

POINT BUY FEAT SYSTEM

**A NEW WAY TO BUILD AND
CUSTOMIZE CHARACTERS**

THE DUNGEON COACH

A HOMEBREW SUPPLEMENT

FOR THE WORLD'S GREATEST ROLEPLAYING GAME

POINT BUY FEATS

A NEW WAY TO BUILD AND CUSTOMIZE CHARACTERS

BY THE DUNGEON COACH

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THE DUNGEON COACH

Medium Humanoid

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 I create weekly videos every Sunday to help make your games more creative and more fun!
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POINT BUY FEAT SYSTEM

This system has MANY different uses and outlines all kinds of perks/ feats/ features for ANY type of character. I will be outlining the main ways that I use this system at my game table for the last 2+ years.

- Character Creation
- Bonus Level Up Perks
- Feats (ASI level ups)

This is what sparked the creation of this system. There are some feats that I have wanted PARTS of the feat... but not the WHOLE thing. So I have broken apart every feat in the game and assigned point values to them. I have put 100's of hours into this system to refine and balance it as best I could while providing a TON of customization to every group that uses it.

DISCLAIMER: ANY point buy system is going to be easier to “exploit/ optimize” characters for those “Min Max Players” out there. Overall if you feel that they have created something you feel breaks the game, then make it cost more points or talk to the player one on one about different solutions to make sure you can balance it. There is probably a combo out there that I have not seen happen yet., but just like in any other part of the game everyone needs to work together to keep everything fun and balanced.

Check out the video where I explain this system here: <https://youtu.be/7ZY2sidYT9s>

Future Plans: I have MANY plans and updates for this in the future and I will continuously update this system with “expansion packs”. Here are just SOME of the ideas I have coming in the future (or if this is the future... they are already out!)

- Dual Wield
- Grapple
- Guns
- Class Features that come from other classes to feel like a “mini multiclass feat”
- Full Multi-class feats that require levels in X and Y class to be able to take them
- Skill feats for “weaker skills” like Nature/ Arcana/ Religion/ History with cool bonuses
- More unique abilities and combat mechanics

BONUS IDEA: You could have your players encounter a story component and get a boon of some kind, awarding them extra points, or during down time they have a training session that awards them a point. Basically this is just one more tool to give out player rewards.

CHARACTER CREATION

You create a Custom Lineage very similar to Tasha's Cauldron of Everything, you select a race to be the “skin” of what you look like, then purchase features that fit your character. Everything here is directly connected to your character “Race” from the PHB and you still would continue on choosing your class, background, etc after this.

The DM assigns a set number of points to each player that they can spend on these “Feats” You can choose to assign more or less points as the DM depending on how strong you want your starting players to be (another perk of using this system)

- Weaker Characters = 7
- Normal (Recommended) = 10
- Stronger Characters = 13

There are also “Lineage Feats” which are ONLY available upon character creation (unless your DM can come up with a creative reason why you are able to gain this ability).

So here is how Creating a Character would go:

CUSTOM LINEAGE

Creature Type: Humanoid. You determine your appearance and what type of race you resemble

Size: You are considered Small or Medium

Speed: Your base movement speed is 25 feet

Ability Score Increase: You can Choose which way you spend these 2 ASI

- One ability score of your choice increases by 2
- Two ability scores of your choice increases by 1

Feat Points: Your DM chooses a Number of “Feat Points” to give you to spend on these Feats (7,10,13)

Languages: You can speak Common plus one other language of your choice that is appropriate for your character

BONUS LEVEL UP PERKS

I have a homebrew system where I give my players custom Features at EVERY level up. This helps them look forward to “leveling up” and lets them customize their character how THEY want to, instead of only from what the book says.

DISCLAIMER: I do NOT use the points in this system for bonus level up perks. I custom create them each time “from scratch” for each player. I also base it off how strong their character currently is and take into consideration what they just got. So, if they have been “struggling” and what the book just gave them for this level up was not that impressive, I would give them something MORE than a player that has been KILLIN IT that just got the strongest thing their class gets. So a blanket “everyone gets 1 point per level up” doesn't really work here. BUT I would want you to use this system as inspiration to give out these perks and maybe even give them an allowance of points per level, but just be careful how much you give and watch how strong they get.

I hope you use this system for some added customization and creativity in your games! Keep thinking outside the box!



