

# Homebrew Feats

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## Swift Ritualist

*Prerequisite: 6th level Wizard*

**Benefit:** Your advanced understanding of arcane rituals and efficient spellcasting techniques has significantly reduced the time required for you to perform ritual spells.

**Accelerated Rituals:** When you cast a spell as a ritual, the additional time required to perform the ritual is reduced from 10 minutes to just 1 minute. This represents your ability to quickly and efficiently set up and execute the necessary ritual components.

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## Arcane Devotion

*Prerequisite: 8th level Wizard*

**Benefit:** You have developed a profound connection with a specific spell, allowing you to integrate it deeply into your magical repertoire through dedicated ritual practice.

- **Favored Spell Selection:** Choose one spell from the Wizard spell list that is already prepared this is now your Favored Spell. This spell must be of a level for which you have spell slots.
  - **Ritual of Devotion:** You can perform a special ritual to cast your Favored Spell without expending a spell slot. This ritual takes a number of hours equal to the spell's level to complete. During this time, you must be focused on the ritual without interruption. This ritual must be performed a number of times equal to the spells level before Spell Integration can occur. If the ritual has not been performed in the last 1 year you must start this process over from the beginning.
  - **Spell Integration:** After performing the Ritual of Devotion the amount of times required for Spell Integration, the Favored Spell becomes a permanent part of your known spells. You no longer need to prepare this spell, and it does not count against the number of spells you can prepare each day.
  - **Renewed Devotion:** Once you have integrated a Favored Spell into your known spells, you can select a new spell from the Wizard spell list to become your next Favored Spell during a long rest. This process can be repeated, allowing you to gradually expand your repertoire of deeply understood spells.
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## Spelldriver

Through intense focus, training, and dedication, you've harnessed the techniques of rapid spellcasting. You are no longer limited to only one non-cantrip spell per turn. However, should you cast two or more spells in a single turn, only one of them can be of 3rd level or higher.

The normal ruling for spell casting is to only cast one spell as an action without being able to cast another as a bonus action unless the spell cast as an 'Action' is a cantrip.

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## Enhanced Favored Foe

*Prerequisite: 1st level Ranger*

This feature upgrades (Replaces) the currently official favored foe for the Ranger.

Starting at 1st level, you gain the ability to mystically mark someone as your favored foe. When you hit a creature with an attack roll, you can call on your mystical bond with nature to mark the target as your favored enemy for 1 minute. The mark ends early if you die, the target dies, or you're incapacitated. Until the mark ends, you gain the following benefits:

- ❖ You deal an extra 1d4 damage to the marked target whenever you hit it with a weapon attack.
- ❖ You have advantage on any Wisdom (Perception) or Wisdom (Survival) checks you make to find the last marked target for a number of hours equal to 2 times your proficiency bonus.
- ❖ When the marked creature dies, you can use a Reaction to mark a different creature you can see within 90 feet of you, provided you aren't incapacitated.
- ❖ A target marked with this feature can be targeted by you with the hunter's mark spell.

This feature's extra damage increases when you reach certain levels in this class: 1d6 at 5th level, 1d8 at 11th level, 1d10 at 17th level.

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## Advanced Prestidigitation

*Prerequisite: You must know the Prestidigitation cantrip.*

You have taken a spell that many believe to be a minor magical trick that novice spellcasters use for practice to new heights.

- ❖ Increase your Intelligence, Wisdom or Charisma score by 1, to a maximum of 20.
- ❖ Prestidigitation no longer counts against the number of Cantrips you know.

The spell has the following changes:

- ❖ A range of 150ft.
  - ❖ Casting time is a Bonus Action.
  - ❖ You may cast it with your choice of Somatic or Vocal components (you no longer need to perform both).
  - ❖ Your nonmagical trinkets and illusory images last up to ten minutes.
  - ❖ All area of effects can affect up to 10 cubic feet.
  - ❖ As a free action you can attach any one effect to any spell you cast.
  - ❖ If you cast this spell multiple times, there is no limit on how many of its non-instantaneous effects you can have active at a time and you can dismiss any effect as a bonus action.
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## Kindred Spirit

The wilderness and those whom thrive within it consider you a part of their kin at first glance. Any wilderness animals, beasts, insects or creatures whom aren't threatened by you or your allies consider you to be friendly to them and their kin. You can cast the Speak with animals and Beast Sense once per day without expending a spell slot.

