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Dnd 5e homebrew feats

Edit comments on the EU's next page is a collection of all homebrew feats, because of how little amount of page feats (usually) take. Feel free to add more. Versatility[edit | edit source] You have learned how to use weapons more powerfully than most warriors do, and your strikes can show it. If the weapon has no two-handed, versatile or Light properties, is Sleight of Hand, and has the damage to die lower than 2d6 or 1d12, you can treat it as a versatile weapon by increasing the death size to 1. For example, Rapier is 1d8, subtle but not versatile. If you wield this two-handed this feat, it would deal with a 1d10 injury. Technician[edit | edit source] Prerequisite: You must be able to pour at least one 1st, 2. You have good arcane knowledge of one of your lower-level spells, and you are not afraid to show off it. Choose one spell that is not cantrip, have a 3rd level or down, and you can roll to die (eg magic rocket). One size dies for this spell. For example, Ray of Sickness, which is usually 2d8, it would go 2d10. Magic Missile, which usually has 3 bolts 1d4 + 1, it would be 3 bolts 1d6 + 1. When you run to something, you don't stop and then you don't hit it. You slam into a goal when you hit it. If you move at least 20 feet straight towards the target before Sone's gun attack, add your tier bonus to the damage to the roll when it hits. If you reduce target 0 hit point in this way, you can make an attack on any target that was 5 or 10 feet behind. Carving Strike [edit | edit source] As a terrifying tornado swirling to death, you strike everything around you. If there are at least two enemies within reach of the probe weapon attack from you, you can use your actions to attack them all. This is not counted using attack activities for the purpose of Extra Attack. Iddiocy Pays[edit | edit source] Prerequisite: negative intellect modifier. Because of your lack of intellect, to other people, you seem too much to lie. Increase your Charisma score to 1, maximum 20. For the sake of fraud checks, you can add your negative intellect modifier with your Charisma modifier by counting the negative intellect for these checks as positive. Competitive Fighting[edit | edit source] While most people struggle with a life or death situation, you will see it more like a game, and you want the highest kills you can get. Increase your dexterity or strength score to 1, maximum 20. If an ally reduces the target to 0 points of impact, which was within 15 feet of your number, your next attack and damage role will be added to +1. This hat is +5. Piercing Vocabulary [edit | edit source] When people say: Sticks and stones can break my bones, but words never hurt me, they have clearly never heard their words. Increase your Charisma score to 1, maximum 20. You can use a mean cantrip i. If you deal with the damage of vicious mockery, you can add your charisma modifier damage to the roll. Warlord Bloodthirsty[edit | edit source] You enjoyed the warmth of the battle, and when you hit someone hard enough, you feel like your wounds don't even exist. If you hit a critical strike, you heal 1d4+ your constitutional modifier hit points. It can only be activated once per lap. If you hit a critical strike, you can quickly find another goal within your disadvantage. Critical rejuvenation[edit | edit source] Prerequisite: the ability to shed at least one healing spell or function. Thanks to its mastery of healing magic, sometimes even your skills of healing will surprise you. You have +1 for all healing spells. If you pour a healing spell, roll it out. 19 or 20, you add another dies amount improved. Spell slash[edit | edit source] Prerequisite: Ability to cast one spell 1st or higher. Arcane energy flows out of reach when you cast a spell, and you can use it to imbue your attacks. If you have cast a spell 1st or higher, you can add twice the spelling level to the additional damage to your next weapon attack within 1 minute, making the attack read magical if it wasn't already. It doesn't stack itself, and casting another spell updates the duration, only replacing the injury when the first spell was at a lower level. Critical inspiration[edit | edit source] Looking at your allies to do amazing work can inspire you to do an even better job. Increase your strength or dexterity with a score of 1, a maximum of 20. As a non-hostile creature within 30 feet. If allied entity within 30 feet. Marksman[edit | edit source] You've always been a great shot, although it may not sound like. You have +1 for all firearms attack reels. You're going to win with firearms. Divine adept[edit | change source] Recently I got a little contact with your Adorable side. Increase your Charisma or Wisdom score to 1, a maximum of 20. Select the Paladin or cleric archetype channel divinity function. (Only