POINT BASED FEATS

Any time a character reaches an ASI Level Up they get a choice. They can increase 2 different ability scores by 1, or They get 3 “Feat Points” to spend on any feats they want

CORE FEATS

These are for the “Core” Feats that let you choose ability scores, skills, expertise, weapons, tools, and even cast spells. These are pretty basic and simple BUT they can really help fill in those missing pieces you need for your character.

SPELL OPTIONS

Learn a Cantrip - 1 point

Choose a cantrip that you can cast at will.

Learn a 1st level spell - 2 points

Choose one 1st level spell that you can cast once per Long Rest.

Ritual Caster - 2 points

You gain the ability to cast 2 1st-level spells or 1 2nd level spell of your choice as a ritual. The spells you choose must have the ritual tag. Choose a spell casting ability modifier that makes the most sense for your character (not their highest one, DM approval Required).

Learn a 2nd Level Spell - 3 points

Requirement: 3rd Level

Choose one 2nd level spell that you can cast once per Long Rest.

Learn a 3rd Level Spell - 5 points

Requirement: 5th Level

Choose one 3rd level spell that you can cast once per Long Rest.

ADDITIONAL OPTIONS

Saving Throw Proficiency - 2 points

Gain 1 Saving Throw Proficiency (Max 2)

Ability Score Increase - 2 points

1 Ability Score Increase

Expertise - 2 points

1 Expertise in a Skill already proficient in (Max 2)

Skill Proficiency - 1 point

1 Proficiency in a Skill

Martial Weapon Proficiency - 1 point

2 Martial Weapon Proficiencies

Weapon, tool or language proficiency - 1 point

3 Simple Weapon/ Tool/ Language Proficiencies

25 FOOT MOVEMENT SPEED INCREASE

- **Extra 5ft of movement (30 total) - 1 point**
- **Extra 10ft of movement (35 total) - 1 point**

LINEAGE FEATS

These feats are available during the character creation process and wouldn't normally be available as you level up throughout your campaign. If you have a good story reason for it you could access these feats at later on in your game, but only with your DM's approval.

BODY FRAME

Long-Limbed - 3 points

When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

Powerful Build - 1 point

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Jumper - 1 point

You can make a running long or high jump after moving only 5 feet on foot, rather than 10 feet.

Soft Landing - 1 point

You take 0 fall damage from 20ft and lower, and half damage from anything higher than that.

Tiny Nimbleness 1 point each

Requirement: Small size category creature

- **Squirmy** You have advantage on any Strength (Athletics) or Dexterity (Acrobatics) check you make to escape from being grappled.
- **Mask of the Wild** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.
- **Squeeze Through** You can move through the space of any creature that is of a size larger than yours.
- **Tiny Hider** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Fury of the Small - 2 points

Requirement: Small size category creature

When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.



BEASTLY FEATURES

Nocturnal - 1 point progressions

- **See in the Shadows (1 point)** Dim light does not impose disadvantage on Wisdom (Perception) checks relying on sight. You can't discern colors in darkness, only shades of grey. 30 feet max distance.

- **Darkvision - 1 point**

Requirement: See in Shadows Feat

You gain darkvision with a maximum range of 60 feet.

- **Superior Darkvision - 1 point**

(Requirement: Darkvision feat)

The range of your darkvision is doubled to 120 feet.

Water Born - 1 point

You have a swimming speed of 30 feet

Breath of the Sea - 1 point

You can breathe air and water.

Speech of Beast and Leaf - 1 point each

You have the ability to communicate in a limited manner different with forms of life. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them. Choose one: Mammals, birds fish, reptiles (non dragons).

Sonar Vision - 1 point

You have Blindsight out to 30ft while underwater (feel vibrations in water).

Keen Smell - 1 point

Thanks to your keen sense of smell, you have advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell.

Hooves - 1 point each

- **Hooved Feet** Your hooves are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d6 + your Strength modifier.
- **Hooved Kick** If you land an attack with your hooves, the target makes a strength saving throw of moves back 10 feet.

Clawed Hands - 1 point each

- **Slashing Claws** You have retractable claws that are natural weapons, which you can use to make unarmed strikes. If you hit with them, you can deal slashing damage equal to 1d6 + your Strength modifier.
- **Climbing Claws** You gain a climbing speed of 30.