Using this kindred bond you can call upon the wilds to help with basic tasks. These creatures want to help you in ways that make you happy, this could be a group of squirrels and doves to help setup camp or an ape to help gather firewood, a set of cranes to help bring rope or vines to the other side of a cavern.

Being a part of the kin may also require you to help them in ways unexpected. A mother bear might request your help with a birthing or rabbits protection from an abyssal chicken.

This feature is meant to be utilized for Role Playing purposes should for any reason you or the party start to become hostile or place the creatures into danger the word of your betrayal to the kindred will be known. Be cautious as this feature can also have the opposite effect on you and the party should you or the party become a hindrance to the natural wilds.

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## Monstrous Druid

You have studied and become accustomed to using your druidic wild shapes in various ways unlike most druids. As long as you already have the druid wild shape class feature you can now expend both wild shape uses to transform into a monstrosity with a CR equal to 1/3 of your druid level. (rounded down)

*Level 2 Druid = CR 1/2 or lower*

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## Lithomancer

You have become proficient with the way of the arcane and how to manipulate the metallic consistencies of metals. Using a bonus action you can touch and mutate any piece of non-magical metal into any other form in which you have seen before. Changing something like a metal shield into that of a dagger would only utilize a portion of the shield and the shield would still be usable in combat but depending on DM decision as to if the shield gains a -1 to its AC. This feature is meant to be used in a creative fashion and to work with the DM for anything that might require changes to in-game rulings.

Additionally, as long as the environment provides materials within a mile radius you can spend 1 hour gathering materials from the plane within 1 mile to conjure natural metals to make one piece of non-magical weapons or armor.

~ "The archer is known for her daggers?" As she knocks the metallic shaft into her bow and releases two daggers fly from the bow as she rushes forward splitting the metallic bow into two short swords slicking at her foe and placing the two swords together to become the bow she equips to her back.

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## Chaos Manipulation (Meta-Magic)

When you cast a spell, you can spend 2 sorcery points to change the damage type of the spell to any other damage type.

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## Conduit

- ❖ Increase your constitution ability score by 1.
- ❖ You have mastered being in the right place at the right time and always seem to know how to make things better for those around you. Whenever you are within 10 ft of an ally you can see and you take the help action to help a targeted ally, the targeted ally gains the following benefits while within 10 ft. of you.
- ❖ Your targeted allies weapon attacks Critically hit on 19 & 20. Criticals Increase to 18, 19 & 20 when you hit 9th level. Criticals Increase to 17, 18, 19 & 20 when you hit 17th level.
- ❖ Additionally, the damage for any hit is increased by half your proficiency bonus (rounded down).
- ❖ Your targeted allies spell attacks, damage and healing are increased by half your proficiency bonus (rounded down).
- ❖ Your targeted allies spell save DC is increased by half your proficiency bonus (rounded down).

Use this feature to Role Play how a conduit is used during the battle and helps to enhance the attacks or how the magics flow through the conduit on the way to its target.

*~ Waiting... Now. As the conduit watches the hostile charge, the barbarian a simple kick out of a foot to trip up the charging hostile changed a normal swing by the barbarians ax into a decapitating blow instead.*

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## Paramedic

You have learned to quickly diagnose and stabilize creatures.

- ❖ Increase your Wisdom score by 1, to a maximum of 20.
  - ❖ You gain proficiency with Medicine skill if you don't already have it.
  - ❖ You can make Wisdom (Medicine) checks as a bonus action and you have advantage on Wisdom (Medicine) checks to stabilize a creature. If this check is a natural 20 instead the creature gains 1 HP.
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## Able Sailor

You are completely at home aboard a ship, gaining the following benefits:

- ❖ Increase your Dexterity score by 1, to a maximum of 20.
  - ❖ You gain proficiency in Acrobatics and Vehicles (water).
  - ❖ When you make an Acrobatics check to keep your footing on a ship, a Sleight of Hand skill check dealing with knots or ropes, or any check using Vehicles (Water), you double your proficiency bonus to the check.
  - ❖ Climbing no longer costs you extra movement.
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## Astute

