

# FEAT OPTIONS

Written by Bartholomew Klick & Zachary Stoppel

Edited by Lynn Caldwell

These feats are meant to be alternatives to their counterparts with the same name in the D&D 5e Player's Handbook. I don't think any of the feats in D&D 5e are broken or unusable, but I do think that more options are more fun, and that some of the feats are more *exciting* than others. I also think that some feats (cough, Sharpshooter, cough) are used so often that an alternative variant of it would be a breath of fresh air. meant to be balanced against one another, and *not* balanced against the Monster Manual.

I don't think any of them are too powerful, but they use *Great Weapon Master* as a template, so characters with these options are more likely to be able to absolutely barf damage all over monsters. DMs may want to rebalance accordingly

## . CHARGER

You are at your most dangerous when you are in constant motion.

When you take the Dash action, you can also take an Attack action.

- If you move at least 10 feet in a straight line on the same turn as taking the Dash action, your next attack gains either a +5 damage bonus to weapon or shove attacks.

## DUAL WIELDER

You are skilled at fighting with weapons akimbo.

- The extra attack you gain from fighting with two weapons no longer consumes your bonus action, and now can also trigger with ranged weapon attacks.
- You can treat any one-handed or versatile weapon as if it has the light property.
- You gain +1 to your Armor Class while wielding two weapons.
- You can draw or stow two weapons during your turn without using an action.

## DUNGEON DELVER

Whether through experience or preternatural senses, you have an instinct about places dark and grim. You gain the following benefits:

- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of traps and secret doors.
- You have advantage on saving throws

made to avoid or resist traps.

- You do not have disadvantage when attacking creatures you cannot see.
- Your passive Wisdom (Perception) score is increased by 5 whenever you are underground or in a large ruined structure.
- You can touch a dungeon floor and determine, whether supernaturally or through your physical senses, what types of creatures have moved over that floor in the last week within 30 feet of your location.
  - The DM must tell you the creatures' types, such as humanoid, undead, fey, construct, etc., but may also call for a Nature check wherein you gain additional information, such as the number of creatures or the specific variant of the creature. For example, on a DC 10 you might learn that the undead were specifically zombies and wights, and on a DC 15 you might learn that there were 3 wights and 5 zombies.

## 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.

When enemies fail a saving throw for spells of the chosen type, you can ask the DM if they failed by 5 or more. If they have failed by 5 or more, then your spell deals an additional 10 damage.

You can choose one spell on your spell list that deals damage and change the damage dealt to the type selected for this feat. This change is permanent.

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

## GRAPPLER

You are an exceptionally skilled wrestler. Becoming a Grappler grants you the following bonuses:

- You can use a bonus action to attempt to grapple or shove a creature.
- When you grapple a prone creature, it becomes restrained.
- Your proficiency bonus is doubled when grappling or shoving a creature.
- Your attacks against creatures that are both prone and grappled by you deal 1 additional weapon die of damage.

## LINGUIST

You have recognized the underlying patterns of language that so many others fail to see and acquired the following abilities:

- You can make an Intelligence check (+ your proficiency bonus) to understand the basic idea a creature is conveying to you when it speaks a language you don't understand.
  - If you roll a 9 or lower, you know if the creature is making a threat (even a subtle one) but not much else.
  - If you roll at least a 10, you understand if the creature is asking a question, making a request, or trying to give you information.
  - If you roll at least a 15, you understand the broad strokes of what the creature is saying. You can't translate word for word, but you'll know essentially what it has said.
  - If you roll a 20 or higher, you can give a rough, but word-for-word, translation of what you heard.
- You learn two additional languages. Work with your DM to establish what languages you can learn.
- You can attempt to learn new languages by talking with their native speakers for at least 1 hour every day over the course of 20 days.
  - Every day you do this, the DC for

all Intelligence checks to understand language decrease by 1.

## MARTIAL ADEPT

You are a gifted practitioner of a martial art.

You gain two maneuvers of your choice from among those available to the Battle Master archetype of the fighter class.

- You gain 2 superiority dice, which are added to any you may already have from another source.
  - You regain your expended superiority dice when you finish a short or long rest.
  - Your superiority dice are d4s, unless you have larger superiority dice from another source.
- You can take this feat multiple times.
  - When you take this feat more than once, your superiority dice granted by this feat are increased by one size, such as from a d4 to a d6, or from a d6 to a d8. If your superiority dice's size are determined by another source, this feat cannot increase the size of your superiority dice.

## SAVAGE ATTACKER

Your melee attacks are especially brutal, and you rarely make a glancing blow.

- The first time you roll damage for a melee weapon attack, you may reroll all of the attack's damage dice and use either total. This wording expands the feat to include smites, sneak attacks, and similar effects.
- When you roll critical hits against creatures your size or smaller, they must pass a strength saving throw or fall prone. If a creature cannot fall prone from this effect, or is too large for the effect to work, your attack deals an additional 10 damage.
- The DC of this saving throw is 8 + your Strength modifier.

## SHARPSHOOTER

You are a hawk-eyed sniper with ranged and thrown weapons.

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- You can use your bonus action to grant advantage to your next ranged weapon attack.
- When you have advantage on a ranged weapon attack, if both rolls of the d20 would have hit the target, you deal 10 additional damage.

## SKILLED

You gain proficiency in any combination of three skills or tools of your choice.

If you are already proficient in a skill or tool, you can choose it again with this feat and double your proficiency bonus when making ability checks with that skill or tool.

## SKULKER

You are an expert at slinking through shadows.

- When you take the Hide action and are at least lightly obscured (e.g., in dim light) creatures suffer a -5 penalty to Wisdom (Perception) checks to see you.
- When you are hidden from a creature, your attacks deal an additional 5 damage.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks that rely on sight.

## WEAPON MASTER

You are an especially gifted user of a specific type of weapon.

Choose 1 weapon, such as “short bows” or “long swords.” If you are not already proficient with the weapon, you gain proficiency with it. When you wield this weapon, your weapon proficiency bonus is increased by 1, and the range at which your weapon attacks score a critical hit is increased by 1 (e.g., from 20 to 19-20).

You may choose this feat multiple times. You do not need to choose a new type of weapon each time.



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