Sharp Teeth - 1 point each

- **Bite Attack** Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier

- **Hungry Jaws** In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

Horns - 1 point each

- **Horned Attack** Your horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier.

- **Horned Toss** Immediately after you hit a creature with a melee attack, as part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your horns. The target must be no more than one size larger than you and within 5 feet of you. Unless it succeeds on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier), you push it up to 10 feet away from you.

Barbed Hide - 1 point

As a bonus action, you can cause small barbs to protrude all over your body or cause them to retract. At the start of each of your turns while the barbs are out, you deal 1d6 piercing damage to any creature grappling you or any creature grappled by you. You gain advantage on Intimidation checks while barbs are out (Strength or Charisma based Intimidation).

Daunting Roar - 1 point

As a bonus action, you can let out an especially menacing roar. Creatures of your choice within 10 feet, that can hear you, must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn (DC equals 8 + your proficiency bonus + your Constitution modifier). Once you use this trait, you can't use it again until you finish a short or long rest.

Natural Armor - 2 points

You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Trunk - 2 points

You can grasp things with your trunk, and you can use it as a snorkel. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike. Your DM might allow other simple tasks to be added to that list of options. Your trunk can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.



Strong Tail Attack - 2 points

You Swing your tail at a large or smaller creature within 5 feet of you. They must succeed on a Dexterity (Acrobatics) or Strength (Athletics) check contested by your Strength (Athletics) check or take 1d6 bludgeoning damage and be shoved (you declare to push 5 feet or knock them prone before you roll)

Deadly Strong Tail - 1 point

Requires Strong Tail Attack

Your Strong Tail Attack now deals 1d8 + Strength Modifier in damage if it hits

Large or smaller creatures hit by your Strong Tail Attack must succeed on a Dexterity (Acrobatics) or Strength (Athletics) check contested by your Strength (Athletics) check or be shoved (you declare to push 5 feet or knock them prone before you roll)

Strong Tail Sweep - 1 point

Requires Strong Tail Attack

Your Strong Tail Attack can now hit enemies in a 10 foot cone centered on you (this would hit two adjacent enemies within 5 feet of you).

Quick Tail Attack - 2 points

Your tail is capable of lashing out at those around you. It counts as a Whip with which you are automatically proficient. (You add your dexterity modifier to it and it has the Reach property) It deals 1d4 slashing damage or poison damage (you must choose this upon selecting this feat). Your tail can have a visible or retractable barb on the end and you can only make one tail attack per round

Deadly Tail - 2 points

Requires Quick Tail Attack

Increase the damage die of your tail to a 1d6d and you can now make multiple attacks per round with your tail

Barbed Tail - 2 points

Requires Quick Tail Attack

Your tail attacks that deal poison damage now cause your targets to make a Constitution saving throw against your "Con Spell Save DC" (8+ your Con mod + prof). If the target fails, they are poisoned until they make their save at the end of each of their turns.

Combat Tail - 2 points

Requires Quick Tail Attack or Strong Tail Attack

When you take the Attack action on your turn, you then may make a Tail attack as a bonus action.

Prehensile Tail - 3 points

You can use your tail to interact with objects, open and close doors, use thieves tools, and hang upside down from an object. You can also draw or stow an object weighing up to 1 pound with your tail. If doing this while stealing, you gain advantage on your Sleight of Hand check. Gain advantage on Grapple checks.

Shelled Armor - 2 points each

- **Hard Shell** Due to your shell and the shape of your body, you are ill-suited to wearing armor. Your shell provides ample protection, however; it gives you a base AC of 15 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

- **Defensive Retreat** You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

Breath Weapon - 2 points

You can use your action to exhale destructive energy. Your ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your ancestry (DC equals 8 + your Constitution modifier + your proficiency bonus). A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Add Breath Weapon Charges - 2 points

You can use your breath weapon trait a number of times equal to your constitution modifier per long rest.

STRONG BODY

Toxic Constitution - 2 points

You have resistance to poison damage. You have advantage on saving throws against being poisoned.

Celestial Resistance - 2 points

You have resistance to necrotic damage and radiant damage.

Damage Resistance - 2 points

You have resistance to one of the following damage types: Acid, Lightning, Fire, Poison, or Cold.

