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Just random feats

Blackpowder Expert (GrimHollow)

Prerequisite: Proficiency with advanced weapons

You are well-versed in the use of Blackpowder weapons and wield them with deadly efficiency. You gain the following benefits:

- You ignore the loading property of Blackpowder weapons with which you are proficient.
- Whenever a hostile creature moves within 10 feet of you, and you did not move on your last turn, you can use a reaction to make a ranged weapon attack against that creature.

Blood Hound (GrimHollow)

Prerequisite: Wisdom 13 or higher

Your keen senses are heightened beyond that of most people. Whether these senses were heightened through training, through the loss of other senses, or they simply matured as you did, you gain the following benefits:

- While conscious, whenever a creature that is small or larger moves, within 10 feet of you, you immediately become aware of its presence.
- Your attack rolls do not have disadvantage against invisible creatures that you are aware of.
- You have advantage on Wisdom (perception) and Wisdom (survival) checks that rely on sound or smell.

Docker's Jank (Zeitgeist)

In a band, every musician has to know his bandmates' parts in case they need to switch places or pick up the slack. Choose up to four allies; you may change your chosen allies if you spend a few hours training with them. You and those allies can each use Help as a bonus action, but only to aid you or one of your chosen allies. Once a character uses this ability, he or she must take a short or long rest before doing so again.

Additionally, once per day as a bonus action you can shout a line from an inspiring song to grant an ally a Bardic Inspiration die, a d6.

The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level. Except for the limited use, this functions as the Bardic

Inspiration feature.

Hulking Figure (GrimHollow)

Prerequisite: Strength 13 or higher

You are a broad and formidable size for your race, either due to extensive training or natural build.

You gain the following benefits:

- You count as one size larger (to a maximum size of large) when determining your carrying capacity and the weight you can push, drag, and lift.
- When you hit a creature with a melee attack, if you used your strength modifier to hit the creature, you deal an additional 1d4 damage. This damage is of the same type as the weapon attack.
- Whenever you attempt a Charisma (intimidation) check against a creature of your size or smaller, you can add your Strength modifier to the result.

Iron Gut (GrimHollow)

Prerequisite: Constitution 13 or higher

You eat like a giant and drink like a fish. Years of punishing your stomach and liver have led to a powerful fortitude. You gain the following benefits:

- You have advantage on Saving Throws against being poisoned.
- Upon completing a long rest, you regain 1 additional spent Hit Dice.
- As an action, you can spend Hit Dice to heal yourself, as if you have taken a short rest. You can use this ability a number of times equal to your Constitution modifier (minimum of 1) per long rest.

Lightning Caster (GrimHollow)

Prerequisite: The ability to cast at least one cantrip

Your rapid-fire style of casting cantrips allows you to weave magic with uncanny speed, granting you the following benefit:

- Whenever you cast a cantrip that can only target a single enemy, you can use your bonus action to target two enemies within 5 feet of one another instead.

Nimble Physique (GrimHollow)

Prerequisite: Dexterity 13 or higher

You are small and thin for your race. You have a mysterious and consistent ability to avoid danger.

This feat grants the following benefits:

- As long as you are not wearing armour, you may take the dodge action as a bonus action. You can use this feature a number of times equal to your Dexterity modifier (minimum of once) per long rest.
- You can fit and squeeze through spaces as though you were one size smaller than you are.
- Moving through spaces occupied by allies does not impose movement penalties.

Nocturnal (GrimHollow)

Due to extensive exposure to the dark, and possible supernatural abilities, you have an unmatched ability to fight adversaries in the dark. You gain the following benefits:

- You gain Darkvision with a radius of 60 feet. If you already have darkvision, then the radius of your darkvision increases by 30 feet, to a maximum of 120 feet.
- You have advantage on Dexterity (Stealth) checks while in dim light or nonmagical darkness.

