



# INANIMIS' EVERY FEAT REVISED

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Every feat on the Player's Handbook is revised  
in this guide to allow for more character options



# EVERY FEAT REVISED



While the Feats of 5th Edition's D&D are well established, they could use some polishing. In this homebrew, I rebalanced every feat that you can find in Player's Handbook.

If you want to check more of me, you can do so by clicking [here](#) or on any *Inanimis* logo. I have also revised every single race on the Player's Handbook. You can find *Inanimis' Revised D&D Races* by clicking [here](#).

Some feats are core for a few classes. But some are pretty useless. In this part, I will rebalance every single feat that can be found in 5th Edition's Player's Handbook (page 165).

## ALERT

You are always aware of your surroundings and can choose the perfect time to strike.

- You can add +5 to your *Initiative* roll, or subtract -5 from your *Initiative* roll. You can decide after rolling *Initiative*.
- If you are *Surprised* (PhB page 189), roll a *Perception* check. If your *Perception* check is higher than the enemy's *Stealth* check, you are not *Surprised*. You can then use your *Reaction* to inform your allies that you are being attacked. If your allies can hear you, they are not *Surprised*.

## ATHLETE

You are in shape and always ready to move.

- Increase your *Strength* score by 1, to a maximum of 20.
- When you are knocked *prone* you can use your *Reaction* to stand up immediately.
- You can travel up to 16 hours per day before risking a level of *Exhaustion*.
- You can swim and climb at normal speed.

## ACTOR

You have mastered imitation and deception.

- Increase your *Charisma* score by 1, to a maximum of 20.
- When trying to pass yourself off as a different person, you can use *Performance* instead of *Deception*.
- You gain *proficiency* in *Performance*.
- Every round that you listen to a person talking a language that you know, you can roll a *Performance* check (DC 20) to learn to imitate their voice. For every round that you are listening to the person's voice, reduce the DC by 5 (minimum 5).

## CHARGER

You are talented in... charging against an enemy.

- When moving towards an enemy in a straight line for more than 5 feet, you can make a *Charge Attack*.

**Charge Attack:** You can use your *Athletics* skill for your *Attack* roll. If you land your attack, you deal an extra weapon damage die and your target has to roll a *Strength* Saving Throw (DC your Attack Roll). On a failure, they are knocked prone or pushed 10 feet away (your choice).

## CROSSBOW EXPERT

You are a master at using weapons with the *Reload* property.

- You ignore the *Reload* property of a weapon in which you are *Proficient* with.
- If you are within 5 feet of a creature when trying to hit it with a ranged attack, roll a *Sleight of Hand* check (DC equals the target's AC). On a success you roll without disadvantage.

## DEFENSIVE DUELIST

You are extremely dangerous when wielding a finesse weapon you are proficient with.

- When you are attacked by a creature, you can use your *Reaction* to impose *Disadvantage* on the attack. If both attack rolls would miss you, you can make one *Attack* against them.

## DUAL WIELDER

The best attack is more attack. When fighting with two melee weapons, you gain the following benefits.

- You add your *Proficiency* bonus to your damage rolls.
- 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.
- When you get an *Attack of Opportunity* you can strike with both weapons.

## DUNGEON DELVER

Dungeons are your second home. Nothing can take you by surprise while exploring one.

- You have advantage to *Survival*, *Perception* and *Investigation* checks within a dungeon while trying to determine the location of enemies, traps and hidden doors.
- You can perfectly recall the path you have taken unless the path changes for some reason.
- You have advantage to any physical *Saving Throws* (*Strength*, *Dexterity* and *Constitution*) while in a dungeon.
- If you succeed on your *Saving Throw* against a trap, you take no damage.

## DURABLE

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You are made of harder stuff than most people.

- Choose one of the following types of damage: *Piercing*, *Slashing*, *Bludgeoning*. You are *Resistant* to it. You can take this feat more than once.
- You have advantage on *Constitution Saving Throws*.
- When you roll a Hit Die, reroll if you get less than half of the maximum possible result.

## ELEMENTAL ADEPT

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

- Choose one of the following types of damage: *acid*, *cold*, *fire*, *lightning*, or *thunder*. You gain advantage on your ranged spell attacks when casting spells of the chosen type.
- You re-roll any 1s in your damage rolls when casting spells of the chosen type. You have to use the new roll.

