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, youmay 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.

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