Proper Ending (Zeitgeist)

With the dire knowledge that the world shall end in ice, you do what you can to prevent such fate from befalling your allies. As a bonus action, you can touch a dying creature or a creature that died in the past round. That creature is restored to life if dead, stabilizes, and is considered to have failed no death saving throws, but remains unconscious. The body must be relatively intact. This ability doesn't function on decapitated or disintegrated creatures, for example.

As an action, you can concentrate on your own mortality in order to manifest a zone of cold in a 10-foot radius around you. Once manifested, the zone is stationary, and it lasts until you dismiss it as a bonus action, or you fall unconscious.

At the start of your turn, creatures in the zone take 1d6 cold damage. This increases to 2d6 at 5th level, 3d6 at 11th level, and

4d6 at 17th level. Creatures in the zone cannot heal or gain temporary hit points. Since you manifested this fragment of the world's

icy end, you are affected by the zone even if you are not inside it, and you cannot reduce the damage this power deals to you by

any means. Other creatures' resistances and immunities can still protect them.

Once you manifest this zone, you cannot use it again until you complete a long rest.

Scatter Weapon Master (GrimHollow)

Prerequisite: Proficiency in Advanced Weapons

Through many hours spent using these destructive weapons, whether on the training grounds or setting hag huts ablaze, you have gained immense experience with scatter weapons and gain the following benefits:

- Critical hits double the damage dealt by the Scatter property on a failed save.
- When making an attack with a weapon with the Scatter property, you may choose any number of targets to gain advantage on saving throws caused by your attack.
- You ignore the Loading quality of Scatter weapons with which you are proficient.

Skyseer Vision (Zeitgeist)

As a bonus action you may touch an ally and give them insight into future actions. The touched ally chooses one of the following — attack roll, saving throw, ability check, or skill check — and then rolls a d20. The next time the ally would make the same type of roll before the end of the encounter, they may use the previously rolled result or opt to make a new roll. If the ally has advantage or disadvantage, only the first roll is replaced.

After using this ability you must take a short or long rest before you can use it again.

As part of a long rest during which the night sky is visible, you may focus your mind on the future and receive a prophetic dream regarding one question. Upon completion of your rest you awaken with insights into the future as though you had cast a divination spell regarding a task you plan to take the following day.

The Man with Two Guns Is God (Zeitgeist)

You have discovered the coolest fighting style in the world. You can draw and stow two firearms when you would normally be able to draw or stow only one. You can use two weapon fighting with dual pistols (or target pistols) just as with light melee weapons. Any creature you attack with a firearm cannot make opportunity attacks until the start of your next turn.

You are proficient in gunsmithing tools. Crafting common firearms only requires time and money. Crafting a grenade takes 25 gp of materials. Doing it safely takes 10 days of work, or you can rush it in 1 day, but then must succeed on a DC 10 Intelligence check or else the grenade explodes and injures you.

Likewise, you can craft target pistols, rifled carbines, or rifled muskets by paying half their price for raw materials, then spending a day for every 5 gp of total price to craft the item from scratch. Or

you can take a normal firearm, spend 25 gp on a rifling kit, and successfully make a DC 10 Intelligence check to upgrade the weapon in a single day. If you fail this check, the weapon is ruined. Whenever you take a long rest, choose two firearms in your possession to maintain. Those weapons cannot misfire for 24 hours.

Thrown Weapon Master (GrimHollow)

You excel at thrown weapons and gain the following benefits:

- When you take the attack action to throw a weapon with the Thrown property, you may immediately use a bonus action to make two more attacks with a Thrown weapon. These must also be thrown attacks. You may use this ability a number of times equal to your dexterity or strength modifier per short rest.
- If you throw a weapon as part of an attack, you may immediately draw another onehanded weapon as part of that attack.