## GRAPPLER

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*Prerequisite: Strength 13 or higher*

You have mastered the art of grappling creatures and pinning them to submission.

- You and your allies have advantage on attack rolls against a creature you are grappling.
- You can grapple creatures that are one size larger than you.
- You can strangle a creature while grappling them. Roll an *Athletics* check against a grappled enemy versus their *Athletics* check. On a success, your enemy suffers a level of *Exhaustion*. You can repeat this roll.

## GREAT WEAPON MASTER

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You are extremely dangerous wielding a weapon that you are proficient with.

- On your turn, when you reduce a creature to 0 hit points, you can make one melee weapon attack as a bonus action.
- You can wield two-handed weapons into one hand.

## HEALER

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People can depend on you to treat their wounds, or save their lives.

- As an action, you can stabilize a creature by rolling a *Medicine* check (DC 10).
- As a bonus action, you can spend one use of a healer's kit to tend to a creature within 5 feet of you. You expend your hit dice to restore the creature's hit points. Within 1 bonus action you can use a number of hit dice equal to your *Proficiency* bonus.
- You gain proficiency in *Medicine*.

## HEAVILY ARMoured

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*Prerequisite: Proficiency with medium armour*

You can move freely while wearing heavy armour.

- You gain proficiency with heavy armour.
- You can don your heavy armour within 2 minutes and doff it within 1 minute.
- Increase your *Constitution* score by 1, to a maximum of 20.

## HEAVY ARMOUR MASTER

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*Prerequisite: Proficiency with heavy armour*

You are a beast while wearing heavy armour.

- While you are wearing heavy armour, reduce bludgeoning, piercing and slashing damage that you take from non-magical weapons by a number equal to your *Proficiency* bonus.
- Increase your *Constitution* score by 1, to a maximum of 20. If you have already chosen the feat *Heavily Armoured*, your *Constitution* score does not increase.

## INSPIRING LEADER

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*Prerequisite: Charisma 13 or higher*

Your word inspires everyone.

- You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, any friendly creature that can hear you and understand you gains hit points equal to your level + your *Charisma* modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.
- As a *bonus action*, you can use the *Help* action.

## KEEN MIND

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Your mind is as sharp as anything. Your memory recollection is incredible.

- Increase your *Intelligence* score by 1, to a maximum of 20.
- You can accurately recall anything you have seen or heard within the past month.
- You can read 100 pages within 10 minutes.
- You gain advantage to *Investigation* checks.

## LIGHTLY ARMoured

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You can move as quickly with a light armour as you can with a shirt.

- You gain proficiency with light armour.
- You can don your light armour within 2 actions and doff it within 1 action.
- Increase your *Dexterity* score by 1, to a maximum of 20.

## LINGUIST

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You are able to speak many languages and understand almost any written text.

- Increase your *Intelligence* score by 1, to a maximum of 20.
- You learn three languages of your choice (including Thieves' Cant and Druidic).
- If you encounter a text that you cannot read but are familiar with its script (for example Gnomish and Orcish have Dwarven Script), you can understand what the text is talking about without many details.
- If you encounter a spoken language that you do not know, you can tell what language it is (unless it's an unknown language).

## LUCKY

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You are incredibly lucky.

- You can choose to reroll 1 *saving throw*, 1 *attack* roll and 1 *skill* check per *Long Rest* before their outcome is determined. You can also spend these rerolls to impose disadvantage on enemies. You can impose disadvantage for 1 *saving throw*, 1 *attack* roll and 1 *skill* check before their outcomes is determined. Of course, this expends your rerolls.

## MAGE SLAYER

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You have trained to combat anything magical.

- You have advantage on saving throws against spells.
- When a creature within 5 feet of you casts a spell, you can use your *Reaction* to make a melee weapon attack against that creature. If your attack is successful, the caster must make a *Concentration* check. On a failure, their spell is lost.
- When you critical hit against a creature, they have to make a *Wisdom Saving Throw*. The DC equals 8 + your *Proficiency* bonus + your *Wisdom*. On a failure, they lose a spell slot. The spell slot's level is determined by your *Wisdom* Modifier (minimum 1). If your *Wisdom* Modifier exceeds their maximum level spell slot, they lose one of their highest level spell slot.
- You are proficient in *Arcana*.

## MAGIC INITIATE

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You have barely tapped into the arcane.

