

WEAPONS AND FEATS FOR

FEEDBACK, VOL 3

The following feats and weapons are being considered for inclusion in an upcoming new project by the STERLING VERMIN ADVENTURING CO. The feats focus primarily on enhancing mechanically underwhelming weapon options and creating benefits to thematic weapon sets. The new weapons introduce original mechanics for firearms and other unique weapons. We welcome feedback, especially if it's based on actual play. Please note that these options may be included in a paid product in the future.

NEW FEATS

BLACKPOWDER EXPERT

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

- You ignore the loading quality of blackpowder weapons with which you are proficient.
- Being within 5 feet of a hostile creature does not give you disadvantage on your ranged attack rolls with a boom stick.
- When you roll a 1 or 2 on a damage die for an attack you make with a hand cannon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.
- Attacking a creature within long range of your rifle does not impose disadvantage on the attack roll.
- The first time you miss with a six shooter on your turn you can make another attack with a six shooter as part of the same action.

DEFENSIVE WEAPONS EXPERT

While you are wielding a shield or one or more defensive weapons you gain the following benefits:

- You can use your action to protect a creature within 5 feet of you. Until the start of your next turn, any attack roll made against that creature has disadvantage if you can see the attacker. This benefit ends early if you are incapacitated (as explained in appendix A of the *Player's Handbook*) or you and the protected creature are more than 5 feet apart.
- When you take the Dodge action on your turn, you can spend one Hit Die to steel yourself. Roll the die, add your Constitution modifier, and gain a number of temporary hit points equal to the total (minimum 1).

ELVEN COMBAT EXPERT

Whether you were born an elf or not, you are trained in their military methods and have mastered the use of swords and bows in combat. You gain the following benefits:

- Longswords count as having the *finesse* weapon property for you.
- When a creature is about to move within 5 feet of you while you are wielding a shortsword, you can use your reaction to threaten every space within 5 feet of you. Any creature who moves into a space you threaten before the end of this turn takes slashing damage equal to 1d6 + your Dexterity modifier.

- You can use a bonus action on your turn to take aim at a creature 10 feet or farther away from you. The next ranged weapon attack you make against that creature with a shortbow or longbow has advantage.

HALFLING COMBAT EXPERT

Whether you were born a halfling or not, you are trained in their military methods and have mastered the use of slings in combat. You gain the following benefits:

- When you end your turn without moving, before your next turn when a creature within 30 feet of you moves, you can use your reaction to make a ranged weapon attack with a sling against that creature.
- Once per turn when you make a ranged weapon attack without disadvantage using a sling against a creature in range, you can make an additional ranged weapon attack using a sling against another creature in range as part of the same action.
- When you score a critical hit with a sling against a creature, the creature has disadvantage on all attack rolls and ability checks it makes until the start of your next turn.

INEXHAUSTIBLE

You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you would gain a level of exhaustion you can choose to spend a Hit Die instead. You can use this benefit again after you finish a long rest.
- When you finish a long rest, your exhaustion level is reduced by 2 (instead of 1), provided that you have ingested food and drink.

MARTIAL ARTIST

You have studied a form of unarmed combat and are a martial artist. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You can roll a d4 in place of the normal damage of your unarmed strike. This die changes if you take this feat additional times. It becomes a d6 when you take this feat a second time and a d8 when you take this feat a third time.
- Choose and learn one martial art style.

You may take this feat up to three times, gaining the ability score increase and learning another martial art style each time.

MASTER TACTICIAN

You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with the History skill. If you already are proficient with this skill when you gain this feat, your proficiency bonus is doubled when making an ability check that uses this proficiency.
- As a bonus action on your turn, choose a creature that shares a language with you within 30 feet. The next attack made by that creature has advantage.

MARTIAL ART STYLES

CRASHING WAVE STYLE

You gain the following benefits:

- When you make an unarmed strike attack and beat your enemies' AC by 5 or more, you can move the creature 5 feet in a direction of your choosing.
- When you take the Attack action, you can use a bonus action on the same turn to make an unarmed strike against a creature within 5 feet. If this unarmed strike hits, you deal no damage and instead knock the creature prone or push the creature 5 feet in any direction (your choice).

DRUNKEN MONKEY STYLE

You gain the following benefits:

- When you use the Dash or Dodge action on your turn, you can make one unarmed strike as a bonus action.
- When a creature moves out of your reach, you can use your reaction to make a grapple attack against the creature.

FANGED SERPENT STYLE

You gain the following benefits:

- When a creature within 5 feet misses you with an attack, you can use your reaction to make one unarmed strike attack against that creature.
- You learn to strike your enemies' vital organs, causing them to discharge dangerous toxins into their own bodies. When you deal damage with an unarmed strike to a creature who is not a construct or undead, you can choose to deal poison damage instead of the bludgeoning damage normal for an unarmed strike.

