

MAGE HAND
PRESS



FEATS
FOR
THE
FEARSOME

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FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Grappler feat until your Strength is restored.

WHY FEATS?

Among the optional rules in 5th edition, Feats are easily among most popular. Perhaps this is because allowing feats in a game expands the character customization options in the hands of players, adding a whole new dimension of options to the sandbox. A rogue character is always cool, but a rogue can be a detective, a hand-to-hand fighting expert, a gambler, or a thousand other more specific things. A fighter might have training with dozens of weapons, but are they exceptionally good with one type, like throwing weapons, heavy weapons, or spears? Maybe a fighter is also a magician or an escape artist—the possibilities are vast. Feats give players one more way to express their character.

Feats also fill a mechanical niche, which helps to actualize the character traits they represent. In contrast to backgrounds or strictly-roleplaying character notes, a feat influences the way a character plays in a game, giving a concrete definition to the feat's meaning. For example, a character can merely be impulsive, running into danger whenever the opportunity arises, but such a character might feel better realized with the Gatecrasher feat as well. Such a feat provides a mechanical interaction to the personality trait, and also helps such a character survive the adventure to tell their stories.

Ultimately, feats make characters more interesting. Whether it's strictly to fulfill a powergaming purpose or to bring to life a three-dimensional character, feats probably have a role to play in your game.

BLINDFIGHTER

Prerequisite: Wisdom 13

You fight exceptionally well, even when you can't see. As long as you can hear, you do not have disadvantage on attack rolls you make against targets within 10 feet of you, and attack rolls against you do not have advantage as a result of a darkness, a heavily obscured area, the attacker being invisible, or you being blinded.

BRUTAL GRIP

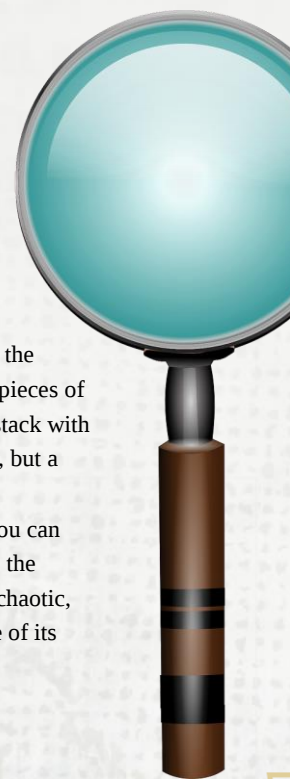
You've learned to use the weight of your weapons effectively, and have adapted to use large weapons one-handed.

- Increase your Strength score by 1, to a maximum of 20.
- When wielding a versatile weapon in one hand, you may use the two-handed damage die.
- You may wield a two-handed melee weapon in one hand, treating it as a one-handed weapon. You have disadvantage on attack rolls made when wielding a two-handed weapon this way.

DETECTIVE

Your keen eye for details and mechanical acuity give you a wide set of tools to unravel any mystery that presents itself. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- By spending 1 minute examining a corpse that has been dead for no longer a month, you can automatically determine its cause of death.
- Whenever you make a successful Intelligence (Investigation) check, you gain a +2 bonus on subsequent Intelligence (Investigation) checks you make that relate to the same topic (for example, examining multiple pieces of evidence to a single murder.) These bonuses stack with multiple successes (up to a maximum of +10), but a failed check reverts your bonus to +0.
- By spending 1 minute studying a humanoid you can see, you can learn 1 thing, chosen by the GM: the target's alignment (either good/evil or lawful/chaotic, but not both), one of the target's bonds, or one of its flaws.



DILETTANTE

With a few minutes of preparation, a bit of improvisation, and some talent, you can appear proficient in just about anything. When you finish a long rest, you can spend 10 minutes practicing with a skill or tool to become proficient in it until you finish a long rest.

EARLY RISER

By following a strict routine, you've become accustomed to resting less than others. You gain the full benefit of taking a long rest in only 4 hours, and you gain the full benefit of taking a short rest in only 30 minutes. Additionally, you regain all your expended hit dice, rather than half of them, when you take a long rest.

ESCAPE ARTIST

You are practiced in picking locks and slipping any type of bond, and can even do so blindfolded. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You have advantage on ability checks you make to slip bonds or escape grapple.
- You can hold your breath for twice as long as normal for your race/ability scores.
- You have advantage on ability checks you make to pick locks, and you can do so without thieves' tools, as long as you have some suitable instrument. Moreover, you can pick locks one-handed and when blinded.

FAMILIAR KEEPER

You learn the *find familiar* spell, and can cast it as a ritual without expending spell components. Additionally, you can choose the following forms for your familiar: imp, pseudodragon, quasit, or sprite.



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If you gain the ability to cast this spell by another means, you can maintain two familiars at once.

FIELD COMMANDER

Under your leadership, your allies fight as a cohesive unit, outmaneuvering and outflanking any enemy. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- As an action, you can issue an order to an ally within 60 feet that can hear you. They can then use their reaction to take one of the following actions: Attack, Dash, Disengage, Dodge, Help, Hide, Search or Use an Object.
- While you are within 5 feet of two or more allies who aren't incapacitated, hostile creatures cannot have advantage on attack rolls against you.

FOCUSED CRITICAL

You've honed your combat skills to seize on any opening you're presented. When you choose this feat, select ranged weapon attacks or melee weapon attacks. You score a critical hit on a roll of 19 or 20 with attack rolls of that type.

You can choose this feat more than once, selecting a different attack type each time.