Your mind is lightning quick, enabling you to rapidly analyze and learn from your mistakes. You gain the following benefits:

- ❖ Increase your Intelligence score by 1, to a maximum of 20.
  - ❖ You can use Intelligence, instead of Dexterity, when calculating initiative.
  - ❖ When you miss with an attack roll or fail an ability check or saving throw, you can use your reaction to analyze the failure. The next time you try to perform the same task or resist the same effect before you finish a short or long rest, you have advantage on the roll. Once you use your reaction in this way, you can't do so again until you finish a short or long rest.
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## Trivially Adept

*Prerequisite: Spellcasting Feature*

You have mastered the minor magics.

- ❖ Increase your Intelligence, Wisdom or Charisma score by 1, to a maximum of 20.
  - ❖ Score increased by this feature is considered your spell casting ability for cantrips chosen by this feature.
  - ❖ When gaining this feature you learn two cantrips off any spell casters spell list. At every character level progression after taking this feature you learn an additional cantrip off any class's spell list in addition to any other cantrips you would normally learn from normal class progression.
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## The Prophesied

Burdened by higher expectations than others you are one whom the betterment of society is expected from. When you obtain this feature you have the ability to impart fortunes for those around you. Once per short rest you may use an action to cast the spell Fortune's Favor (2nd level only) on any creature within range. If the target creature is unknowingly being affected by the spell or is an unwilling target, you may choose when the targets spell is dismissed to effect the d20 roll.

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## Sling Expert

Thanks to extensive practice with a sling, you gain the following benefits:

- ❖ You gain proficiency with slings if you don't already have it.
  - ❖ Slings you wield gain the light and finesse.
  - ❖ Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
  - ❖ Slings range is increased to 90/300.
  - ❖ Damage is increased to 2d4.
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## Dart Expert

Thanks to extensive practice with the darts (shuriken), you gain the following benefits:

- ❖ You gain proficiency with darts if you don't already have it.
  - ❖ Darts you wield gain the light.
  - ❖ Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
  - ❖ Darts range is increased to 60/120.
  - ❖ Damage is increased to 2d4.
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## Whip Expert

Thanks to extensive practice with a whip, you gain the following benefits:

- ❖ You gain proficiency with whips if you don't already have it.
  - ❖ Whips you wield gain the light.
  - ❖ Damage is increased to 2d4.
  - ❖ On a hit you can replace the damage dealt to a target to grapple the target instead.
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## Mystical Ammunition

- ❖ Increase your Intelligence, Wisdom or Charisma score by 1, to a maximum of 20.
  - ❖ Using a bonus action you can imbue any non-magical piece of ammunition with the arcane. This grants the ammunition a bonus to its attack and damage rolls equal to half of your proficiency bonus rounded down. The ammunition is considered magical until it is fired then loses its magical properties when it hits or misses a target.
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## Elemental Ammunition

- ❖ Increase your Intelligence, Wisdom or Charisma score by 1, to a maximum of 20.
- ❖ Using a bonus action you can imbue any non-magical piece of ammunition with the arcane. Choose a damage type of lightning, fire, cold, acid or poison. This ammunition deals an additional 1d4 of the chosen damage type. The ammunition is considered magical until it is fired then loses its magical properties when it hits or misses a target.

This feature's damage increases when you reach certain levels: to 1d6 at 6th level and to 1d8 at 14th level.

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## Surgical Ammunition

- ❖ Increase your Intelligence, Wisdom or Charisma score by 1, to a maximum of 20.
- ❖ Using a bonus action you can imbue any non-magical piece of ammunition with the arcane. You enhance this ammunition using your own essence as you expend one hit dice. Using an attack action to fire this ammunition at a target within 60 ft of you and is considered non-hostile to you or your allies auto-hits. If a target is outside of the 60 ft range or is considered hostile to you or your allies you must hit the target with an attack. A target hit with this ammunition is healed by the hit dice expended to imbue this ammunition plus the constitution modifier of the target. The ammunition is considered magical until it is fired then loses its magical properties when it hits or misses a target.