Stone's Endurance - 3 points

You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

Relentless Endurance - 2 points)

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.



Constructed Resilience - 3 points

You were created to have remarkable fortitude, represented by the following benefits:

- You have advantage on saving throws against being poisoned or charmed, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep.

STRONG MIND

Resilient Will - 1 point each

- **Resilient Mind** You have advantage on saving throws against being charmed.
- **Resilient Soul** Magic can't put you to sleep.
- **Resilient Heart** You have advantage on saving throws against the frightened condition.
- **Resilient Body** You have advantage on saving throws against being paralyzed or stunned.

Presence of Mind - 3 points

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic effects.

Mental Discipline - 1 point

You have resistance to psychic damage.

Trance - 2 points

You don't need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4(3) hours a day. (The common word for such meditation is "trance."). While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8(6) hours of sleep. *(The numbers in brackets represent the time if you are using my homebrew rest mechanic).*

Mind Link - 1 point

You can speak telepathically to any one creature you touch. They hear the words in the language that you are thinking in (they must share that language to understand). Once you have this Feat, you can upgrade it with additional points.

- You no longer need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. (1 point)
- Increase Range to 30ft - 1 point
- Increase Range to 60ft - 1 point
- Increase Range to 120ft - 1 point
- Increase Range to within sight - 1 point
- You can use your action to give a mind linked creature the ability to speak telepathically with you for 1 hour or until you choose to end this effect. The creature must be able to see you and must be within range. You can give this ability to only one creature at a time; giving it to a creature takes it away from another creature who has it - 2 points.

RACIAL ABILITIES

Necrotic Shroud - 3 points

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from your back. The instant you transform, all creatures within 10 feet that can see you must each succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn. Your transformation lasts for 1 minute or until you end it as a bonus action. While transformed, once on each of your turns you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra necrotic damage equals your level. Once you use this trait, you can't use it again until you finish a long rest.

Radiant Soul - 3 points

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back. Your transformation lasts for 1 minute or until you end it as a bonus action. While transformed, you have a flying speed of 30 feet and once on each of your turns you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. Once you use this trait, you can't use it again until you finish a long rest.

Radiant Consumption - 2 points

Starting at 3rd level you can use your action to unleash the divine energy within yourself, causing a searing light to pour out of your eyes and mouth, threatening to char you. Your transformation lasts for 1 minute or until you end it as a bonus action. While transformed, you shed bright light for 10 feet and dim light for an additional 10 feet, and at the end of each of your turns you and each creature within 10 feet take radiant damage equal to half your level (rounded up). In addition, once on each of your turns you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. Once you use this trait, you can't use it again until you finish a long rest.

Shape changer - 2 points

As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

You can spend more points on this feat for a stronger effect, if you have this feat selected at level one you can build onto it as you level up with more points.

- You can use this effect once per long rest - 2 points
- You can use this effect three times per long rest - 3 points
- You can use this effect at will - 4 points



NEGATIVE ABILITIES

You can only have a maximum of ONE Negative ability selected, once you choose it you get an additional amount of bonus points to spend on other things for taking on this burden.

Inept Skills - gain 1 bonus point

Choose two skills, you now always roll with disadvantage on those skills (have some story reason as to why).

Sunlight Sensitivity - gain 1 bonus point

You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Limited Amphibiousness - gain 2 bonus points

You can breathe air and water, but you need to be submerged at least once every 4 hours to avoid suffocating.

Black Blood Healing - gain 2 bonus points

Your blood is tainted and cursed. Any time you roll hit dice for short/ long rests, divide all healing gained by half.

Slow Moving - gain 2 points

Your base movement speed is 20 and you cannot take any mobile feats or movement speed increases. The only way to increase your speed is by magical means

CUSTOM FEATS

This is where you can get fancy and really make your character be able to do unique and different things mechanically than they could ever do before. These feats are structured and balanced around the feats currently in the game and are broken apart into pieces to be able to pick and choose exactly the abilities that you want.

COMBAT FEATS

Adrenaline Rush - 2 points

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Street Fighter - 2 points

You are proficient with improvised weapons and your Unarmed Strike uses a d4 for damage. When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to shove or grapple the target. You must have a hand free to perform this bonus action (no 2 handed weapon or shield equipped).