one archetype, not both.) You can use it once for a long rest period. For features that require a spell save, use your Charisma modifier for a paladin channel of divinity, or your Wisdom Modifier for the spiritual channel of divinity. Konn's lungs[edit | edit source] If people ask if you're swimming, you can assure them you're not swimming, you might as well be a fish. Increase your constitutional score by 1 to a maximum of 20. You can hold your breath underwater for 15 minutes. If you already have a trait to increase your water breathing, either multiply it is time 2 when it takes it 15 or increase it to 15. Updated: Martial Adept [edit | edit source] You have martial arts training that allows you to perform special combat maneuvers. You get the following advantages: You will learn two maneuvers of your choice among the available Battle Master archetype fighter class or Bandit archetype Rogue class. If the manoeuvre you use requires your goal to make savings throw stand manoeuvre effects, the savings throw in DC equals 8+ your level bonus + your strength or skill modifier (your choice) Battle Master, or 8+ your level bonus + your skill modifier for the Bandit. If you already have the superiority of the dice, you will get another one; otherwise you have one superiority dies, which is d6. This death will be used as fuel for your manoeuvres. Superiority dies if you use it. You restore your spent superiority to the dice when you have completed a short or long vacation with Lance Master[edit | edit source] Lance is a master that is not the easiest of many to use, typical jousts, but you have spent a long time working to use it with your best ability. You have +1 attacking rolls of peaks. You're ignoring the special property of the peak. If installed and using a lance, if you attack with an advantage and a lower roller would also hit your target, the goal is knocked down. Morningstar Master[edit | edit source] Morningstar is a special club, a club you have learned how to use correctly compared to other users of it. You have the skills in the morning letters. You have +1 attacking rolls of morningstars. If you're proficient, morningstars have a versatile (d10) feature. After landing a successful attack on morningstar, you can use your bonus action to hit harder to attack, making another attack that deals with 1d4 bludgeoning damage. This bludgeoning injury does not add to your ability to modifier if you have a two-weapon fighting style. Gauntlet Master[edit | edit source] You're trained to use your fists while wearing junipers to be immensely powerful compared to others. You're going to get the next rewards. You have a +1 bonus for attacking and damage rolls junipers. If you have a free hand or hand wielding a gauntlet, you can use your reaction when attacked to increase your armor class 2. This effect will last until the beginning of the next turn. You can't be sedy if you're not unconscious. Miscellaneous connection content is available under CC-BY-SA unless otherwise stated. Additional content from the D&D 5e HomeEnchantmentsFeatsMagic ItemsSpells Project managed by the final tavern Brawler receives a fair amount of anger from players. What I decided to do was split it into two separate feats, one specializing in improvised weapons and the other with unarmed strikes. Improved Weapons Master allows you to hit the creature almost You can grab it. I know characters rarely get disarmed, but it can certainly help in certain situations. As for dirty fighter... Well, sometimes the knee groin is what you have to do with that (watching all the ladies). Cat-like Reflexesi adapted this one pathfinder 2e. A little bit, but monk, a drop of leather drops the spell and decent acrobatics score and no longer die when you fall off a cliff. Don't look at me like that... We all know that players do stupid things all the time. Dirty FighterOld says: There is no such thing as a dirty fight and anyone who has ever had a fight knows this is absolutely true. Eye-sticking... certainly no problem. Fish hook... Yep. Knee to groin... I'm fine with that, too. Your only goal when you're in a fight may not win, but don't get forever loving shit kicked out of you. Winning is great, but if you can't stand for it, what's the point? You do what you have to do, and there's no shame in that. ParkourSeriously, who doesn't want their character to be able to do it, or maybe this? We all have visions of our character, gracefully jumping into battle and swinging their swords. This feat allows you to do so. Just be careful when DM asked you how do you want to do it Even as it took me a while to come up about the concept of feats, I now fully embrace them. With a little planning, foresight and the right combinations, they can make their character the hero you always dreamed they were. Were.

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