GAMBLER

Always keen for probabilities and risk, you often trust your safety and fortune to the hands of fate. You gain the following benefits:

- You gain proficiency in all gaming sets and have advantage on ability checks you make for games of chance.
- Once on each of your turns, before you roll damage, you can place stakes on the roll. Choose less than the average or higher than or equal to the average. If you choose correctly, you can add one additional die of damage to the roll. If you choose incorrectly, you must remove the damage die with the highest number.

GATECRASHER

Prerequisite: Strength 13

Whereas others inch cautiously through dungeons and stealthily scale enemy fortifications, you've found it easier to barrel right through your obstacles. You gain the following benefits:

- You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.
- You have advantage on Strength checks you make to break down doors and demolish obstacles.
- When you make a successful Shove action against a creature holding a shield, you can choose to disarm the target of the shield instead of pushing it or knocking it prone. You can hold the shield yourself or throw it to any location within 30 feet.

GIFTED SPELLCASTER

Prerequisite: Spellcasting feature, spellcasting ability 13

Thanks to study, or simply deep introspection, you have expanded your magical potential. You learn 4 spells of your choice of 7th level or lower from your class's spell list. These spells must be for a level for which you have spell slots.

HEDGE MAGIC

Prerequisite: 5th level

You are self-educated in the ways of arcana. Having learned much through experimentation and practice, you have gained exceptional insight into lower level spells. You learn one cantrip of your choice from any class's spell list. Your spellcasting ability for this cantrip is your choice of Intelligence, Wisdom, or Charisma. Once you make this choice, it can't be changed.

Additionally, cantrips you know become more potent: when you cast a cantrip that deals damage, you deal one additional die of damage to one of the cantrip's targets.

IRON HERO

You have resolved yourself to save the day when all hope seems lost. You gain the following benefits:

- When in combat against a creature that has a CR higher than your level, you gain a +2 bonus to your AC.
- You have advantage on attack rolls against any creature that has reduced one of your allies to 0 hit points in the last round.
- If a hostile creature you can see takes a legendary action, you can use your reaction to intercede, preventing the legendary action from happening. Once you use this ability, you can't use it again until you finish a short or long rest.



JAVELINEER

Prerequisite: Master Thrower feat, proficiency with javelins

Thanks to your advanced skills, you are far more deadly with a javelin than most warriors. You gain the following benefits:

- When you hit a target with a thrown javelin, it sticks into their body, shield, or armor, slowing them down. Their base walking speed is reduced by 10 feet until they use an action to remove the javelin.
- If you move at least 25 feet in a straight line on your turn, you have advantage on the first attack you make with a thrown javelin on that turn, as long as you are not indoors or underground.
- Before you make a thrown attack with a javelin, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

MAGICIAN

Whereas true spellcasters weave profound arcane secrets into runes and gestures to produce incredible works of magic, you merely pretend to for others' amusement. You learn the *prestidigitation* cantrip, with the following improvements:

- The spell's range is 120 feet.
- You can maintain any number of the spell's non-instantaneous effects at once, each of which can last up to an hour.
- The spell can produce larger sensory effects and illusions. Visual effects and illusions can be up to 10 feet in diameter and sensory effects can include other magical trappings, such as the ground rumbling, rushing winds, mystical glowing, levitating rocks, and so on.

- You can use the cantrip to appear to cast much more powerful spells. When you do so, choose a spell effect to emulate within 120 feet and make a Charisma (Deception) roll contested by a Wisdom (Insight) check of anyone witnessing it. You have advantage on the roll if the creature observing it is not proficient with the Arcana skill. You instead have disadvantage on the roll if the emulated spell directly interacts with the creature or the spell contradicts itself. For example, if you choose to emulate the effect of the spell *sleet storm* (sheets of freezing rain), you have disadvantage on the check if the spell's radius includes the viewer (since the viewer would realize that the spell's effects are intangible), or if they noticed that the spell did not create wet ground (since that contradicts the nature of the spell.) If you succeed, the target believes that you cast the spell.

MARKSMAN'S LUCK

Prerequisite: Dexterity 13

Once per turn, when you roll for damage with a ranged weapon, you can flip one of the damage dice over and use the number on the bottom.

MASTER THROWER

Prerequisite: Dexterity 13

You are an expert in using thrown weapons. You gain the following benefits:

- When you take the Attack action on your turn, you can use a bonus action to make a ranged attack with a thrown weapon.
- When you make a ranged weapon attack, you can draw the weapon as part of the attack. You can draw any number of weapons in this fashion each round.
- The short and long ranges of your thrown weapons doubles.

METAMAGIC ADEPT

Prerequisite: 5th level, Spellcasting feature

You have been instructed in the art of twisting the fabric of spells. You gain two of the sorcerer's Metamagic options of your choice and you have 5 sorcery points. You regain expended sorcery when you finish a long rest.

POISONER

You know well the toxic admixtures and poisonous concoctions that can stop a man's heart in seconds. Your expertise with poisons grant you the following benefits:

- You gain proficiency with the poisoner's kit.
- You have resistance to poison damage.
- You can apply or release poison as a bonus action, rather than an action.
- The Constitution saving throw DC for poisons you craft is increased by your proficiency bonus.

RITUALIST

Through your dabbling with the occult, you have become well-versed in ritual magic. You learn four spells that have the ritual tag from any class's spell list whose levels are no higher than half your level (rounded up). Your spellcasting ability modifier for these spells is Intelligence, Wisdom, or Charisma (your choice). Once chosen, this spellcasting abilities can't be changed.