Sentinel - 3 points

You have mastered techniques to quickly attack enemies who try to escape you.

- When you hit a creature with an opportunity attack, the creature loses 15 movement speed for the rest of the turn.
- Creatures within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Group Tactics - 3 points

You have a +2 on an attack roll against a creature if at least one of your allies is within 5 feet of YOU and the ally isn't incapacitated.

Burst of Speed - 3 points

Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Determination - 2 points

When you make an attack roll or a saving throw, you can do so with advantage. Once you use this ability, you can't use it again until you finish a short or long rest. You may choose to use this ability more than once per short or long rest, but you fail one death saving throw for each additional use.



Battle Tactician - 1 point each

- **Shield Breaker** You have mastered combat against shielded targets, gain a +2 bonus to attack rolls against creatures wielding a shield.
- **Escaping Trip** When you hit a creature with an Opportunity Attack, the target must succeed a Dexterity saving throw (DC 8 + your Proficiency bonus + your Strength modifier) or fall prone.
- **Merciless** On your turn, when you score a critical hit or reduce a creature to 0 hit points with a weapon held in two hands, you can immediately make one more melee weapon attack using your bonus action. If you select this option a second time, you may make the additional attack without using your bonus action. You may only benefit from Merciless once per turn.

WEAPON FEATS

One Handed Weapon Specialist - 1 point each

You are a master of fighting with one handed melee weapons and versatile weapons. Your specialized training has provided you with certain advantages when employing these weapons. The following only apply when wielding only one weapon.

- **Nimble Warrior** Any one handed weapon is treated as if it had the finesse property.
- **Disable** You can choose to forgo your proficiency modifier to the attack roll. If the attack hits, the target of the attack suffers disadvantage on the next weapon attack roll it makes before the end of its next turn.
- **Extended Reach** When you make an attack roll with a melee weapon with the versatile property and holding nothing in your other hand, you may make the attack as if the weapon had the reach property.
- **Close Quarters Fighting** After landing a single handed attack, with a weapon you are proficient with, against a creature within 5 feet, you may use your bonus action to make a shove or grapple attack with your free hand.

Whip Mastery - 2 points

You've learned to manipulate a whip with masterful skill, enabling you to control the battlefield. You gain the following benefits:

- You are more deadly with your use of the whip and can use a d6 for the damage die.
- You can attempt to grapple a creature using your whip instead of a free hand. You can't use the whip to make attacks while grappling a creature in this way.
- When you successfully disarm a creature using your whip, you can grasp the disarmed weapon or item with your whip as part of the same attack, and pull it into your possession.
- When you hit a creature with an Opportunity Attack made using your whip, the target must succeed a Dexterity saving throw (DC 8 + your Proficiency bonus + your Attack modifier) or fall prone.

DAMAGE FEATS

Brutal Accuracy - 3 points

Whenever you have advantage on any attack roll (including ranged and spell attacks) and both d20s would have been a hit you can add your proficiency modifier to the damage

Great Weapon Master (revised) - 2 points

Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a penalty to the roll equal to your Proficiency Bonus. If the attack hits, you add double your Proficiency Bonus to the damage.

Fury - 1 point

When you hit with an attack using a simple or martial weapon, you can roll one of the weapon's damage dice an additional time and add it as extra damage of the weapon's damage type. Once you use this ability, you can't use it again until you finish a short or long rest.

Savage Attacker - 2 points

Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

Surprise Attack - 1 point

If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.

Vengeful Assault - 1 point

When you take damage from a creature in range of a weapon you are wielding, you can use your reaction to make an attack with the weapon against that creature. Once per short rest.

If you choose to spend 2 points on this feat, you can use it a number of times equal to your proficiency modifier per short rest.

Readied Weapon - 2 points

Creatures provoke an opportunity attack from you when they enter your reach.

Brutal Attacks - 1 point

When you score a critical hit with a melee weapon attack, you can roll one additional die of the weapon and add it to critical hit.



RANGED ATTACK FEATS

Ranged Combat Specialist - 1 point each

You are a master in the art of ranged attacks in combat. Your specialized training has provided you with certain advantages when using weapons that attack at range.

