

# COMMUNITY REWARD: NEW FEATS

**Congratulations on completing the community goal. Behold, new feats!**

Feats provide the ability to supplement and differentiate your hero beyond ancestry, homeland, background, and class. You can take a feat at 1st, 4th, 8th, 12th, 16th, and 19th level. If you are of human ancestry, you gain an extra feat at 1st level, as long as it is not one of the Aspiration feats. Each feat grants one or more benefits.

Each feat has a level that serves as a prerequisite, and some feats have one or more other prerequisites. If you lose the prerequisites for a feat, you retain that feat, but you can't gain its benefits again until you regain the lost prerequisites.

Unless stated in its "Special" section, you can only take a feat once.

## Combat Student 1st Level

You learn a combat style of your choice:

- **Dead-Eye Style** - You have a +2 bonus to attack rolls when using a ranged weapon.
- **Defensive Style** - You have a +1 bonus to Armor Class.
- **Dueling Style** - When you're wielding a melee weapon in one hand and either no weapon or a defensive weapon in the other hand, you gain a +2 bonus to melee weapon damage rolls.
- **Great Weapon Style** - When you roll damage for a weapon you're wielding with two hands and roll a 1 or 2 on that damage die, you can reroll the die. You must take the result of the new roll, even if it is a 1 or a 2.
- **Protector's Style** - As a reaction, when an enemy that you can see is about to make an attack roll against a creature within your melee reach, you can impose disadvantage on that attack roll.
- **Two-Weapon Fighting Style** - When you're fighting with a melee weapon in each hand, you can add your ability modifier to the damage of the offhand attack.

## Intimidating Power 1st Level

**Prerequisites:** STR 2+

You have learned to turn your impressive strength into an intimidating presence. You gain the following abilities:

- You gain proficiency in Intimidation.
- When making an Intimidation check, you can use STR in place of CHA.

## Monastic Adaptation

### 1st Level

**Prerequisites:** Monk Adept or you are a Monk

Your exposure to warfare outside of your training have led you to create a perfect blend of the two. You gain the following ability:

- Any weapon you wield is considered a monk weapon for the purposes of Martial Arts.

## Parkour

### 1st Level

**Prerequisites:** DEX 3+

Your agility based workouts and conditioning have granted you the following benefits:

- You gain a climb speed equal to your SPD.
- You may jump as though you had a STR of 5.
- Whenever you use your action to Dash, you may use your bonus action to dash again.
- You may use DEX, rather than STR, when making Athletics checks.

## Skulker

### 1st Level

**Prerequisites:** DEX 2+

You are a master of attacking from the shadows, and you ensure your prey only sees you when you want them to.

- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Whenever you deal damage with a weapon attack while hidden, you may roll your weapon's damage die twice and take the higher result. This does not apply to sneak attack damage.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

## Arcane Locksmith

### 4th Level

**Prerequisites:** You must be able to cast a spell of 1st level or higher.

You have spent many hours of idle time learning the mechanical and arcane methods of all kinds of locks. You acquire a thieves kit, thieves kit proficiency, and learn the following spells:

- Arcane Knock
- Arcane Lock

You acquire the casting implements and components necessary to cast these spells, and may cast them once per long rest. Additionally, when casting Knock, the spell produces no noise.

Any lock related skill checks using your thieves kit can use your casting ability, rather than DEX.

## Heavy Armor Adept

### 4th Level

**Prerequisites:** Medium armor proficiency.

You have mastered the use of heavy armor. You gain the following benefits:

- You gain proficiency with heavy armor. If you possess at least one trait, feature, or feat that already grants you proficiency with heavy armor, you gain a +1 bonus to Armor Class while wearing heavy armor.

**Special:** You can take this feat up to two times, once to gain proficiency with heavy armor and again to gain the +1 bonus. Taking it twice never grants a +2 bonus to your Armor Class while wearing heavy armor.

## Herbalist

### 4th Level

**Prerequisites:** INT 2+ or WIS 2+

Your studies in the ways of herbs, plants, and other organic materials grants you the ability to create some helpful consumables.

By spending one hour during a long rest, an Herbalist can craft one of the following items:

- Sprouted-Grain Bread – If eaten during a short or long rest, cures 1d4 -1 (min 1) levels of exhaustion. It also provides an amount of temp hp equal to your level at the end of the rest.
- Protective Balm – When applied as an action, you gain resistance to your choice of Fire, Cold, or Acid damage for one minute.
- Green Juice - A blend of leafy vegetables and roots that can be consumed as a bonus action. When consumed, it restores an amount of d6's of HP equal to your PRO,. Additionally, you gain advantage on checks and saves against poisons and have resistance to poison damage for an amount of hours equal to your PRO.
- Restorative Incense - You may take a deep inhale of the vapors as an action, restoring one sacrificed spell of a mastery equal to or below your PRO.

After 12 hours, any item created with this ability loses its potency and becomes unusable, and a creature can only benefit from one item and a time.

## Intuitive Personality

### 4th Level

**Prerequisites:** CHA 2+

Sometimes in the heat of battle, all it takes is a sly look and a disarming smile to act first. You gain the following abilities:

- When making an initiative check, you can make a CHA check instead of a DEX check.
- You may use CHA, instead of WIS, for Insight Checks.

## Magical Martial Arts

### 4th Level

**Prerequisites:** You must be able to cast a spell of 1st level or higher

You have learned to weave your spells into melee and ranged combat interchangeably, becoming dangerous both up close and at range. You gain the following abilities:

- Whenever you make a ranged spell attack, you may instead make a melee spell attack.
- Whenever you make a melee spell attack, you may instead make a ranged spell attack. When using this ability, the range of the spell becomes an amount of squares equal to your PRO.

## Medium Armor Adept

### 4th Level

**Prerequisites:** Light armor proficiency.

You have mastered the use of medium armor. You gain the following benefits.

- You have mastered the use of Medium armor. You gain the following benefits.
- You gain proficiency with Medium armor. If you possess at least one trait, feature, or feat that already grants you proficiency with medium armor, you gain a +1 bonus to Armor Class while wearing medium armor.

**Special:** You can take this feat up to two times, once to gain proficiency with medium armor and again to gain the +1 bonus. Taking it twice never grants a +2 bonus to your Armor Class while wearing medium armor.