You can cast these spells as rituals. Additionally, you can perform a ritual in 1 minute, or the spell's normal casting time, whichever is longer. Furthermore, if a spell requires expensive material components, you must provide only half the normal amount in order to cast it.

SILVER-TONGUED

Your power of persuasion is evident in every interaction you have, matched only by your penchant for the exact details of contracts. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on any check you make to negotiate the terms of a deal or write a binding contract in your favor.
- You are already familiar with the laws and regulations of any of place you visit, and have advantage on any Charisma (Persuasion) checks made to interact with law-enforcement authorities.
- If you spend 1 minute haggling with a shopkeeper, you can get a one-time 10 gp discount on your purchase, up to a maximum of half the purchase price.

SKILL FOCUS

Through dedicated training and years of practice, you have perfected a particular skill. You gain the following benefits:

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

SPEARMASTER

You've learned to use the length of your weapon for your advantage, lunging with its strikes to skewer your foes from afar. You gain the following benefits:

- Your reach with reach weapons increases to 15 feet.
- You can skewer multiple targets in a single strike. Once you per turn, before you make a melee attack with a reach weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you can make a second attack against a target directly behind the first. This penalty also applies to the attack against the second target.

TEAM PLAYER

You always put the needs of the group first, putting all your efforts into making the whole team runs like clockwork. You gain the following benefits:

- If a hostile creature makes an attack against a friendly creature within 5 feet of you, you can use your reaction to force them to target you instead.
- No friendly creature within 60 feet of you can be surprised if you are not also surprised.
- You can use the Help action as a bonus action.

THE BEST DEFENSE

When you hit a creature with a melee weapon attack on your turn, you can use your bonus action to give that creature disadvantage on the next attack roll it makes against you before the start of your next turn. You can't use this ability if the creature would already have advantage on melee attacks against you.

TITAN FIGHTING

Prerequisite: Small size

You are adept at felling creatures larger than you. While you are adjacent to a Large or larger creature, you can use your bonus action to enter that creature's space. You remain in this creature's space until it moves or until you use your bonus action to move to an unoccupied space adjacent to the creature. While in that creature's space, it is considered the only creature within your reach, and you gain advantage on attack rolls against the creature. Additionally, the creature has disadvantage on attack rolls against you.

UPCASTER

Prerequisite: Spellcasting feature, spellcasting ability score of 15 or higher

Choose one level of spells for which you have spell slots. When you cast a spell of that level using a spell slot of that level, you can cast the spell as if it used a spell slot one level higher. You can choose this feat multiple times, selecting a different level of spells each time.

VERITABLE BADASS

Grizzled and probably wearing an eyepatch, you gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You gain one Fighting Style of your choice from the following list: Archery, Defense, Dueling, Great Weapon Fighting, Protection, Two Weapon Fighting.

VETERAN HOPLITE

Prerequisite: Proficiency with shields

Through rigorous training, you have become exceptionally skilled when wielding a spear in one hand and a shield in the other. While you are wielding both a shield and a spear or trident, you gain the following benefits:

- Your weapon's damage die increases to 1d8, if it were lower.
- When you take the Attack action on your turn, you can use your bonus action to make one additional attack with a spear or trident you are holding. You don't add your ability score modifier to the damage of this additional attack.
- While you are adjacent to one or more friendly creatures who are also holding shields, and are not restrained or unconscious, you can use your action to form a shield wall. Doing so grants you and any of those creatures 3/4 cover. This cover remains as long as two or more shielded creatures in the shield wall remain adjacent to one another.

WHIP MASTER

Prerequisite: Dexterity 13, whip proficiency

You have cultivated incredible skill with this esoteric weapon. You gain the following benefits:

- While you are using a whip, its damage die increases to 1d8, and its reach increases by 5 feet.
- While wielding a whip, you can use the shove action against any creature within reach of your whip.
- As a bonus action while you are holding a whip, you pull an object weighing under 10 lb. to your hand from up to 10 feet away.

WITCH HUNTER

You have experience in the detection and elimination of warlocks, occultists, and creatures possessed by foul spirits, which grants you the following benefits:

- You gain resistance to acid, cold, fire, lightning, or thunder damage (your choice when you gain this feat.)
- You can instantly identify a creature that has cast a spell within the last 24 hours.
- When you hit a creature with a melee attack, you can use a bonus action to disrupt its magic. This creature must make a Constitution saving throw or have disadvantage on spell attack rolls it makes until the beginning of your next turn. The DC equals 10 or half the damage dealt, whichever is higher.

FEAT CHAINS

Most feats are intended to be a singular choice, representing but one aspect of a character's expertise or personality. Feat chains, on the other hand, represent a character's personal journey: a gradual transformation, the accumulation of knowledge, or the perfection of a talent with years of practice. Feats chains consist of multiple feats that require previous feats as prerequisites, creating a string of features that grow stronger with their character, signifying a broader transformation.

Feat chains are ideal for expressing a player concept without multiclassing. The gradual transformation into a vampire can happen to a player of any class or any race, so it should not interrupt a character's progression through their class. The latent power of psionics, as well, can run parallel to a character of any background or any talent. Though a psionic fighter might differ greatly from a psionic rogue, neither of these should need to abandon their original archetype.