Weaver of Maledictions (GrimHollow)

Prerequisite: The ability to cast at least one spell

You have learned how to use effigy dolls when cursing your targets. These dolls take 8 hours to create and can only be used on the target that the effigy was created to resemble. Only you can benefit from dolls you have created. When you use an effigy doll you gain the following benefits:

- The target of the curse has disadvantage on their initial saving throw.
- The target of your curse does not know that you tried to curse them upon a successful save against being cursed.

Witch Hunter (GrimHollow)

You have honed and perfected your skills fighting against spellcasters. You gain the following benefits:

- Whenever a hostile creature targets you with a spell, make a Wisdom saving throw against the spellcaster's spell save DC. On a success, the creature must choose a new target or lose the spell. This does not protect you from area effects, such as the explosion of a fireball.
- Whenever you hit a spellcaster with a melee attack, the target's speed is reduced by 10 feet until the beginning of your next turn.
- You have advantage on saving throws against being cursed.

Tools and Tool Feats

Detailed below are several new tool kits that can be used to enhance your game and bring new concepts and ideas to life. The world of Drakkenheim is a grim place full of cosmic horror and dark fantasy. These tools and tool feats look to explore the professions and expertise of many who dwell in the setting.

New Tool Kits

Characters may purchase these tool kits for 50 gp.

Each weighs 5 lbs.

Investigator's Kit

This small black satchel contains a spyglass, a notebook and a quill, pliers, tongs, a small blade, and a magnifying glass.

Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to investigate a crime scene, examine a dead body, or spy on someone from a distance.

Vampire Hunter's Case

This small wooden briefcase is engraved with holy glyphs and contains 3 vials of holy water, a wooden stake, a mallet, a small book of prayers, a holy symbol, and prayer beads. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to track a vampire, or protect an area from a vampire.

Exorcist's Kit

This leather bag contains various holy symbols of several different gods, prayer papers from several religions. A holy book of the prominent religion of your choice, a bottle of holy water, a jar of salts, three candles, a tinder box, a sachet filled with various dried

herbs and flowers, and a few scraps of silver. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to investigate or track undead or fiends, to protect a location from such creatures, or to aid in removing possession.

Occultist's Tools

This blood red case has three locks on it and a ring of keys. Inside is a sacrificial ornamental dagger, a shrunken head, a book of prayers in a dead language, a talisman representing an entity of unknown origin, a small statue of a bizarre being, three vials of blood, a set of incense and a censer, a chalice, a mortar and pestle and some dried herbs and flowers. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to determine the presence of celestials, fey, or fiends.

Cosmologist's Tools

This small lockbox contains a star map, a scroll of known constellations, an armillary sphere, sun dial, astrolabe, and a spyglass. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to determine time of day, location, or direction, as well as recalling any relevant information related to stars, cosmos, gods, or planes.

Doctor's Bag

This black leather medical bag contains a magnifying glass, pliers, a needle and thread, a jar of leeches, a bone saw, a pouch with 5 syringes and 3 scalpels, measuring cups, clamps, distilled alcohol, and various dried herbs. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to determine the symptoms of diseases, poisons, and debilitating conditions, as well as what is required to relieve them

Tool Feats

Advanced Palate

Requires proficiency in cook's utensils or brewer's supplies

Whenever you take a short rest, you and up to 6 allies can enjoy a quick meal prepared by you. When they do, any hit dice they use during that rest count as if they had rolled their maximum. Once you use this feature, you must finish a long rest before you can use it again.

During a long rest, you can prepare a hearty meal for up to eight creatures using any ingredients at hand. Creatures who consume the meal gain a hearty resistance for 24 hours. While a creature has this hearty resistance, if that creature fails a saving throw, it can choose to succeed instead. It can use this benefit once, then the hearty resistance expires.

Arcane Fletcher

Requires proficiency in carpenter's tools, tinker's tools, or woodcarver's tools

Whenever you take a long rest, you may spend 1 hour using your tools to imbue a number of arrows or bolts with elemental

"While it's important for everyone to know how to use tools, you should avoid acting like one."

power. The maximum number of magical arrows or bolts you can imbue is equal to twice your proficiency bonus.

