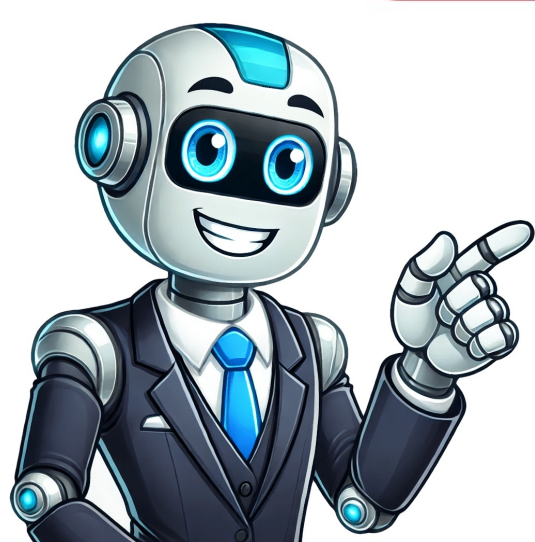


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The Wild Shape feature in Druids is an exciting ability that allows players to transform into various beasts, offering a wide range of options for different game scenarios. Feats in D&D: A Guide to Custom Lineage and When to Take Them Until recently, taking a feat at level one was limited to the variant subclass. However, with Tasha's Guide to Everything, players can now create characters of any race and start with a feat through Custom Lineage. Custom Lineage offers several benefits over the traditional variant human choice. For one, it allows players to choose between darkvision, a skill proficiency, and an additional language proficiency. Additionally, characters who take this option can gain +2 to an ability score, making it an attractive choice for those looking to boost their primary ability. One of the most significant advantages of Custom Lineage is that it provides a rare opportunity to start with an 18 in your primary ability if you take a half-feat. This can be a powerful starting point for characters who want to make a strong impression from the beginning. However, as levels progress and more characters gain access to feats, playing a race that starts with a feat becomes less powerful. When considering whether to take a feat instead of an Ability Score Improvement (ASI), it's essential to weigh your options carefully. ASIs are often used at class levels 4, 8, 12, 16, and 19, and can significantly impact character effectiveness in and out of combat. If you're maximizing your primary ability score and haven't reached level 20, taking an ASI is usually the better choice. That being said, if your primary ability score is already 20 or higher, taking a feat may be more beneficial. By this point, most characters should have considered feats by level 12, and taking one can provide additional benefits. Some characters, such as spellcasters looking to improve their concentration saving throws or martial characters seeking bonus action attacks, may benefit from taking a feat at level 4. It's also essential to consider class-specific abilities and prerequisites when choosing a feat. Overall, Custom Lineage offers a range of benefits for players who want to create unique characters. By understanding the options available through this feature and weighing your choices carefully, you can make informed decisions about which feats are right for your character. Inspiring Leadership Feats for Character Development For characters who excel in charisma, feats like Inspiring Leader and Lucky offer valuable benefits. Inspiring Leader enhances a character's ability to support allies, while Lucky provides an advantage in critical situations. Other notable feats include Magic Initiate, which grants access to useful spells and cantrips, and Resilient: Con or Wis, which helps characters better handle challenging combat situations. For martial characters, feats like Skill Expert, Melee character feats such as Crusher or Piercer, and Great Weapon Master provide specialized skills and bonuses. Meanwhile, feats like Mobile and Polearm master cater to specific playstyles. For casters, Lucky and Resilient: Con or War Caster can improve their saving throws and concentration abilities. Other notable feats include Sentinel and Shield Master, which enhance a character's defensive capabilities. By choosing the right feat, characters can unlock new skills and enhance their abilities, ultimately leading to more effective gameplay. When you choose this feature, you can hear the creature make a sound for at least 1 minute. However, if you have skills in Insight and Deception, you might be able to determine that the effect is fake. Alternatively, let's look at other options: **Alert**: As someone who's always on high alert for danger, you get some extra benefits: - You can't get caught off guard as long as you're conscious. - Your initiative gets a +5 bonus. - Creatures don't get an advantage when attacking you because they were unseen by you. Additionally, if we consider **Athlete**, it could mean that you've had extensive physical training. This comes with some benefits: - You can increase your Strength or Dexterity score by 1 up to 20. - When you're on the ground, standing up only uses 5 feet of movement instead of a full step. - Climbing doesn't cost extra movement. - You can make a running long jump or high jump after moving just 5 feet. Let's consider **Charger** next. This is about using your action to dash and then taking an additional bonus action: - If you dash at least 10 feet in a straight line, you get a +5 bonus to the attack roll if you hit. - Alternatively, you can shove a creature up to 10 feet away. Then there's **Crossbow Expert**, which makes crossbows easier for you to use. Here are some benefits: - You ignore loading quality with crossbows you're proficient in. - Being close to a hostile creature doesn't give you disadvantage on ranged attack rolls. - When using the Attack action, you can use a bonus action to attack with a hand crossbow. Lastly, there's **Defensive