Though feat chains are more powerful if followed to their conclusions, they can be followed at any pace within their prerequisites, as much or as little as needed to fit a character concept. If a player wishes to merely dabble with psionics, they can take the Awakened feat, and never take take another feat in the chain. If a player would like their fighter to be exceptionally brutal in unarmed combat, they can take the Hand to Hand and Tiger Style feats to crush their enemies, but need not finish the feat chain.

DRACONIC FEATS

A draconic lineage is nothing to be scoffed at. Many are born with traces of dragon blood in their ancestry and fail to discover it for years. Others, like half-dragons and dragonborn, might find a deeper connection to their draconic parentage than their kin, and aspire to the might of true dragonhood. These feats are for characters that crave draconic power and find it buried within themselves.

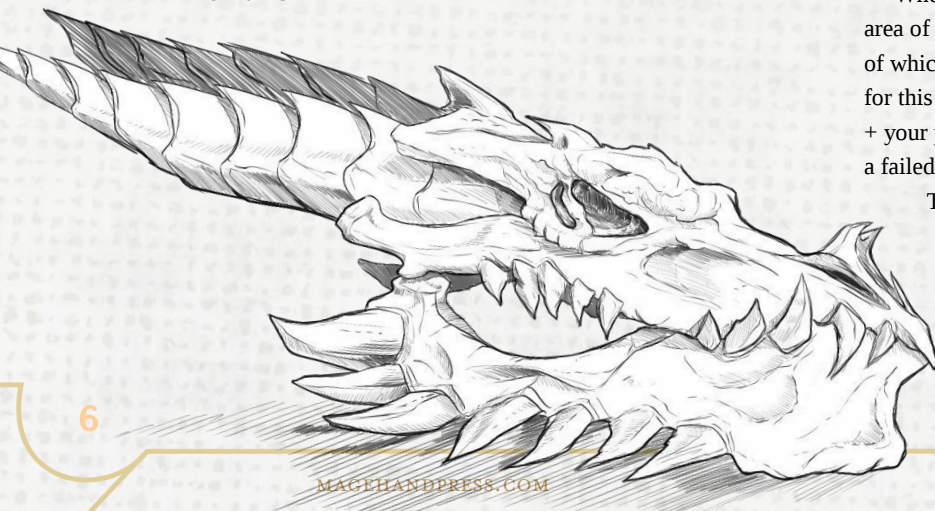
DRAGON ANCESTRY

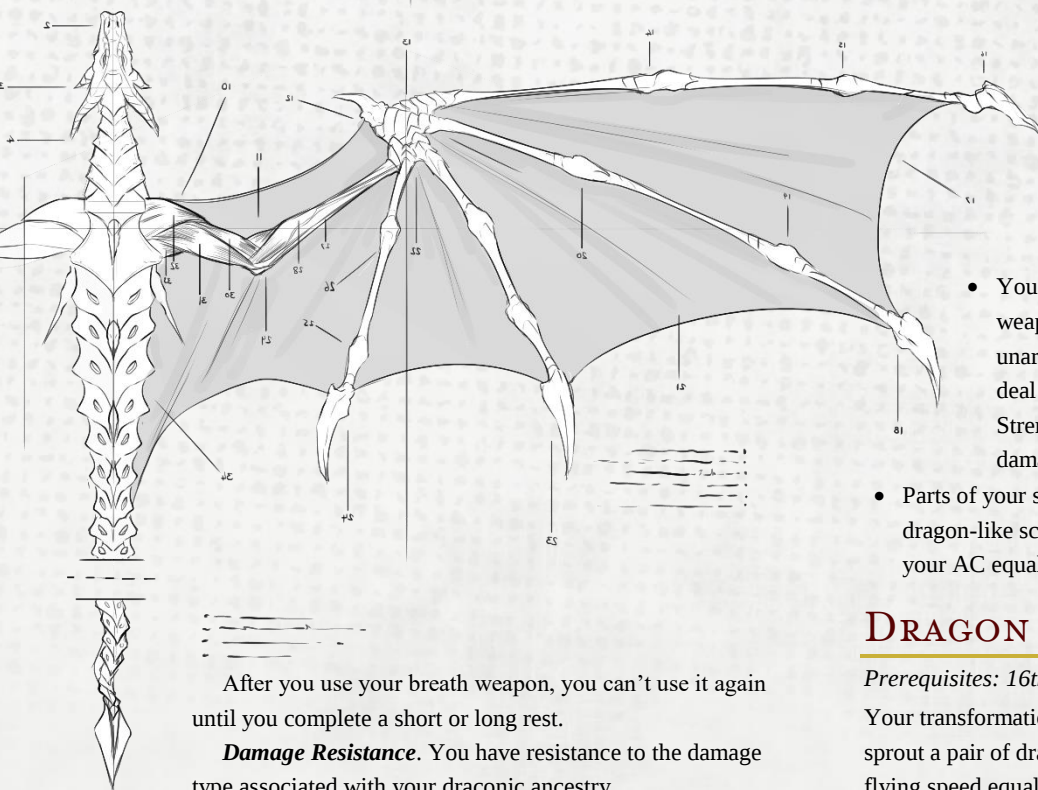
Even though you are not necessarily a dragonborn half-dragon, or kobold, you share a lineage with the great dragons and express minor draconic traits, like slitted pupils, long, sharp fingernails, and scaly skin. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one.

The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.





- You grow wicked claws which are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- Parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

Languages. You can speak, read, and write Draconic.

DRACONIC ANCESTRY

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

TRUE DRAGON'S BREATH

Prerequisite: Breath Weapon racial feature or Dragon Ancestry feat

Your breath weapon can now be used more than between rests. Each turn after you use your breath weapon, you can roll a d6 at the beginning of your turn to attempt to regain use of it. On a 5 or a 6, you can again use your breath weapon.