You choose the damage type from either fire, cold, lightning, acid, or poison. The arrows or bolts deal an additional 1d4 damage of the chosen type. Any previously imbued arrows or bolts lose this magic if you use this feature again.

At 12th level, the additional damage increases to 1d6.

Demolitions Expert

Requires proficiency in alchemist's supplies

Once per day after finishing a long rest, you can spend one hour working with your chosen tools to create a special concoction

or infusion using materials harvested or found in the field. You must have access to your tools during this time. As you gain levels, you learn how to create a more powerful item, as shown on the table below. This creation becomes inert after 24 hours. See the Core Rules for more information on the items below.

Level 1 — Alchemist's fire

Level 5 — Bomb

Level 11 — Grenade

Expert Armorsmith

Requires proficiency in smith's tools or leatherworker's tools

Your advanced knowledge of your craft allows you to barter and talk shop with others in your profession, you gain proficiency in Charisma checks you make when speaking with armorsmiths. Additionally, you can identify the make, origin, and traits of any set of armor if you spend 1 minute examining it.

Whenever you take a long rest, you are able to improve one piece of non-magical armor for you or an ally. You must spend 1 hour to do so, and have access to your tools during this time.

You may choose one of the following damage types: fire, cold, lightning, acid, or poison. The armor grants its wearer resistance to that damage type until you use this feature again.

Starting at 12th level, your smithing skills now grant immunity instead of resistance to the chosen damage type.

Expert Bowyer

Requires proficiency in carpenter's tools or woodcarver's tools

Your advanced knowledge of your craft allows you to barter and talk shop with others in your profession, you gain proficiency in Charisma checks you make when speaking to professional archers or bowyers. Additionally, you can identify the make, origin, and traits of any ranged weapon if you spend 1 minute

examining it.

During a long rest, you may spend 1 hour working with your tools to tune up a non-magical ranged weapon. You increase the long range of that weapon by an amount equal to $10 \times$ your proficiency bonus and no longer have disadvantage when firing your weapon at long range. Additionally, the weapon now scores a critical hit on a 19 or 20. The improvements last until you use this feature again.

Expert Weaponsmith

Requires proficiency in smith's tools

Your advanced knowledge of your craft allows you to barter and talk shop with others in your profession, you gain proficiency in Charisma checks you make when speaking with weaponsmiths. Additionally, you can identify the make, origin, and traits of any melee weapon if you spend 1 minute examining it.

Whenever you take a long rest, you are able to improve one non-magical melee weapon for you or an ally. You must spend 1 hour to do so, and have access to your tools and at least 100 gp worth of metal or other materials.

The improvement you grant is equal to one half your proficiency bonus (rounded down). For example, at level 5, with a proficiency bonus of +3, you may make a +1 weapon. The improvement lasts until you use this feature again.

Investigative Mind

Requires proficiency in exorcist's kit*, vampire hunter's case*, or investigator's kit*

Increase your Intelligence score by 1, to a maximum of 20.

You gain proficiency in the Intelligence (Investigation) Skill, and your proficiency bonus is doubled for any ability check you make that uses that proficiency.

When you are investigating an area, object, or creature, you

can ask the Game Master a number of questions equal to your proficiency bonus. The Game Master must give a truthful reply, but will only respond with “Yes,” “No,” or “Unknown” if the answer to the question is unknowable or impossible for mortal investigators to deduce.

Once you ask questions about an object, creature, or area, you can’t ask any more questions using this ability again until you finish a long rest.

Medical Expert

Requires proficiency in occultist’s tools*, exorcist’s kit*, or doctor’s bag*

Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

During a short rest you can tend to the sick or wounded.

You can remove one level of exhaustion, cure one disease, or remove the charmed, frightened, paralyzed, or poisoned condition from up to six creatures you can tend to during the rest. Additionally, you may choose up to 6 creatures you can hear and see, they gain a number of extra hit dice to use during the rest equal to your proficiency bonus.

