



FEAT FIXES

The 2024 version of D&D has done a pretty good job of rebalancing feats. Some are obviously stronger than others, but most are still useful on the right build.

Then there are the feats on this list. They are all terrible.

This is my attempt at fixing them, while keeping to the original intent behind each feat.

ORIGIN FEATS

◊ Savage Attacker ◊

Origin Feat

Savage Strikes. Once per turn on your turn, when you hit a target with a weapon, you can roll the damage dice twice and use the highest roll against the target.

GENERAL FEATS

◊ Athlete ◊

Prerequisite: Level 4+, Strength or Dexterity 13+

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Climb & Swim Speed. You gain a Climb and Swim Speed equal to your Speed.

Jumping. You can make a running Long or High Jump after moving only 5 feet.

Steady Feet. When you have the Prone condition, you can right yourself with only 5 feet of movement. If an effect from a creature would give you the Prone condition or move you without a saving throw, you can make a Strength Saving Throw (DC equal to 5 + the creature's CR or level). On a successful save you aren't knocked Prone or moved.



◇ Charger ◇

Prerequisite: Level 4+, Strength or Dexterity 13+

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Improved Dash. You can take the Dash action as a Bonus Action.

Charge Attack. Once per turn, if you move at least 10 feet in a straight line toward a target immediately before hitting it with a melee attack roll as part of the Attack action, choose one of the following effects:

- ◆ Gain a bonus to the attack's damage roll equal to 1d6 plus your Proficiency Bonus.
- ◆ Push the target away up to a number of feet equal to 5 times your Proficiency Bonus, if it is no more than one size larger than you.

◇ Chef ◇

Prerequisite: Level 4+

You gain the following benefits.

Ability Score Increase. Increase your Constitution or Wisdom score by 1, to a maximum of 20.

Cook's Utensils. You gain proficiency with Cook's Utensils if you don't already have it.

Replenishing Meal. As part of a Short Rest, you can cook special food if you have ingredients and Cook's Utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 plus your Proficiency Bonus. At the end of the Short Rest, any creature who eats the food regains 1d8 Hit Points and gains 1 extra Hit Point per Hit Die spent during the Short Rest.

Bolstering Treats. With 1 hour of work or when you finish a Long Rest, you can cook a number of treats equal to your Proficiency Bonus if you have ingredients and Cook's Utensils on hand. These special treats last 24 hours after being made. A creature can use a Bonus Action to eat one of those treats to regain 1d4 Hit Points and gain a number of Temporary Hit Points equal to twice your Proficiency Bonus. A creature can only gain this benefit once per Long Rest.

◇ Durable ◇

Prerequisite: Level 4+, Constitution 13+

You gain the following benefits.

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 20.

Defy Death. You have Advantage on Death Saving Throws. In addition, while Unconscious, any Critical Hit against you becomes a normal hit.

Powerful Recovery. When you roll a Hit Point Die to regain Hit Points, you can treat any roll of 1 or 2 as a 3.

Speedy Recovery. As a Bonus Action you can expend a Hit Point Die, roll it, and regain a number of Hit Points equal to 1 + the number rolled.

◇ Piercer ◇

Prerequisite: Level 4+

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity by 1, to a maximum of 20.

Puncture. When you hit a creature with an attack that deals Piercing damage, you can reroll one of the attack's damage dice.

Enhanced Critical. When you score a Critical Hit that deals Piercing damage to a creature, you can roll one additional damage die when determining the extra Piercing damage the target takes.