VISAGE OF THE WYRM

Prerequisite: Breath Weapon racial feature or Dragon Ancestry feat

You begin your transformation into a mighty dragon, gaining its appearance and the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.

DRAGON WINGS

Prerequisites: 16th level, Visage of the Wyrms feat

Your transformation into a true dragon progresses: you sprout a pair of dragon wings from your back and have a flying speed equal to your movement speed. To use this speed, you can't be wearing medium or heavy armor.

GREAT AND TERRIBLE DRAGON

Prerequisites: 19th level, Dragon Wings feat and True Dragon's Breath feat

As an action, you can assume the mantle of a true dragon. You can shapeshift into a dragon of Young Dragon with the same color as your Dragon Ancestry, and can stay in this form for up to one hour. You then revert to your normal form. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the dragon, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the dragon. If the dragon has the same proficiency as you and the bonus in its stat block is higher than yours, use the dragon's bonus instead of yours. If the dragon has any legendary or lair actions, you can't use them.
- When you transform, you assume the dragon's hit dice and hit points. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in dragon form and have only 1 hit point left, you revert and take 9 damage. As long as the excess

damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- Transforming doesn't break your concentration on a spell you've cast, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so.
- Your equipment merges into your new form and has no effect until you leave the form.

After you have used this ability you cannot use it again. At dawn, roll a d6. On a roll of 5 or 6 you regain the use of this ability.

MARTIAL ARTS FEATS

It's a well-known fact that that not all great martial artists are trained at monasteries. Sometimes, a bare-knuckle brawler, prizefighter, or trained martial artist simply masters the art of punching somebody, without achieving inner peace or learning to channel their ki. The following feats are for players that want to dabble with unarmed combat, or for monks that want a small measure of additional options.

HAND TO HAND

Your body is a single deadly weapon, more dangerous and versatile than any sword or arrow. While you are not wearing medium or heavy armor and not holding a shield, you gain the following benefits:

- Your AC increases by 2.
- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- Your unarmed strikes deal 1d4 bludgeoning damage.
- When you use the Attack action with only unarmed strikes, you can make one unarmed strike as a bonus action.

MONKEY STYLE

Prerequisites: 5th level, Dexterity 13, Martial Arts feature or Hand to Hand feat

The tricky and mischievous Monkey School of martial arts has taught you a number of moves to confound your foes. You gain the following benefits:

- Your unarmed strikes deal 1d6 damage.
- Your unarmed strikes count as magical for purposes of overcoming damage resistance and immunity.

- Once on each of your turns when you deal damage to a hostile creature with an unarmed strike, you can use your bonus action to gain one of the following benefits:

Furious Blows. You can make two melee weapon attacks with disadvantage against the target. You can't use this ability if you have advantage on the attack rolls.

Mischievous Strike. As a bonus action when you make an unarmed strike, you can make a Dexterity (Sleight of Hand) check opposed by the target's Wisdom (Insight) check to steal an item carried by the target.

Wide Slap. The target can't take reactions until the start of its next turn.

SNAKE STYLE

Prerequisites: 5th level, Dexterity 13, Martial Arts feature or Hand to Hand feat

Your training in the swift, flowing Snake school of martial arts has given you the ability to covertly control the flow of battle. You gain the following benefits:

- Your unarmed strikes deal 1d6 damage. You can choose for this damage to be piercing damage instead of bludgeoning damage.
- Your unarmed strikes count as magical for purposes of overcoming damage resistance and immunity.
- Once on each of your turns when you deal damage to a hostile creature with an unarmed strike, you can use your bonus action to gain one of the following benefits:

Asp. You can strike the creature in a sensitive spot, sickening it. The target takes an additional 1d4 poison damage.

Constrictor. You can attempt to grapple the creature you struck, adding double your proficiency bonus to your grapple check. You may use a Dexterity (Acrobatics) check instead of a Strength (Athletics) check when attempting to grapple a creature.

Rattlesnake. You can attempt to intimidate your target. The creature you struck must succeed on a wisdom saving throw (DC equals 8 + your Charisma Modifier + your proficiency bonus) or be frightened of you until the end of its next turn. A creature who succeeds on the saving throw cannot be affected by this ability for 24 hours.

TIGER STYLE

Prerequisites: 5th level, Strength 13, Martial Arts feature or Hand to Hand feat

You have trained in the powerful Tiger School of martial arts and learned how to capitalize on the strength in your blows. You gain the following benefits:

- Your unarmed strikes deal 1d6 damage.
- Your unarmed strikes count as magical for purposes of overcoming damage resistance and immunity.
- Once on each of your turns, when you make an unarmed strike, you can take a -5 to your attack roll to deal an additional 10 damage.

CRANE STYLE

Prerequisites: 5th level, Dexterity 13, Martial Arts feature or Hand to Hand feat

Your training in the Crane School of martial arts has taught you how to evade and defend yourself without abating your assault.

- Your unarmed strikes deal 1d6 damage.
- Your unarmed strikes count as magical for purposes of overcoming damage resistance and immunity.
- Once on each of your turns when you deal damage to a hostile creature with an unarmed strike, you can gain one of the following benefits:

Evasive Stance. You gain a +2 bonus to AC until the beginning of your next turn.

Swift Exit. You can move 15 feet without expending movement or provoking opportunity attacks.

