

Chapter 4: Feat Options

This section lists additional options that are added to the list of choices players have access to when they are granted a feat.

Agile Striker

If you are playing with the revised 2024 rules, this is a general feat and gives you a +1 to Dexterity when you gain the feat. You may also waive the “melee” component of the attack, using this feat on ranged attacks as well.

Prerequisites: Dexterity 13+

Once per turn, when you make a melee attack that allows you to use your Dexterity for the attack roll, you can take a -4 to the attack roll to make an additional attack; this additional attack also has a -4 to the attack roll. This additional attack cannot be used as part of the casting of spells such as Green-Flame Blade. *Note: You do not have to use dexterity for the attack roll; you simply must have the option to do so.*

When you score a Critical Hit or reduce a creature to 0 Hit Points with a Dexterity-compatible attack (as mentioned above), your movement speeds increase by 10 feet and you can move without provoking an Opportunity Attack until the start of your next turn.

Note: This feat was designed for the 2014 ruleset as a counterpart to the Sharpshooter and Great Weapon Master feats, giving characters who opted to not use those weapons a feat that can improve their damage; the main design goal was to create a feat to allow Monks to pick up a damage boost, since they almost never had any options for that and lagged behind in their damage under the 2014 rules.

Blood Rite Adept

If you are playing with the revised 2024 rules, this is a general feat and gives you a +1 to either Constitution or Intelligence when you gain the feat.

Prerequisite: Intelligence 13+

You gain a Blood Rite from the Blood Mage class; you must meet the prerequisites for any blood rite gained from this feat, including Blood Mage levels. If you are not a Blood Mage, you can only access level 0 Rites for which you meet the prerequisites.

Chemist

If you are playing with the revised 2024 rules, this is a general feat.

You have studied the interactions between different compounds and reagents. Your Intelligence score increases by 1, and you gain proficiency with herbalism kits and alchemist’s supplies. When you finish a long rest, you can fill a number of empty flasks equal to your proficiency bonus with common potions.

When you create your potions, you can expend additional potions to increase the rarity. Consuming two additional potions allows you to create an uncommon potion, three for rare, four for very rare, and five for legendary; for instance, creating an uncommon *Potion of Animal Friendship* would require three potions—one for the potion, and consuming two additional ones to make it uncommon. Any potions of an Artifact level cannot be recreated with this feat. These potions are temporary concoctions and only last until the end of your next long rest.

Additionally, when you craft a potion that includes a DC, you can replace the DC; the new DC is equal to 8 + your Intelligence modifier + your proficiency bonus.

Special: If you have expertise with either alchemist's supplies or herbalism kits, you can use that expertise to increase the number of potions you can prepare. You cannot exceed your proficiency bonus on any one potion; for instance, if your PB is +3, you can only create an uncommon potion, since rare would require four potions total. However, since your expertise grants you 6 common potions, you could prepare 2 uncommon potions, or 1 uncommon and 3 common.

Combat Specialist

If you are playing with the revised 2024 rules, this is a general feat and gives you a +1 to any ability score when you gain the feat.

You gain a combat specialization from the Magnus class. If your choice mentions a DC, you can use a DC based on your choice of Strength or Dexterity; if you have a spellcasting or Augmentation (Magnus) DC, you may choose to use that instead.

When you reach a level that gives you an Ability Score Increase, you can replace your specialization with a different one.

Special: You can take this feat more than once, choosing a different specialization each time.

Impulsive

If you are playing with the revised 2024 rules, this is a general feat and gives you a +1 to either Dexterity or Wisdom when you gain the feat.

You have an instinct for dangerous situations, allowing you to preemptively act. When you roll Initiative, you can use a bonus action as a free action. The bonus action you take cannot expend a spell slot or involve making an attack roll against another creature, but it can be any other bonus action which you have access to.

Infusion Adept

If you are playing with the revised 2024 rules, this is a general feat and gives you a +1 to Intelligence when you gain the feat.

Prerequisite: Intelligence 13+

You learn an infusion of your choice from the Artificer class. If it has a prerequisite, you must be an Artificer who meets that prerequisite to select it. When you finish a long rest, you can use this infusion on a nonmagical item of the appropriate type, following the standard rules for Artificer Infusions, as listed in the Artificer class. If you already have infusions from another source, this does not count towards your limit for those; this feat can only be used for the infusion gained as part of it, not for one you already have knowledge of. For example, if you are an Artificer who already knows the Repeating Shot infusion prior to gaining this feat, you cannot use this feat to activate that infusion.

Each time you level up, you can choose to replace your known Infusion with a different one for which you qualify.

Limit Breaker

If you are playing with the revised 2024 rules, this is a general feat and gives you a +1 to either Strength, Dexterity or Constitution when you gain the feat.

When you make a melee weapon or unarmed strike, you can empower your strikes by pushing your body beyond its limits. You take damage equal to a roll of your hit dice; this hit die is not expended. In return, you can increase the damage of your attack (if it hits) by that hit die plus your Constitution modifier. You must decide whether to use this ability prior to rolling to hit.

Monk Initiate

If you are playing with the revised 2024 rules, this is a general feat and gives you a +1 to either Strength, Dexterity, or Wisdom when you gain the feat. When this feature refers to ki points, replace those with Focus Points.

You have received some rudimentary training from a Monk or have otherwise practiced mimicking their martial arts. You gain a number of ki points equal to your proficiency bonus, and your maximum number of ki points increases by your proficiency bonus. You regain all expended ki points on a short or long rest.

You can expend a ki point to make a single unarmed strike or weapon attack as a bonus action on your turn in combat.

Shield Warrior

If you are playing with the revised 2024 rules, this is a general feat; shields used as a weapon have the Topple weapon mastery.

You have trained extensively to wield shields for offensive means. Your Strength score increases by 1, and you gain proficiency with shields. When you wield a shield, it is considered a simple weapon for you, but it uses your shield proficiency to determine your attack rolls; it deals 1d4 bludgeoning damage on a hit. It has no weapon properties, unless you have a feature that says otherwise. A magic shield grants its magic bonus to its attack rolls as well as its AC.

If you are a Monk, your training with a shield allows you to bypass restrictions within the class that prohibit you from wearing a shield, although it cannot stack with magic items that require you to be unarmored or not wielding a shield.

Swift Operator

If you are playing with the revised 2024 rules, this is a general feat and gives you a +1 to any ability score when you gain the feat.

You have trained to act more quickly during high-stakes situations. When you are in combat, you can choose to take the following actions as a bonus action: Help, Dodge, Brace, Discern, Menace, Distract, Intuit, and Restore (if you can use Restore as an action).

This feat uses the miscellaneous options from chapter 7, Additional Combat Actions and Restore. If these are not being used at your table, this feat may be unavailable, or it may not feel as strong as it otherwise would have and would require some adjustments to feel good for players.