- Choose a class: bard, cleric, druid, sorcerer, warlock or wizard. You learn one cantrip of your choice from that class' spell list. In addition, choose one 1st level spell from the same list. Once you cast it, you must finish a *Short Rest* before you can cast it again. Your spellcasting ability for these spells depends on the class you choose.

## MARTIAL ADEPT

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You have extensively trained in close quarters combat.

- When an enemy misses against you with a melee weapon, you can use your *Reaction* to try and knock them prone, ending their turn prematurely. Make an *Athletics* check against your attacker's Armour Class. On a success, you deal *Unarmed* damage and knock your attack prone, ending their turn.

## MEDIUM ARMOUR MASTER

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You are used to wearing medium armour.

- Wearing medium armour does not impose disadvantage on your *Stealth* checks.
- While wearing *Medium* armour, your *Dexterity* restriction is removed.

## MOBILE

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You are an incredibly agile creature.

- Your speed increases by 10 feet.
- You have advantage on your *Acrobatics* checks.
- Difficult terrain does not slow you down.
- When you make a melee attack against a creature, if you provoke opportunity attacks from that creature, the attacks are made with *Disadvantage*, whether you hit or not.
- Enemies roll with *Disadvantage* when they try to grapple you.

## MODERATELY ARMoured

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*Prerequisite: Proficiency with light armour*

You have trained to carry a shield while wearing medium armour. When wearing a medium armour you gain the following benefits.

- Increase a *Saving Throw* that you are already proficient in by 2 (your ability score remains the same).
- You gain proficiency in medium armour.
- You gain proficiency with shields.

## MOUNTED COMBATANT

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Not many enemies are ready to face a foe mounted on a horse. You are that foe. While mounted you gain the following benefits.

- You have advantage to your melee attack rolls against creatures that are not mounted and the same size or smaller than your mount.
- You do not provoke attacks of opportunity while moving on your mount.
- If you are not wearing heavy armour, you can mount and dismount your mount as a free action.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subject to an effect that allows it to make a *Dexterity* saving throw to take only half damage, it instead takes no damage if it succeeds and half if it fails.
- When you move towards an enemy you gain 1d6 extra damage on your damage roll per 20 feet you travelled.

## OBSERVANT

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Nothing escapes your gaze.

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain proficiency in *Investigation* or *Perception*. If you are already proficient, you gain *Expertise*.
- 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 can perfectly recall places you have visited in the past month.

## POLEARM MASTER

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You have mastered a number of weapons. If you are wielding a Glaive, Halberd, Pike, Spear, Trident or Quarterstaff you gain the following benefits.

- Your attacks of opportunity do not use your *Reaction*. You can take a number of attacks of opportunity equal to your *Proficiency* bonus per round.
- Other creatures provoke attacks of opportunity when they enter your reach.
- While attacking with one of the aforementioned weapons, you can use a bonus action to attempt to trip your enemy. Roll an *Athletics* or *Acrobatics* check against the target's *Athletics* or *Acrobatics* check. If you roll higher, they fall prone. If they roll higher, nothing happens.

## RESILIENT

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It seems like no one can make you stay down. Choose 1 physical ability score (Strength, Dexterity, Constitution).

- Increase this score by 1, to a maximum of 20.

- You gain proficiency with saving throws using that ability.
- You gain proficiency in a skill that uses that ability.
- You can roll 1 *Death Saving Throw* with *Advantage* per *Long Rest*. You have to use the *Advantage* before rolling it.

## RITUAL CASTER

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*Prerequisite: Intelligence or Wisdom 13 or higher*

You have learned some spells that you can cast as rituals.

- Choose one mental ability score (Intelligence, Wisdom, Charisma). This will be your spellcasting ability for your rituals.
- When you choose this feat, you acquire a ritual book holding two spells that have the ritual tag. You choose what spells the book holds. They can be from any class. The level of the spells can be as high as your *Proficiency* bonus minus 1.
- If you come across a ritual spell in written form, such as a magical spell scroll or a wizard's spellbook, you might be able to add it to your ritual book. The restrictions for the spell level still apply. The process of copying the spell into your ritual books takes 2 hours per level of the spell and costs 50 gp per level.

## SAVAGE ATTACKER

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Rock beats paper. You are the rock.

- Whenever you roll maximum weapon damage, you can roll an extra weapon's damage die. This effect stacks.

## SENTINEL

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Enemies should think twice when approaching you, since they won't be leaving.