Underhanded Blow. The target creature can't gain advantage on attack rolls on its next turn.

MANTIS STYLE

Prerequisites: 5th level, Strength 13, Martial Arts feature or Hand to Hand feat

You have studied the careful but powerful forms belonging to the Mantis School of martial arts, which has taught you to wait for the perfect moment to strike. You gain the following benefits:

- Your unarmed strikes deal 1d6 damage.
- Your unarmed strikes count as magical for purposes of overcoming damage resistance and immunity.
- Whenever a creature within 5 feet of you deals damage to you with a melee weapon attack, you can use your reaction to make an unarmed strike against the attacker.

DRAGON STYLE

Prerequisites: 15th level, Strength or Dexterity 15, Crane, Mantis, Monkey, Snake, or Tiger Style feat

Through endless hours of training, you have mastered the elusive Dragon School of martial arts. With it, you can summon fire at your fists and unleash your dragon spirit as you battle. You gain the following benefits:

- Your unarmed strikes deal 1d8 damage. You can choose for this damage to be fire damage instead of bludgeoning damage.
- You can release a burst of flame from your fists. When you make an unarmed strike, you can replace the melee attack with a ranged weapon attack. This ranged weapon attack has a range of 30/120 feet and deals fire damage on a hit.
- You can use your bonus action to summon a dragon spirit around you as an aegis of protection. For the next three rounds, you have resistance to bludgeoning, piercing, and slashing damage. Once you use this ability, you can't use it again until you finish a long rest.

PSIONIC FEATS

Legend often refers to psionic powers as the Gift or the Third Eye. It is a slumbering energy that dwells within the minds of many (perhaps even all), awaiting its time to open the mysterious doors of reality to those who embrace it. Those who unlock this potential become Awakened; their minds are open to the forces of the universe, and they can begin use their minds to shape the universe in turn. These feats are for players that want to create psionic characters without multiclassing or complicated alternatives to spellcasting.

AWAKENED

The latent hum of psionic insight has always dwelled in the back of your mind, but an awakening of your consciousness has brought it to the forefront. You gain proficiency in your choice of Intelligence, Wisdom, or Charisma saving throws. Additionally, you gain the following psionic abilities:

Empathy. You can use your action to probe the surface level of a creature's emotions. You must be able to see the creature and it must be within 30 feet and have an Intelligence of 3 or higher. You learn the creature's emotional state and, at the GM's discretion, one of the creature's Bonds.

Kinesis. You can use your action to invisibly manipulate objects within 30 feet of you. You can move objects weighing less than 10 pounds, open an unlocked door or container, stow or retrieve an item from an open container,

or pour the contents out of a vial. You can't use this ability to attack or activate magic items.

PSIONIC ADEPT

Prerequisite: Awakened feat

Your awareness has expanded, and your psionic abilities have grown in turn. You gain a pool of 6 psionic power points, which you can spend to power special psionic abilities. You regain all expended power points when you finish a long rest. If you already have a pool a power points, your pool instead increases by 4.

You gain the Clouded Thoughts, Mind Nail, and Telepathy psionic abilities. The saving throw DC for your psionic abilities is 8 + your proficiency bonus + your Intelligence modifier.

Clouded Thoughts (2 Points). As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, the target creature can neither see nor hear you for 1 minute. You must concentrate on this effect as you would a spell. This effect ends immediately if you lose concentration on it or if you deal damage to the target creature.

Mind Nail (2+ Points). As an action, you can spend 2 or more power points (up to a maximum of your proficiency bonus) to drive an invisible psionic spike into the mind of a creature you can see within 60 feet. The target must make a Wisdom saving throw. On a failed save, the target takes 1d10 psychic damage for each point spent, and you can choose for one creature the target can see to appear to be invisible to it until the beginning of your next turn.

Telepathy (3 points). You can use an action to cast the *detect thoughts* spell. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues.

SOULWARRIOR

Prerequisite: Awakened feat

Just as your mind grows in focus, so too does your body become honed. You gain a pool of 6 psionic power points, which you can spend to power special psionic abilities. You regain all expended power points when you finish a long rest. If you already have a pool a power points, your pool instead increases by 4.

You gain the Honed Strike, Psychic Resolve, and Shift psionic abilities. The saving throw DC for your psionic abilities is 8 + your proficiency bonus + your Intelligence modifier.

Honed Strike (1+ Points). As a bonus action, you can spend 1 or more power points (up to a maximum of your proficiency bonus) to augment a weapon you are holding with an invisible edge of psionic energy. The weapon gains a bonus to attack and damage rolls equal to the number of points spent. This bonus lasts for a number of rounds equal to twice the number of points spent.

Psychic Resolve (2 Points). As an action, you can collect your focus, mending wounds in your body and mind. You can use your action to regain hit points equal to 1d8 + your Intelligence modifier. Additionally, the next Intelligence, Wisdom, or Charisma saving throw you make before the beginning of your next turn is made with advantage.

Shift (1 Point). As a reaction when a hostile creature that you can see moves, you can move 15 feet without provoking Opportunity Attacks.