◇ Slasher ◇

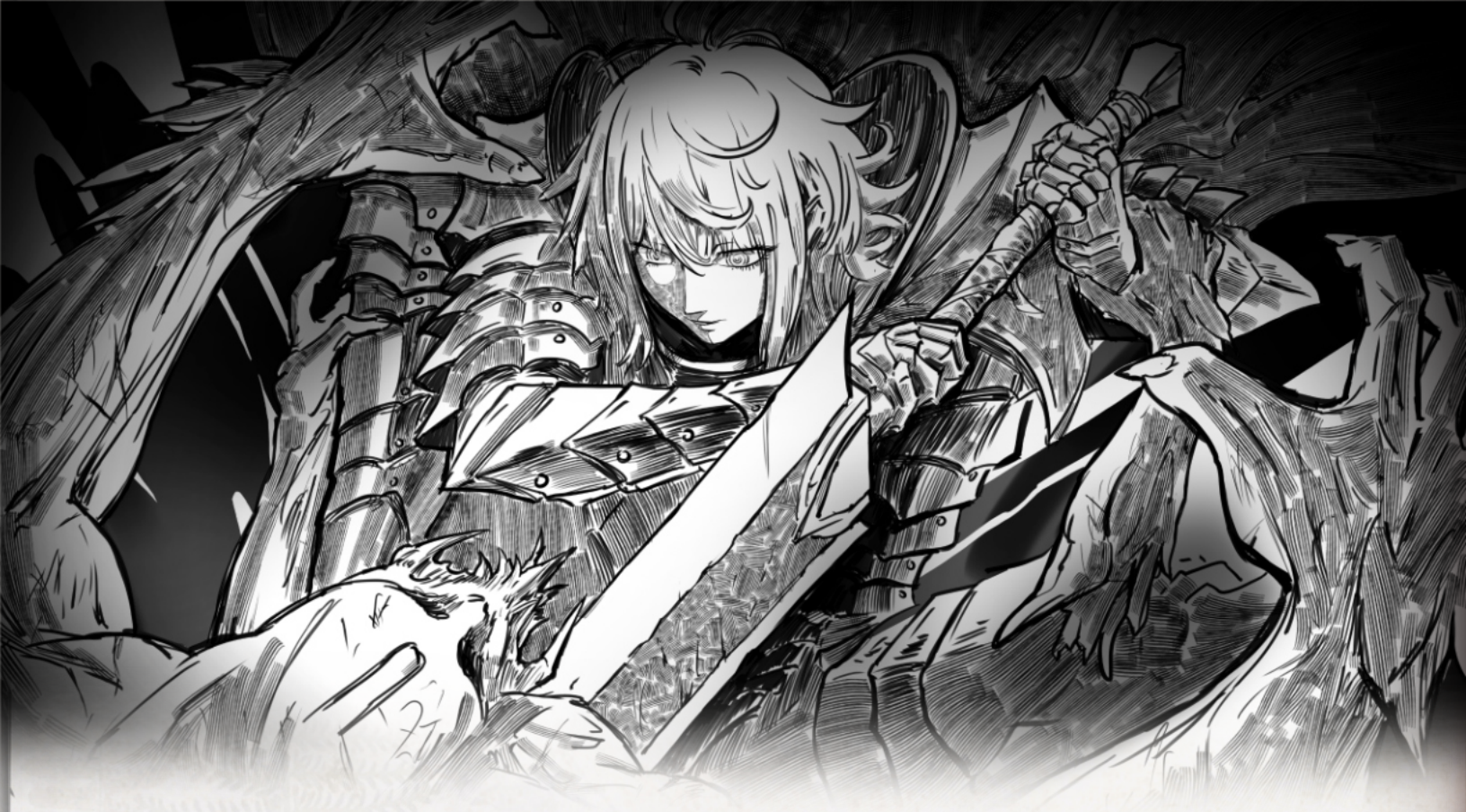
Prerequisite: Level 4+

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Hamstring. Once per turn when you hit a creature with an attack that deals Slashing damage, you can reduce the Speed of that creature by a number of feet equal to 5 times your Proficiency Bonus until the start of your next turn. A creature can be affected by only one Hamstring effect at a time. If multiple Hamstring effects would apply, only the effect with the greatest Speed reduction applies.

Enhanced Critical. When you score a Critical Hit that deals Slashing damage to a creature, it has Disadvantage on attack rolls until the start of your next turn.



⚔ **Weapon Master** ⚔

Prerequisite: Level 4+

You gain the following benefits.

Ability Score Increase. Increase one Ability Score of your choice by 1, to a maximum of 20.

Mastery Property. Your training with weapons allows you to use the mastery property of two kinds of Simple or Martial weapon of your choice, provided you have proficiency with it. Whenever you finish a Long Rest, you can change the kind of weapon to another eligible kind.

FIGHTING STYLE FEATS

⚔ **Interception** ⚔

Fighting Style Feat

Damage Reduction. When a creature you can see hits another creature within 5 feet of you with an attack roll, you can take a Reaction to reduce the damage dealt to the target by a number of d6s equal to your Proficiency Bonus. You must be holding a Shield or a Simple or Martial weapon to use this Reaction.

⚔ **Unarmed Fighting** ⚔

Fighting Style Feat

This one is bad, but doesn't need a fix because the tavern brawler origin feat exists.