- **Fast Loader** You ignore the loading property of ranged weapons with which you are proficient.
- **Long Range Sniper** Attacking at long range doesn't impose disadvantage on your bow or crossbow weapon attack rolls. If you select this feature a second time, you may attack with your weapon up to twice the weapon's maximum range, attacks over the original maximum range of the weapon impose disadvantage on the attack roll.
- **Blown Cover** Your ranged weapon attacks ignore half cover and three-quarters cover.
- **Hidden Sniper** When you are hidden from a creature and miss it with a ranged weapon attack, you may use your reaction to make another hide check, on a success your position is not revealed. If you select this feature a second time, you can make a hide check even after hitting an enemy.

Thrown Weapon Fighting - 1 point each

- **Throwing Master** You gain +1 to attack rolls made with thrown weapons.
- **Long Throw** Attacking with a thrown weapon at long range does not impose disadvantage.
- **Quick Draw** Unsheathing thrown weapons is always a free action for you.
- **Sword Tosser** Simple and Martial melee weapons without the Thrown property can be treated as if they had the Thrown property. One handed weapons have a range of 20/60. Two handed weapons have a range of 15/30.
- **Set Up Shot** If you hit with a ranged thrown weapon, you gain advantage on the next melee attack against the same creature until the start of its next turn.

Net Mastery - 2 points

You have taken the time to master the net. You gain the following benefits:

- Making a ranged weapon attack using a net no longer limits the number of attacks you can normally make.
- When you hit a creature with an attack using a net, they must make a Strength Saving Throw to break free from the net (DC equals 8 + (Strength OR Dex mod) + Proficiency bonus).

Point Blank Shot - 2 points

Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Rapid Fire - 2 points

When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a one handed ranged weapon or thrown weapon that you are holding.

Sharpshooter - 2 points

Once per turn before you make an attack with a ranged weapon that you are proficient with, you can choose to subtract your Proficiency bonus from the attack roll. If the attack hits, you add twice your Proficiency bonus to the attack's damage.

MOBILITY FEATS

Charger - 2 points

When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature. If you move at least 10 feet in a straight line you either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).

Combat Reflexes - 1 point each

Prerequisite: Dexterity 13 or higher

You are especially quick and nimble, and this provides you with benefits in your movement and reactions.

- **Nimble** When you are prone, standing up uses only 5 feet of your movement. Additionally, you do not provoke opportunity attacks when standing up (my homebrew Prone Rules trigger Opportunity attacks).
- **Fast Reflexes** You gain a +5 bonus to initiative.
- **Alert** You can't be surprised while you are conscious.
- **Quick Dodge** Creatures don't gain advantage on attack rolls against you as a result of being unseen by you.
- **Light-Footed** When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- **Defensive Duelist** When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.
- **Awareness** When rolling initiative, you may use your intelligence or wisdom modifier in place of your dexterity modifier (You must choose only one).
- **Climber** You have a climbing speed equal to your walking speed.
- **Jumper** You can make a running long or high jump after moving only 5 feet, rather than 10 feet.
- **Evasive Attack** When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.



- **Hit and Run** When you hit a creature with a melee attack, you gain an additional 5 feet of movement for the rest of the round.

Nimble Escape - 2 points

You can take the Hide action as a bonus action on each of your turns.

DEFENSIVE FEATS

Shield Attacker - 1 point each

Prerequisite: proficiency with shields

- **Shield Throw** You are considered proficient with attacks made using a shield. When you take the Attack action during your turn, you can use a bonus action to make a separate attack using a shield you are wielding. The shield is considered a melee weapon with the thrown property (range 20/60) that deals 1d4 + your Strength modifier bludgeoning damage.
- **Shield Up** You can now don or doff a shield as a bonus action.
- **Shield Shove** After you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you, with your shield.
- **Spell Block** If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- **Shield Evasion** (*prerequisite: Spell Block Feat, #4 above*) If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Vigilant Guardian - 3 points

When a creature you can see within 5 feet of you is hit by an attack roll, you can use your reaction to swap places with that creature, and you are hit by the attack instead. You can use this feature as number of times equal to your proficiency modifier.

Parry Missile - 2 points

You may use your weapon to attempt to deflect a ranged attack. After the attack roll is made, you may use your reaction to add your proficiency modifier to your AC against that attack, potentially causing the attack to miss you.

Armor Specialist - 2 points

- **Light Armor Mastery** If you are damaged by a melee attack while wearing light armor that you are proficient with, you can use your reaction to move 5 feet in any direction without provoking an opportunity attack.
- **Light Armor Mobility** While wearing light armor, opportunity attacks are made against you with disadvantage.