PSIMASTER

Prerequisites: 11th level, Psionic Adept or Soulwarrior feat

Your psionic power has strengthened, and you have come into your own as a true psion. Your pool of power points increases by 10, and you gain the following psionic ability:

Psionic Casting. You can spend power points to cast the following spells:

- 2 Points: *charm person, command*
- 3 Points: *calm emotions, suggestion*
- 5 points: *major image, tongues*
- 6 points: *arcane eye, confusion*
- 7 Points: *modify memory, telekinesis*

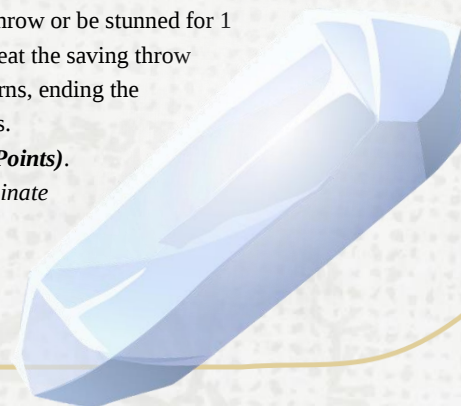
OVERMIND

Prerequisites: 17th level, Psimaster feat

The true potential of your mind unlocked, you have reached the heights of psionic potential. Your pool of power points increases by 10, and you gain the following psionic abilities:

Sibblast (11 Points). You emit a burst of psionic power in a 60-foot cone. Each creature in that area must succeed on an Intelligence saving throw or be stunned for 1 minute. A creature can repeat the saving throw on the end of each of its turns, ending the effect on itself on a success.

Total Domination (11 Points). You can cast the spell *dominate monster*.



VAMPIRE FEATS

It is well known that the curse of vampirism is spread when a vampire bites a victim, like a terrible, infectious disease. What happens next is not well understood, for most fledgling vampires retreat from mainstream society and keep their secrets well hidden. Few ordinary people spend long enough around vampires to learn the affliction's details.

The actual process of becoming a vampire is arcane, complex, and obtuse. In order to make the transition into undeath without becoming a mindless zombie, the subject must be killed and buried in a specific manner in a ritual involving the blood of an existing vampire. Thereafter, should the new vampire accept their fate, they can begin building their supernatural powers. This is a gradual process, fed by regular blood meals and strengthened with additional dark rites, but results in a master of sinister necromantic powers.

These feats are for characters that wish to pursue vampirism and embrace unlife. Optionally, the GM can freely bestow the first feat, Vampirism, to a player character that is afflicted with the curse of vampirism.

VAMPIRISM

Afflicted with the curse of vampirism, you have taken the first of many dreadful steps toward vampire lordship. You gain the following benefits:

- You gain a fanged bite attack, which is a natural weapon that you can use to make unarmed strikes. If you hit with it, you deal necrotic damage equal to $1d4 +$ your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. If the target is not a construct or undead, its hit point maximum is decreased by the damage dealt until it finishes a long rest, and you regain that many hit points.
- When you are not wearing armor, your AC is equal to $12 +$ your Dexterity modifier.
- You have darkvision with a range of 120 feet.
- You gain a climbing speed equal to your walking speed and you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- You have resistance to necrotic damage.
- You do not age and cannot die of natural causes. You also do not need to breathe air, and you do not need to eat or drink as long as you have dealt damage to a humanoid to a humanoid with your bite attack in the last day.

As an undead creature, you also gain the following weaknesses:

- You are considered to be undead for the purposes of effects that specifically target undead, such as a cleric's Turn Undead ability.
- You gain no benefit from a long rest unless you spend it in your own grave. A grave can be designated as yours by mixing your grave dirt with the local soil.

BLOODSUCKER

Prerequisite: Vampirism feat

You have fully embraced your curse of unlife, redoubling your necromantic strength. You gain the following benefits:

- Increase your Strength, Dexterity, and Constitution scores by 1, to a maximum of 20.
- Whenever you deal damage to a creature using your bite attack, you regain hit points equal to the three times the damage dealt and gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons until the beginning of your next turn.

With your greater affinity for unlife also comes the following weakness:

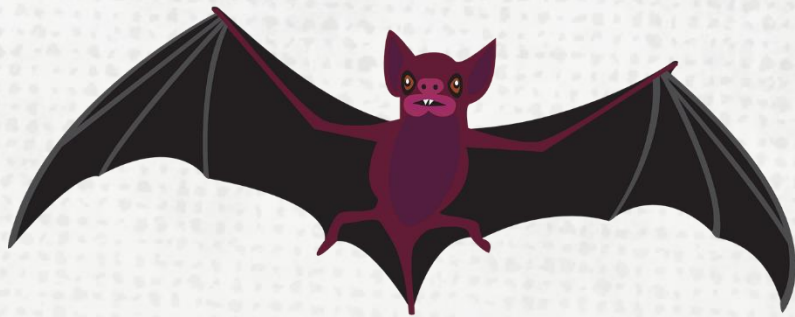
- You can't enter a residence without an invitation from one of the occupants.

CHILD OF THE NIGHT

Prerequisite: Vampirism feat

As your unholy connection strengthens, you gain the shapeshifting abilities of a vampire, gaining the following benefits:

- You can speak to bats, rats, and wolves as if you shared a common language. If you know the *find familiar* spell, your familiar can take the form of a wolf, swarm of bats, or swarm of rats.
- You can use your action to polymorph into a Tiny bat or transform back into your true form. While in the bat form, you can't speak, your walking speed is 5 feet, and you have a flying speed of 40 feet. Your statistics, other than your size and speed, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does. You revert to your true form if you are reduced to 0 hit points.
- You can cast the spell *gaseous form* once targeting yourself without expending a spell slot or spell components, and regain the ability to do so when you finish a short or long rest.



- You have advantage on saving throws you make against being transformed into a creature against your will.

