OGL).
But here is a summary:

Advantage on melee attacks against unmounted creature and force an attack to target you instead of your mount.

OBSERVANT

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

ORCISH FURY*Prerequisite: Half-orc*

Description not available (not OGL).
But here is a summary:

+1 in Str. or Con., add one of the weapon's damage dice, and use a reaction to attack after using Relentless Endurance.

PIERCER

Description not available (not OGL).
But here is a summary:

+1 in Str. or Dex., reroll one damage dice when you hit (piercing) and one additional damage dice in case of critical hit.

POISONER

Description not available (not OGL).
But here is a summary:

Proficiency with poisoner's kit, apply as a bonus action and your attacks ignore resistance to poison damage.

POLEARM MASTER

Description not available (not OGL).
But here is a summary:

You can make an extra attack with a polearm weapon, and make an opportunity attack if a creature enter your reach.

PRODIGY*Prerequisite: Half-elf, half-orc, or human*

Description not available (not OGL).
But here is a summary:

You gain proficiency with one skill, one tool or one language, and you gain expertise with one skill.

RESILIENT

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

RITUAL CASTER*Prerequisite: Intelligence or Wisdom 13 or higher*

Description not available (not OGL).
But here is a summary:

You have a ritual book with two 1-st level ritual spells from one class and you can later on add other ritual spells you found.

RUNE SHAPER*Prerequisite: Spellcasting feature or Rune Carver background*

Description not available (not OGL).
But here is a summary:

You learn *comprehend languages* and 1/2 PB 1st-level spells (cast with rune or spell slot).

SAVAGE ATTACKER

Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

SECOND CHANCE*Prerequisite: Halfling*

Description not available (not OGL).
But here is a summary:

+1 in Dex., Con., or Cha., and you can force a creature to reroll its attack roll if it hits you.

SENTINEL

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits.

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

SHADOW TOUCHED

Your exposure to the Shadowfell's magic has changed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *invisibility* spell and one 1st-level spell of your choice. The 1st-level spell must be from the illusion or necromancy school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

SHARPSHOOTER

Description not available (not OGL).
But here is a summary:

Your ranged attacks ignore some cover, no disadvantage at long range, and possibility to take -5 to hit for +10 on ranged damage.

SHIELD MASTER*Description not available (not OGL).**But here is a summary:*

Attack also allows to shove, shield bonus to Dex. saving throws against spells, and no 1/2 damage on successful saving throw.

SKILL EXPERT

You have honed your proficiency with particular skills, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in one skill of your choice.
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

SKILLED*Description not available (not OGL).**But here is a summary:*

You gain proficiency with three skills or tools.

SKULKER*Prerequisite: Dexterity 13 or higher**Description not available (not OGL).**But here is a summary:*

Ranged weapon attack doesn't reveal your position and possibility to hide in a lightly obscured area.

SLASHER

You've learned where to cut to have the greatest results, granting you the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- Once per turn when you hit a creature with an attack that deals slashing damage, you can reduce the speed of the target by 10 feet until the start of your next turn.
- When you score a critical hit that deals slashing damage to a creature, you grievously wound it. Until the start of your next turn, the target has disadvantage on all attack rolls.

SOUL OF THE STORM GIANT*Prerequisite: 4th Level, Strike of the Giants (Storm Strike) feat**Description not available (not OGL).**But here is a summary:*

+1 in Str., Con., or Wis.; resistance to lightning and thunder damage ; disadvantage vs you ; 1/2 speed (PB/day).

SPELL SNIPER*Prerequisite: The ability to cast at least one spell**Description not available (not OGL).**But here is a summary:*

Offensive spell's range doubled, these spells ignore some cover, and you learn one offensive cantrip.

SQUAT NIMBLNESS*Prerequisite: Dwarf or a Small race**Description not available (not OGL).**But here is a summary:*

+1 in Str. or Dex., your speed increases by 5 ft, and proficiency and advantage to escape with Acrobatics or Athletics checks.

STRIKE OF THE GIANTS*Prerequisite: Proficiency with a martial weapon or Giant Foundling background**Description not available (not OGL).**But here is a summary:*

Extra damage and additional effect when hit with a weapon attack, according to the giant type chosen (PB/day).

TAVERN BRAWLER

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You are proficient with improvised weapons and unarmed strikes.
- Your unarmed strike uses a d4 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

TELEKINETIC*Description not available (not OGL).**But here is a summary:*

+1 in Int., Wis., or Cha., you learn *mage hand* and you can try to telekinetically shove one creature (5 ft).

TELEPATHIC*Description not available (not OGL).**But here is a summary:*

+1 in Int., Wis., or Cha., you can cast *detect thoughts* and you can speak telepathically to any creature within 60 ft.

TOUGH

Your hit point maximum increases by an amount equal to twice your level when you gain this feat.

Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

VIGOR OF THE HILL GIANT*Prerequisite: 4th Level, Strike of the Giants (Hill Strike) feat**Description not available (not OGL).**But here is a summary:*

+1 in Str., Con., or Wis. ; resistance to be prone ; Hit Dice to regain additional hit points equals to your Con. modifier + PB.

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

You have practiced casting spells in the midst of combat, learning techniques that grant you 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 can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

WEAPON MASTER

Description not available (not OGL).
But here is a summary:

+1 in Str. or Dex. and you gain proficiency with four weapons.

WOOD ELF MAGIC

Prerequisite: Elf (wood)

Description not available (not OGL).
But here is a summary:

You learn one druid cantrip and can cast the *longstrider* and *pass without trace* spells (1/long rest).