

# FEATS 1.1

By Jeremiah Crofton

### THIS IS PLAYTEST MATERIAL

The DnD material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your DnD campaign but not refined by full game design and editing. They aren't officially part of the game and aren't created by the Wizards of the Coast team.

## TACTICAL FIGHTER

You've learned to strike your enemies in precise points, weakening them throughout the battle and gaining advantages over them. Before you make a melee attack with a weapon that you are proficient with, you can choose to take a penalty to your attack roll to gain a specific effect. If the attack hits, you gain the following benefit:

- **(-3) Leg Strike:** Every successful attack removes 5' from the target's movement speed. A creature's movement can't be reduced beyond a Minimum of 10'. A creature's Speed returns after a long rest.
- **(-4) Head Strike:** If an attack successfully hits, the target's next attack is at disadvantage.
- **(-4) Torso Strike:** A successful hit causes the creature to lose its ability to speak for the next round.
- **(-10) Arm Strike:** If the attack successfully hits its target, the target's arm becomes fractured. All attacks made by the target also deal 1d4 bludgeoning damage to themselves until they take a long rest. This effect does not stack.

## LIGHT FOOT

You are exceptionally speedy and agile. You gain the following benefits:

- If you're wearing medium armor or lighter you gain +1 to your AC.
- You may expend one of your attacks to move an additional 20' on your turn.
- Nonmagical difficult terrain doesn't impede your movement.
- You may move through an enemy's space without issue.

## VERSATILE WEAPON MASTER

You have become a master at interchanging between different fighting techniques. You gain the following benefits:

- When wielding a versatile weapon in one hand your quick movements and agile defense allow you to make ground back even when your enemy advances. Whenever you're successfully hit by an enemy's attack and they're within range of your weapon, they also suffer damage equal to your Strength or Dexterity modifier.
- When wielding a versatile weapon in two hands your powerful stance allows you to catch your target off guard. You may use your reaction to attempt to knock an enemy prone, whenever that enemy is within range and misses you with a melee attack. The target must make a Dexterity saving throw DC (8 + proficiency + strength modifier) or fall prone.

## ARCANE DETERRENT

Your unique relationship to the arcane protects your body from harmful magic. You gain the following benefits:

- You may reduce half your level from all incoming magical damage
- You gain advantage on saving throws against being Stunned or Paralyzed by magical means

## RANGED WEAPON EXPERT

You've trained your skills beyond the means of a normal weapons master. You're power and accuracy allow you to strike enemies at unheard-of distances and through barriers. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- You may still attack a creature with full cover, so long as it is behind less than 8" of wood or 5" of stone.

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