Because of your changing undead physiology, you gain the following weaknesses:

- You are considered to be a shapechanger for the purposes of effects that specifically target shapechangers.
- You take 10 acid damage if you end your turn in running water.

UNHOLY REGENERATION

Prerequisites: 11th level, Bloodsucker or Child of the Night feat

At the beginning of your turn, you regain hit points equal to your proficiency bonus. If you end your turn in direct sunlight or in running water or take radiant damage, this ability doesn't function until the end of your next turn.

Because your rapidly healing body can't withstand the sun's light, you gain the following weakness:

- You have disadvantage on attack rolls and ability checks while in direct sunlight, and you take 5 damage if you end your turn in direct sunlight.

VAMPIRE LORD

Prerequisites: 17th level, Unholy Regeneration feat

Now at the peak of your necromantic potential, you have achieved the title of Vampire Lord. You are unkillable, capable of raising thralls for your undead army, and rapidly regenerating any damage you take. You gain the following features:

- If you drop to 0 hit points and aren't in direct sunlight, you evaporate into an unholy mist instead of dying. Your mist returns to the last grave at which you finished a long rest, where you reanimate after 24 hours.

- You can regenerate incredible damage, saving you from the brink of death. As an action, you can regain hit points equal to twice your level. Once you use this ability, you can't use it again until you finish a short or long rest, and your Unholy Regeneration feat doesn't function for the following minute.
- You can use your action to touch an unconscious humanoid, transforming it into your thrall. That creature is then charmed by you until a remove curse spell is cast on it, the charmed condition is removed from it, or you dismiss this effect as an action. You can have only three thralls at one time.

You also gain the following weakness:

- If a stake is driven through your heart while you slumber in your grave, you die.

WEREWOLF FEATS

It is unclear as to whether lycanthropy is a magical curse or simply an insidious biological disease. Many believe that the first lycanthropes were created by the gods as punishment for some long-forgotten misdeed. Others think that they originate from a connection to some original Primal Beast, the first of all animals. Whatever the truth, it seems that there is no way to contain this deadly condition.

Those infected with lycanthropy spontaneously transform (often suddenly and against their will) into a savage monster, an incredibly powerful hybrid of humanoid and beast, driven by sheer instinct. The most common lycanthrope is that of a werewolf, but dozens of werecreatures exist, spawned from their unique own strains of lycanthropic curse. Mysteriously, the moon carries some great connection to this disease, coaxing the beast out of otherwise well-controlled infected humanoids, and sending them on unchecked rampages.

These feats are for characters that wish to become lycanthropes (chiefly werewolves, though the Skinwalker feat can be easily modified to allow transformations into other types of animals.)

LYCANTHROPY

You have been cursed with lycanthropy, a terrible affliction that causes you to transform into a bloodthirsty beast. These animal instincts and keen senses persist even when untransformed: you have advantage on Wisdom (Perception) checks that rely on scent.

Additionally, as an action, you can assume a lycanthrope form for up to 1 minute, gaining some of the

savage, bestial characteristics of a wolf, as well as the following benefits:

- You gain temporary hit points equal to three times your level. You automatically revert to normal if these temporary hit points are reduced to 0.
- You grow sharp claws and teeth which are natural weapons that you can use to make unarmed strikes. If you hit with it, you deal 1d4 slashing or piercing damage (your choice.)
- Your Armor Class equals 14 + your Dexterity modifier.
- Your movement speed increases by 10 feet.

If you are wearing armor, it falls to the ground in your space when you transform into a werewolf. While you are transformed, you can't concentrate on spells. Once you use this ability, you can't use it again until you finish a short or long rest.

SKINWALKER

Prerequisites: 5th level, Lycanthropy feat

You have fully embraced the curse of lycanthropy that pulses through your veins, allowing you to leave your humanoid form behind completely in favor of the beast, granting you the following benefits:

- You can use your action to polymorph into a wolf for up to 1 hour or transform back into your true form. Your statistics, other than your hit points and your Intelligence, Wisdom, and Charisma scores, become that of a wolf. While in the wolf form, you can't speak. Anything you are wearing transforms with you, but nothing you are carrying does. You revert to your true form if you are reduced to 0 hit points. Once you use this ability, you can't use it again until you finish a short or long rest.
- While in your lycanthrope form or wolf form, your Strength and Dexterity are increased by 2.
- While in lycanthrope form, when you take the Attack action to use your claws or teeth to make an unarmed strike, you can make an additional unarmed strike as a bonus action.
- During a full moon, you can transform into your lycanthrope and wolf form as a bonus action and can maintain this form indefinitely.

BIG BAD

Prerequisites: 11th level, Skinwalker feat

When the feel the beast within you rising, you transform into a monstrous beast of immense scale and terrifying might.

- While transformed, you become Large size and your reach with melee strikes becomes 10 feet.
- If you roll initiative while transformed, you can choose one creature you can see to make a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Constitution modifier) or be frightened of you until the end of your next turn.
- You can cast the spell *gust of wind* at will. Your saving throw DC for this spell equals 8 + your proficiency bonus + your Constitution modifier.

ALPHA BEAST

Prerequisites: 11th level, Skinwalker feat

Your lycanthropy transforms you into a primal beast of unmatched power, a savage thing of teeth and fur from the earliest days of the world. You gain the following benefits:

- You no longer return to your true form when your temporary hit points are reduced to 0.
- While you are transformed and have temporary hit points, you have resistance to nonmagical bludgeoning, piercing, and slashing damage from weapons that aren't silvered.



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