IRON FIST STYLE

You gain the following benefits:

- When you make an unarmed strike attack and add your Strength to hit and damage, the attack deals +2 damage.
- Before you make an attack with an unarmed strike, you can choose to take a penalty to the attack roll equal to your proficiency bonus. If the attack hits, you add twice your proficiency bonus to the attack's damage.

SILENT SHADOW STYLE

You gain the following benefits:

- Your unarmed strikes count as having the *finesse* weapon property.
- When you are wearing no armor and not wielding a shield, your AC equals 10 + Dexterity modifier + half your proficiency bonus.

SPIDER CLAN STYLE

You gain the following benefits:

- You gain a climb speed equivalent to your base walking speed.
- When you take the Attack action and replace one or more of your attacks with a grapple, you can make an additional unarmed strike attack as part of the same action.

MINER STYLE

You've spent a great deal of time underground and have learned how to survive and fight in a mine. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You gain darkvision out to a range of 30 feet. If you already have darkvision from your race, its range increases by 30 feet.
- While you are wielding a warpick, you have a burrowing speed of 5 feet.
- When you hit a creature with a warpick on your turn and are also wielding a hammer, you can use a bonus action on the same turn to hammer the pick into the creature. If you do, the creature takes an additional 1d8 + your Strength modifier piercing damage.

NERVES OF STEEL

You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage on saving throws against being frightened.
- When you take psychic damage, you can use your reaction to gain resistance to that damage until the end of the turn.

WHIP MASTER, OPTION 1

You have extensive training with whiplike weapons and have learned a handful of tricks useful in combat. You gain the following benefits:

- Once per turn when you deal damage with a whip or weighted chain to a creature that is no more than one size larger than you, you can force that creature to make a Strength saving throw (DC 8 + your proficiency bonus + your choice of your Strength or Dexterity modifier). On a failure, you choose whether the creature drops one object of your choice that its holding, falls prone, or has its movement speed reduced to 0 until the start of your next turn.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a whip or weighted chain you are holding.

WHIP MASTER, OPTION 2

You have extensive training with whiplike weapons and have learned a handful of tricks useful in combat. You gain the following benefits:

- Once per turn when you deal damage with a whip or weighted chain to a creature that is no more than one size larger than you, you can force that creature to make a Strength saving throw (DC 8 + your proficiency bonus + your choice of your Strength or Dexterity modifier). On a failure, you choose whether the creature drops one object of your choice that its holding, falls prone, or has its movement speed reduced to 0 until the start of your next turn.
- When a creature moves into your reach, you can use your reaction to attack with a whip or weighted chain you are holding.

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Knuckle Knives	3 gp	1d4 slashing	2 lb.	light, unarmed
Torch	1 cp	1d4 fire	1 lb.	special
<i>Martial Melee Weapons</i>				
Sai	2 gp	1d4 bludgeoning	5 lb.	defensive, light
Weighted chain	6 gp	1d4 bludgeoning	8 lb.	light, reach
<i>Martial Ranged Weapons</i>				
Boom stick	100 gp	2d6 piercing	10 lb.	ammunition (20/60), blackpowder, heavy, loading, two-handed, special
Hand cannon	100 gp	1d10 piercing	8 lb.	ammunition (30/90), blackpowder, loading
Rifle	150 gp	1d12 piercing	12 lb.	ammunition (100/400), blackpowder, heavy, loading, two-handed
Six shooter	125 gp	1d8 piercing	6 lb.	ammunition (30/60), blackpowder, light

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table. The properties presented here supplement the ones found in the *Player's Handbook*.

Blackpowder. Whenever you make an attack roll with this weapon, the weapon emits a thundering boom audible up to the weapon's long range. Additionally, when you make an attack roll with this weapon and the result is 1, you are deafened until the end of your next turn.

Defensive. While you wield one or more weapons with this property, you gain a +1 bonus to AC if you are proficient in the weapon and not using a shield.

Unarmed. When you make an unarmed attack you can choose to deal the damage of this weapon instead of your normal unarmed attack damage.

SPECIAL WEAPONS

Weapons with special rules are described below.

Boom Stick. When you make an attack with this weapon and the target of your attack is in the weapon's normal range, roll an additional d6 then choose one d6 not to add when you deal damage.

Torch. When you deal damage with a lit torch, you do not add an ability score modifier to the damage. When you deal damage with an unlit torch, its damage type changes from fire to bludgeoning.

OPTION 1 OR 2?

We're interested to hear what version of the Whip Master feat you prefer - option 1 or option 2? You can let us know by joining the conversation on [our reddit](#) or [on our twitter](#).