Duelist**, which requires Dexterity 13 or higher. Here are some benefits: - If another creature hits you with a melee attack while wielding a finesse weapon and another item, you can add your proficiency bonus to AC. - This could potentially cause the attack to miss you. Given text here One of the following damage types - acid, cold, fire, lightning, or thunder - will be ignored when you cast spells. When rolling for spell damage, you can consider a '1' as a '2'. You can select this feat multiple times and each time pick a different damage type. Additionally, there's the Grappler feat that requires Strength 13 or higher. This allows you to pin creatures with advantage on attack rolls while grappling them. You also have Great Weapon Master, which lets you use critical hits as bonus attacks and apply penalties to your heavy weapon attacks for increased damage. Healer is an ability to mend wounds quickly and restore allies' hit points. Heavy Armor Master increases Strength score in heavy armor but reduces damage taken from non-magical attacks. Inspiring Leader enhances the resolve of friendly creatures within its range. Lastly, Keen Mind boosts Intelligence score and allows you to always know your direction. As you gaze at the horizon, you can instinctively sense the remaining hours until the next sunrise or sunset. Your mind retains every detail from the past month with uncanny precision. In addition to your physical prowess, you've honed skills in light armor, allowing you to boost your Strength or Dexterity score by 1 and gain proficiency with this equipment. You've also mastered languages and codes, increasing your Intelligence score by 1 and learning three new tongues of your choice. Moreover, you can create complex written ciphers that others struggle to decipher without your guidance. Your luck has been particularly remarkable lately, granting you 3 luck points that can be spent to re-roll specific dice rolls or influence the outcome of attacks made against you. Whenever you're attacked, you have the option to spend a luck point and re-roll the attack roll. As a skilled warrior, you've developed techniques for countering spellcasters in melee combat. When a nearby caster attempts to cast a spell, you can respond with a swift melee attack. Additionally, when you strike a concentration-casting foe, it becomes more challenging for them to maintain their magical focus. You also gain advantage on saving throws against spells from creatures within 5 feet of you. Finally, as a novice mage, you've chosen to specialize in one of six classes: bard, cleric, druid, sorcerer, warlock, or wizard. You've learned two cantrips and one 1st-level spell from your chosen class's repertoire. Your spellcasting ability depends on the class you selected, ranging from Charisma for bards, sorcerers to Intelligence for wizards. You gain access to evocation dice for fueling your maneuvers and combat strategies from an external source. This special die, known as the superiority die, gets spent whenever you use it but gets replenished after a short or long rest. Additionally, you have expertise in using medium armor without penalty to your stealth checks and receive enhanced AC benefits when wearing it. You possess remarkable speed and agility, allowing for increased movement capabilities on the battlefield. Your mobility enables swift progress through difficult terrain without additional costs, while also preventing opportunity attacks from creatures you engage in melee combat. Furthermore, you have mastered the art of using medium armor and shields, resulting in improved physical abilities and enhanced proficiency with these tools. This skillset includes increased strength or dexterity scores, proficiency with medium armor, and an amplified ability to navigate complex situations. As a formidable opponent on horseback, your prowess is significantly boosted while mounted. You gain advantage in melee attacks against smaller foes and can redirect enemy fire aimed at your mount to target you instead. The effects of certain combat conditions are also mitigated for your mount, offering additional protection during battles. Your observational skills allow for heightened awareness of your environment, giving you the ability to interpret spoken words by lip-reading as well as improved perception and investigation capabilities. Lastly, with mastery over polearms comes increased versatility in combat. You can employ a bonus action to strike at enemies using the opposite end of the weapon, while also gaining an advantage when wielding specific types of reach weapons. You acquire a ritual book containing two first-level spells from one of six classes: bard, cleric, druid, sorcerer, warlock, or wizard. The class you choose also determines your spellcasting ability for these spells. For example, bards use Charisma, while wizards use Intelligence. If you find written copies of spells, such as magical scrolls or spellbooks, you may be able to add them to your ritual book. However, the spell must be on the class's list, its level cannot exceed half your level (rounded up), and it must have the "ritual" tag. Copying a spell into your ritual book takes 2 hours per level and costs 50 gold pieces per level. This represents material components used to master the spell and fine inks needed to record it. Additionally, you can choose from six unique feats: Savage Attacker, Sentinel, Sharpshooter, Shield Master, Skilled, and Skulker. Each feat grants special abilities: - Savage Attacker allows you to reroll a melee attack's damage dice once per turn. - Sentinel makes an enemy's speed 0 when hit with an opportunity attack, and creatures are more likely to provoke attacks from you. - Sharpshooter ignores half cover and three-quarters cover for ranged attacks, and adds +10 to the attack's damage if it hits. - Shield Master allows you to use a shield as both defensive and offensive equipment, including shoving a creature with your shield or taking no damage from certain effects. - Skilled grants proficiency in any combination of 3 skills or tools you choose. - Skulker makes you an expert at hiding in shadows, allowing you to try to hide when attempting so. You've learned advanced combat techniques from creatures with unique abilities, gaining access to several powerful feats. 1. Creature Camouflage: You're hidden from a creature and miss it with a ranged weapon attack, making the attack unable to reveal your position, even in dim light. 2. Spell Sniper: When casting certain spells that require an attack roll, you double their range, ignore half cover and three-quarters cover, and learn a cantrip that requires an attack roll from any class spell list. The chosen ability depends on the class's spellcasting ability. 3. Tavern Brawler: You're skilled in rough-and-tumble fighting with improvised weapons, proficient with them, and use a d4 for unarmed strike damage. When you hit with these attacks, you can attempt to grapple the target as an action. 4. Toughness: Your hit point maximum increases by twice your level when gaining this feat, with each subsequent level increasing it by 2 more hit points. 5. War Caster: You have advantage on Constitution saving throws that maintain your concentration while taking damage and can perform spell somatic components even with shields weapons in hand. 6. Weapon Master: You've mastered various weapons, increasing your Strength or Dexterity score by 1 to a maximum of 20, gaining proficiency in four of them. Dragonborn Traits The Dragonborn racial trait provides various benefits, including increased scores in Strength, Constitution, and Charisma, as well as access to unique abilities like Breath Weapon or Dragon Hide. This allows them to radiate menace, roar at enemies, and manifest scales for improved defense. Additionally, certain racial traits are tied to specific classes or prerequisites. For example, the Drow High Magic trait grants access to spells like Detect Magic and Dispel Magic, while the Elven Accuracy trait enhances the user's aim in attacks that rely on precision. Other traits, such as the Dwarf Fortitude and Gnome Fade Away, provide unique benefits like healing and invisibility. When using certain abilities, you can't attack, deal damage, or force someone to make a saving throw until the ability's effect ends. After this, you need to finish a short or long rest before reusing it. Here are some unique features that come with different racial backgrounds: * Fey Teleportation (Elf): You gain access to fey power and can temporarily traverse the Feywild, reducing travel time. This grants Intelligence or Charisma score boosts, language fluency, and the ability to cast Misty Step once without using a spell slot. * Flames of Phlegethos (Tiefling): You learn to summon hellfire for your commands. This gives you Intelligence or Charisma score boosts, the ability to reroll fire damage dice, and causes flames around you that provide light and deal damage to nearby creatures. * Infernal Constitution (Tiefling): Your fiendish blood grants resilience, increasing your Constitution score, providing resistance to cold and poison damage, and giving you advantage on saving throws against being poisoned. * Orcish Fury (Half-orc): Your fury fuels your attacks, allowing you to roll an additional damage dice for simple or martial weapons. After using this ability, you can't use it again until finishing a short or long rest. * Prodigy (Half-elf, half-orc, or human): You have a natural talent for learning new things, gaining proficiency in a skill of your choice and fluency in one language. * Second Chance (Halfling): When someone tries to strike you, fortune favors you. This gives you the opportunity to boost your Intelligence or Charisma score, and you need to finish a short or long rest before reusing it. Each of these unique features has its own set of benefits and limitations, allowing characters with different racial backgrounds to develop distinct playstyles. * Dexterity Score Boost: Increase your Dexterity score by 1 to a maximum of 20. * Squat Nimbleness: Gain increased Strength or Dexterity, walking speed, and proficiency in Acrobatics or Athletics skills. * Wood Elf Magic: Learn Druid cantrips, the Longstrider and Pass Without Trace