- **Light Armor Defense** While wearing light armor, you may add your armor's AC bonus to your Dexterity saving throws.

- **Armored Stealth** Wearing medium or heavy armor that you are proficient in doesn't impose disadvantage on your Dexterity (Stealth) checks.

- **Armored Agility** When you wear medium armor you are proficient in, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

- **Heavy Armor Mobility** You may ignore the minimum Strength requirement of heavy armor you are proficient in.

- **Shield Proficiency** You gain proficiency in shields.

Armor Upgrade - 2 points each

- **Light Armor Proficiency** You gain proficiency in light armor.
- **Medium Armor Proficiency** You gain proficiency in medium armor (you must be proficient in light armor through a source other than this feat to choose this feature).
- **Heavy Armor Proficiency** You gain proficiency in heavy armor (you must be proficient in medium armor from a source other than this feat to choose this feature).

Armor Mastery - 2 points

While you are wearing medium or heavy armor you are proficient in, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by your proficiency bonus. If you select this feature a second time, the damage reduction applies to all bludgeoning, piercing or slashing weapons.

Die Hard - 1 point each

You recover from injury more quickly than others. You gain the following benefits:

- **Hardy** You have advantage on death saving throws.
- **Durable** When you roll Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).
- **Tough** Your hit point maximum increases by an amount equal to your level when you select this feature. Whenever you gain a level thereafter, your hit point maximum increases by an additional one hit point.
- **Tenacious** Any saving throw to prevent your HP maximum from being lowered automatically succeeds (max HP can't be reduced).

Dodge Artist - 4 points

You can take the Dodge action as a Bonus action.



MAGIC FEATS

Battle Magic - 1 point each

Prerequisite: Ability to cast at least one spell.

Your magic has been honed to use in combat, your quick thinking and specialized training provide certain advantages while fighting with spells.

- **Elemental Adept** Choose one of the following damage types: acid, cold, fire, lightning, poison or thunder. Spells you cast ignore resistance to damage of the chosen type. Additionally, if you spend 2 points on the chosen element, creatures with immunity to the damage type may be damaged as if they had resistance instead.
- **Reliable Spells** When you roll damage for a spell you cast, you can treat any 1 on a damage die as a 2.
- **Spell Sniper** When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- **Spell Accuracy** Your ranged spell attacks ignore half cover and three-quarters cover.
- **Warcaster** You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

Energy Substitution - 3 points

Prerequisite: The ability to cast at least one spell

You have studied/practiced a particular energy type so thoroughly you may now cast spells of other energy types, as the chosen energy type.

You gain the following benefits: Choose fire, cold, acid, lightning, or thunder when you take this feat. Whenever you cast a spell that does fire, cold, acid, lightning, or thunder damage, you may have it do the chosen damage type instead. Any extra effects of the spell (burn, paralysis, stun, etc.) can be modified or negated at the DM's discretion. If a spell would deal the chosen energy damage type normally, without being modified by this feat, you may add your proficiency modifier to the chosen energy damage. You may take this feat multiple times. Each time you take this feat, you must choose an energy type you have not chosen previously with this feat.

Blood Magic - 2 points

You have learned how to use your body to enhance your magic, granting you the following benefits: You can choose to expend one Hit Die whenever you cast a spell. Roll the die, and add the result to one roll of the spell. That roll must restore hit points or deal damage. Choose a target within range, this is the only creature that is effected by this additional damage/ healing. Once you have chosen this feat once, you can spend additional points to improve this feat:

- You are now able to use 2 hit dice per spell (1 point)
- You are now able to use 3 hit dice per spell (1 point)

Advanced Battle Magic - 1 point each

- **Magic Sharpshooter** Once on your turn, before you make a ranged spell attack, you can choose to take a penalty to the roll equal to your Proficiency Bonus. If the attack hits, you add double your Proficiency Bonus to the damage.
- **Hardy Concentration** You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- **Battlecaster** When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.
- **Mage Slayer** When a creature within 5 feet of you casts a spell, you can use your reaction to make a melee weapon attack against that creature. If you spend 2 points on this feat, your reaction can be taken while the creature is in the process of casting a spell, and the attack hits, the target makes a concentration check, and on a failure the spell is "Interrupted" but the casters spell slot is not consumed.
- **Spell Interruption** When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- **Magical Defense** You have advantage on saving throws against spells cast by creatures within 5 feet of you.