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures still provoke attacks of opportunity from you even if they take the *Disengage* action.
- Your attacks of opportunity do not use your *Reaction*. You can take a number of attacks of opportunity equal to your *Proficiency* bonus per round.
- When a creature within your reach makes an attack against a target other than you, you can use your *Reaction* to impose *Disadvantage* on the attack. If the attacker misses, you can make a melee weapon attack against them.

## SHARPSHOOTER

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No one can shelter from your attacks. No one can hide.

- Your ranged weapon attacks ignore half cover and three-quarters cover.
- If an enemy within 5 feet of you provokes an attack of opportunity, you can use your ranged weapon to attack them.

## SHIELD MASTER

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You have mastered the use of a shield. The best offence is a defence and an offence.

- You can use your shield to make an attack. You use *Dexterity* or *Strength* for the attack roll and the damage roll. The damage is 1d4. If your shield attack lands, you can try to shove a creature.
- If you aren't incapacitated, you can add your shield's AC bonus to any *Dexterity* saving throws you make against a spell or other harmful effect.
- You can use the *Dodge* action as a bonus action.

## SKILLED

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You are quite handy with pretty much anything.

- You add half of your *Proficiency* bonus to any skill and saving throw that you are not proficient with. This feat does not stack with *Jack of All Trades*.
- You gain proficiency in two skills and two tools of your choice.

## SKULKER

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*Prerequisite: Dexterity 13 or higher*

You are a master at moving through the shadows.

- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position. If your attack is successful, any creatures that are aware that you made an attack make a *Perception* check with a DC of your *Stealth*. If you attack again, even if you miss your position is revealed.
- You can move at normal speed while in *Stealth*.
- You can try to hide when you are lightly obscured from the creature you are hiding.
- You gain proficiency in *Stealth*.

## SPELL SNIPER

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*Prerequisite: Ability to cast at least 1 spell*

You got a deadly aim when wielding spells.

- When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- Your ranged spell attacks ignore half cover and three-quarters cover.

- If you roll a critical hit on a spell that require you to make an attack roll, the damage is *tripled*.

## TAVERN BRAWLER

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You can fight with anything and anyone.

- 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.
- While you are drunk, you gain *Advantage* to your attack rolls with improvised weapons or unarmed strikes. You must make a *Constitution* saving throw (DC 15) to get drunk. Whenever you suffer damage, make a *Concentration* check to remain drunk. The DC is half the damage you received or 10, depends which of the two is higher.
- An improvised weapon deals 1d6 damage but you have to roll a d20 after landing a hit. On a 10 or lower, the weapon breaks.

## TOUGH

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You are a tough nut to break.

- Your maximum hit points increase by 2 hit points per character level.
- If you receive damage that will drop you to 0 hit points, you can use your *Reaction* to make a *Constitution Saving Throw*. The DC equals the damage you received. On a success, you half the damage. Can only be used once per *Long Rest*.
- When rolling hit dice to regain hit points you can reroll every hit die and use either total.

## WAR CASTER

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*\*Prerequisite: Ability to cast at least 1 spell*

Chaos does not disturb you easily. You are as focused in battle as you are when meditating.

- You have advantage on *Constitution* saving throws that you make to maintain your concentration on a spell when you take damage. The DC of your *Concentration* check is half the damage you received (the DC 10 is removed).
- When a hostile creature's movement provokes an attack of opportunity from you, you can use your *Reaction* to cast a spell, rather than make an opportunity attack. The spell must have a casting time of 1 action and must target only one creature. The spell's level cannot exceed your *Proficiency* bonus.
- You can perform the somatic components of spells even when you have items, weapons, or a shield in one or both hands.
- You can cast a cantrip, with a casting time of one action, as a bonus action on your turn.

## WEAPON MASTER

You are a master in using weapons.

- Choose two weapons. You gain proficiency in them.
- When you use a weapon that you are proficient with, you can add your *Proficiency* bonus to the damage roll.

## FINAL WORD & LEGAL STUFF

I tried to rebalance every single feat so that they can be chosen instead of taking up space. Cause come on, who would choose the original "Dual Wielder".

Anyway, if you liked my work, you can find more of me by clicking [here](#) or on any *Inanimis* logo. Also, I have created a guide to make each and every feat award-able (if this is even a word) through role-playing! You can check the guide by clicking on its image on the right.

Feedback is always welcome!

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