spells, and regain them after a long rest. * Mordenkainen's Tome of Foes: Inherit spellcasting ability, cast Nondetection, Blindness/Deafness, Blur, and Disguise Self without expending material components. * Tasha's Cauldron of Everything: Learn an artificer cantrip or 1st-level spell, cast spells without a spell slot, and gain proficiency with artisan's tools. * Chef: Increase Constitution or Wisdom score, cook special food for creatures, regain hit points while eating the food. Given article text here The Crusher's power lies in their ability to crush their enemies, granting them increased strength and constitution scores, as well as the ability to move enemies with bludgeoning damage attacks. Additionally, they gain a bonus when scoring critical hits, making subsequent attack rolls against that creature advantage until the start of their next turn. Warlocks who choose to study occult lore gain access to Eldritch Invocations, which can be used in place of spells or as an alternative to spellcasting. These invocations allow warlocks to wield magical energy with precision and effect. The Fey Touched feature allows characters to tap into the mystical energies of the Feywild, granting them increased scores in intelligence, wisdom, or charisma. They also gain access to powerful spells, including Misty Step, which can be cast without expending a spell slot. Fighters who have mastered the art of combat can choose from various Fighting Styles, each granting unique benefits and abilities. As they level up, they can replace their fighting style with another one that suits their playstyle. Gunslingers have honed their skills with firearms, gaining increased dexterity scores and proficiency with ranged attacks. They can ignore loading properties and make ranged attacks without disadvantage even when hostile creatures are nearby. Piercer - Enhance your melee prowess to deal extra piercing damage. You gain a temporary boost to Strength or Dexterity, allowing you to reroll attack damage dice once per turn and apply additional piercing damage on critical hits. Poisoner - Deliver deadly poisons with precision. Gain advantage on poison damage rolls, and apply poison to your weapons as a bonus action. With proficiency in the poisoner's kit, create potent poisons that retain potency for 1 minute. Shadow Touched - Unleash darkness magic. Increase Intelligence, Wisdom, or Charisma score by 1, gaining access to invisibility and a 1st-level spell from illusion or necromancy. Cast these spells without expending slots, but wait until next rest to repeat. Skill Expert - Master your skills with expertise. Choose an ability score to increase by 1 and gain proficiency in a specific skill. Double your proficiency bonus on ability checks with this skill, creating a new level of mastery. Slasher - Slice through foes with precision. Boost Strength or Dexterity by 1, using critical hits to slow targets down. Slashing at an enemy, you severely injure it, leaving it vulnerable for your next turn. The wounded creature has trouble attacking, making all its attacks harder until your next turn. You've developed the ability to move objects with your mind, allowing you to increase one of your intelligence, wisdom, or charisma scores by 1, up to a maximum of 20. You can also cast the Mage Hand spell without using verbal or physical gestures and make it invisible. If you already know this spell, its range increases when you cast it. As a quick action, you can try to push an enemy within 30 feet away from you with your mind. The target must resist your mental force (DC 8 + your proficiency bonus + the increased ability score modifier). If they fail, they're pushed back or forward 5 feet. They can choose not to resist if they want. You've gained the power of telepathy, allowing you to increase one of your intelligence, wisdom, or charisma scores by 1, up to a maximum of 20. You can communicate silently with creatures within 60 feet of you in a language they understand. You also have access to the Detect Thoughts spell, which doesn't require any resources and has a cooldown period. Fizban's Treasury of Dragons You've tapped into the power of chromatic dragons, granting you abilities that last until your next long rest. With a bonus action, you can imbue a weapon with acid, cold, fire, lightning, or poison damage. The weapon deals an extra 1d4 damage for up to a minute and becomes unusable for this ability during the same time. When you're hit by acid, cold, fire, lightning, or poison damage, you can use your reaction to become resistant to that instance of damage. You can do this a number of times equal to your proficiency bonus and regain all uses after a long rest. Gift of the Gem Dragon You've gained abilities from gem dragons, allowing you to increase one of your intelligence, wisdom, or charisma scores by 1, up to a maximum of 20. When an enemy within 10 feet hits you, you can use your reaction to unleash telekinetic force, forcing them to resist (DC equals 8 + your proficiency bonus + the increased ability score modifier). On a failed save, they take damage and are pushed away from you. You get reduced