Occult Practitioner

Requires proficiency in occultist’s tools*, or exorcist’s kit*, and the spellcasting ability

Increase your Intelligence or Charisma score by 1, to a maximum of 20.

When you finish a long rest, you may touch your tool kit and imbue a spell you know inside it. The spell must have a level equal to or lower than your proficiency bonus and a casting time of 1 action. While holding your tool kit, you can use an action cast this spell without expending a spell slot. You can cast the spell in this manner once, then must finish a long rest before you

can do so again. The item remains imbued until you cast the imbued spell, or until you finish a long rest.

Potions Expert

Requires proficiency in alchemist's supplies, occultist's tools*, or herbalism kit

Your practice with potion brewing has given you an eye for the small details that distinguish ingredients and effects within potions. You gain proficiency in Charisma checks you make when speaking to potion sellers, alchemists, or herbalists.

Additionally, you can determine the properties of potions by spending 1 minute examining them.

Once per day after finishing a long rest, you can spend one hour working with your chosen tools to create a special concoction or infusion using materials harvested or found in the field. You must have access to your tools during this time. As you gain levels, you learn how to create a more powerful item, as shown on the table below. This creation becomes inert after 24 hours. See the Core Rules for more information on the items below.

Level 1 — potion of healing

Level 5 — potion of greater healing

Level 11 — potion of supreme healing

Proficient Poisoner

Requires proficiency in poisoner's kit, occultist's tools*, or herbalism kit

You gain resistance to poison damage, and can detect the presence of poison by spending 1 minute examining a substance or object.

Once per day after finishing a long rest, you can spend one hour working with your chosen tools to create a special concoction or infusion using materials harvested or found in the field. You must have access to your tools during this time. As you gain levels, you learn how to create a more powerful item, as shown on the table

below. This creation becomes inert after 24 hours. See the Core Rules for more information on the items below.

Level 1 — basic poison

Level 5 — serpent venom

Level 11 — wyvern poison

Scribe

Requires proficiency in calligrapher's supplies, investigator's kit*, or cartographer's tools, and the spellcasting ability

After finishing a long rest, you can spend one hour working with your chosen tools to create a spell scroll.

The scroll you create can be any spell you know of a level equal to or lower than your proficiency bonus. Any scroll created this way loses its magical potency if you use this feature again.

Trapmaker

Requires proficiency in tinker's tools or thieves' tools

After finishing a long rest, you can spend one hour working with your chosen tools to create a special trap using materials harvested or found in the field.

These traps can be placed on the ground as an action and take up a 5-foot-by-5-foot square. A creature who investigates the area must succeed on a DC 15 Wisdom (Perception) or Intelligence (Investigation) check in order to see the trap. If a creature steps on the space where a trap is located that creature immediately triggers the trap. You can make any of the traps listed below.

h Ensnaring trap. The triggering creature must make a Dexterity saving throw. On a failed save, it is restrained until it escapes by spending an action to make a strength check against your trap save DC.

h Spiked trap. The triggering creature must make a Dexterity saving throw. On a failed save, the creature takes 2d6 piercing damage.

h Sonic trap. The trap makes a sound audible out to 300 feet
Starting at 10th level, you can make the following advanced traps.

h Exploding trap. The triggering creature must make a
Dexterity saving throw. On a failed save, the creature takes
4d6 fire damage and is knocked prone.

h Poison trap. The triggering creature must make a
Constitution saving throw. On a failed save, the creature takes
3d8 poison damage and becomes poisoned until the end of its
next turn.

h Gas trap. The triggering creature must make a Wisdom
saving throw. On a failed save, the creature is incapacitated
until the end of its next turn.

The saving throw DC for your traps equals 8 + your proficiency
bonus + your Intelligence or Dexterity modifier (your choice)