UTILITY FEATS

Healer - 2 points

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point.
- Alternatively, if you do not have a healer's kit you can accomplish the same effect with a medicine check of 20 or higher.
- As an action, you can spend one use of a healer's kit to tend to a conscious creature's wounds. The target must expend and roll one of it's hit die and heal for the result plus the healer's wisdom modifier.
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Hunter Diver - 2 points

Years of hunting creatures of the deep has enabled you to push your body to it's limits when fighting in the water.

- You gain a swim speed of 15ft, if you already have a natural swim speed add an additional 15ft onto it.
- You can hold your breath twice as long as usual.
- You gain advantage to grappling and maintaining a grapple on creatures when fighting in the water.
- Attacks with melee weapons underwater are no longer at disadvantage, if you have a natural swim speed your attacks are made at Advantage underwater.



Inspiring Leader - 3 points

You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a long rest.

Front Line Leader - 2 points

When an ally within 30 feet makes an attack roll or saving throw, you can use your reaction to add 1d4 to the roll. You must do this before they roll. You can use this ability a number of times per short rest equal to your intelligence or charisma modifier (Choose 1 upon selecting this feat).

Lucky/ Determination - 3 points

You have inexplicable luck that seems to kick in at just the right moment, or a deep drive and determination to push through. You have 3 points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one point to roll an additional d20 giving yourself advantage. You can also spend one point when an attack roll is made against you to have the target roll at disadvantage. You regain your expended luck points when you finish a long rest.

Blessing of the Raven Queen - 2 point progression

- **Teleport** As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a long rest.
- **Ravens Shroud** If you have this feat already, you can spend an additional 2 points to gain the following benefits: When you teleport using this trait you also gain resistance to all damage. The resistance lasts until the start of your next turn. During that time, you appear ghostly and translucent.

STEALTH FEATS

Fade Away (1 point each)

Immediately after you take damage, you can use a reaction to magically become invisible until the end of your next turn or until you attack, deal damage, or force someone to make a saving throw. Once you use this ability, you can't do so again until you finish a short or long rest. If you select this ability a second time, you can activate the invisibility with a bonus action.

Skulker - 1 point each

- **Stealthy** Moving stealthily does not hamper your movement.
- **Inventive Sneaking** You can try to hide when you are lightly obscured from the creature from which you are hiding.
- **Trap Avoidance** You have advantage on saving throws made to disarm, avoid or resist traps.

- **Trap Resistance** You have resistance to the damage dealt by traps.

Timberwalk - 1 point

Ability checks made to track you by non-magical means have disadvantage, and you can move across difficult terrain made of nonmagical plants and undergrowth without expending extra movement.

SKILL FEATS

Prodigy - 3 points

You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.

Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Sharp Intellect - 1 point each

Your mind is always working, allowing you to notice the finer details, remember relevant facts, the speech and mannerisms of others, and process your thoughts quickly.

- **Lip Reader** If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- **Intuitive Assessment** If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to its Intelligence and Wisdom scores. If you select this feature a second time, you may know precisely the Intelligence and Wisdom scores of an observed creature.
- **Versatile Intellect** Whenever you make a Wisdom ability check, you may substitute your Intelligence score if it is higher.
- **Versatile Intuition** Any time you make an Intelligence ability check, you may substitute your Wisdom score if it is higher.
- **Forgery** You can duplicate other creatures' handwriting and craft-work. You have advantage on all checks made to produce forgeries or duplicates of existing objects.
- **Linguist** You learn three languages of your choice. Your understanding of communication allows you to communicate with a creature who speaks a language you don't know on a rudimentary level after 10 minutes of interaction. In addition, you may decipher a written language you don't know on a rudimentary level after 10 minutes of study.



- **Coder** You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to decipher it. Your spellbook, if you have one, may be written in such ciphers, preventing it from being copied by anyone who has not been taught the cypher.

- **Studied** You gain advantage on any intelligence ability check to recall information about any type of creature.

Actor - 1 point

Skilled at mimicry and dramatics, you gain the following benefits:

- You have advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute.