harm and aren't pushed when taking damage as a creature. This can be used SEVERAL times equal to your proficiency bonus, and the uses are replenished after a long rest. Additionally, you receive benefits from metallic dragons' power: Draconic Healing allows you to cast the Cure Wounds spell without using up a spell slot, but not consecutively - only after finishing a long rest. You can also use spell slots to cast this spell with its Intelligence, Wisdom, or Charisma ability. Your Protective Wings allow shielding yourself or others from attacks. If hit by an attack roll, you can react and grant spectral wings for a moment. This gives the target's AC a bonus equal to your proficiency bonus, potentially causing it to miss. You can use this reaction SEVERAL times equal to your proficiency bonus, and regain uses after a long rest. Strixhaven: Curriculum of Chaos You've studied magical theory at Strixhaven and learned associated spells from one of its colleges. Choose between Lorehold, Prismari, Quandrix, Silverquill, or Witherbloom for this feat's benefits. You learn two cantrips and a 1st-level spell based on the chosen college, as per the Strixhaven Spells table. This 1st-level spell can be cast without using up a spell slot initially, but requires finishing a long rest before doing so again. You also have the option to use spell slots for casting it, with its Intelligence, Wisdom, or Charisma ability. Strixhaven Mascot Prerequisite: 4th level and Strixhaven Initiate feat. You can summon a Strixhaven mascot to aid you, granting these benefits. You can cast the Find Familiar spell as a ritual now. Your familiar takes the form of your chosen college's mascot (Lorehold spirit statue, Prismari art elemental, Quandrix fractal, Silverquill inkling, or Witherbloom pest). On your turn, you can forgo one attack to let your mascot make an attack with its reaction. Looking for information on aberrant dragonmarks, here is what I found. Aberrant Dragonmark Abilities Manifesting an Aberrant Dragonmark allows you to gain access to certain abilities and benefits. Once your mark has manifested, it appears on your body in a unique way, associated with a flaw that can affect you throughout your life. While wielding a double-bladed weapon with two hands, you possess the finesse trait and gain +1 AC. When using a bonus action to make a melee attack at the opposite end of the weapon, its damage die increases to 2d4. Versatile Weapon Master[With proficiency in Martial Weapons, you can wield versatile weapons with one hand, enhancing your combat prowess. You gain a +1 boost to Strength or Dexterity score and increased damage output. Wielding a versatile weapon in one hand boosts its damage die by one step. When taking the Attack action and making at least one attack with a versatile weapon, you can make an additional attack as part of that action. Additionally, when targeted by a melee attack, you can gain +1 AC against it using your reaction. You have acquired expertise in improvising and adapting magical effects. When you choose this feat, you gain mastery over two spells from any class list, which can be cast as 1st-level spells that include the ritual tag. These spells use your Intelligence score to determine spellcasting ability. You can add additional spells to your repertoire if you encounter a quicksmithing manual or study with another skilled craftsman. Mastering each spell takes 2 hours per level of the spell and costs 50 gp, representing the aether used during experimentation. With your proficiency in artisan's tools, you can spend an hour and 10 gp on materials to construct Tiny devices, such as clockwork toys that move randomly or produce fire. These devices last for 24 hours unless repaired, allowing you to use your action to dismantle them. When creating a device, choose from various options like a clockwork toy, fire starter, or music box. You can have up to three devices active at the same time. You also gain expertise in crafting servos, which function as personal assistants. You can cast the Find Familiar spell as a ritual, creating a servo familiar that serves you instead of an animal. Your servo familiar allows telepathic communication and shares its senses, enabling you to perceive through its eyes or ears while on the same plane of existence. When taking the Attack action, your servo familiar can make one attack of its own by forgoing one of your attacks. Passive Perception has no challenge rating, indicating that detection is not difficult. A character with passive perception does not actively engage in senses such as sight or hearing to detect their surroundings. For the vampire's ability "Vampiric Exultation", you must first meet a prerequisite: being a vampire in the Ixalan setting. Once satisfied, the vampire can transform into a black vapor by spending an action. The lower half of your body is converted, allowing you to float and move with a speed of 30 feet.

Dnd special features. Additional features and traits dnd. Features in dnd. D and d explained. D&d beyond features and traits. What key features of d and d is referring to. How does d and d work.