



ACTIVE MARTIAL FEATS V1.2

The following are a collection of playtested martial feats that grant new active effects to a character. The purpose of these feats is to refurbish unused feats while giving martial characters more ways to engage with their enemies.

Any time an active martial feat requires a saving throw, the DC is 8 + your Strength or Dexterity modifier (your choice) + your proficiency bonus.

ATHLETE

Prerequisite: 4th level and proficiency in Athletics

You can accomplish mythical feats of athletic prowess.

- Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- **Athletic Movement.** Gain your choice of a climbing speed or swimming speed equal to your movement speed.

ATHLETIC FEAT

Active Ability (Special)

You can perform an outrageous athletic feat. You can do any of the following during your turn:

- Jump a distance equal to your movement speed.
- Lift twice your normal lifting capacity until the end of your turn.
- Move at normal speed while carrying or dragging another creature until the end of your turn.
- Make a free Strength or Dexterity saving throw or ability check against an ongoing effect or spell affecting you that would normally take an action or only occur at the end of your turn
- Take the dash action as a bonus action.

Once you use this feature, you cannot use it again until you complete a short or long rest. You can use the feature again before completing a rest by taking a level of exhaustion.

BODY GUARD

Prerequisite: 4th level and Defensive or Interception Fighting Style

Your reflexes and techniques safeguard your allies.

- Increase Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- **Leaping Saves.** When you use a reaction on a Fighting Style to defend an allied creature, you can swap positions with that ally after the attack completes as long as your movement speed isn't zero.

HEROIC INTERVENTION

Active Ability (Reaction)

As a reaction, when an allied creature within range of your movement speed would take damage, you can move to them and into their space. If the damage came from an attack, you become the target of the attack.

They move to an unoccupied space of their choice within 5 feet, or the closest unoccupied space if there are no unoccupied spaces within 5 feet (potentially moving them out of an area of effect, but moving yourself into it).

You and the target creature have resistance to all damage until the start of your next turn.

Once you use this feature, you cannot use it again until you complete a short or long rest.

BREAKER

Prerequisite: 4th level

You master the breaking of any creature within your grasp.

- Increase your Strength or Constitution by 1, to a maximum of 20.
- **Punishing Blows.** You have advantage on attack rolls against a creature you are grappling.

MERCILESS BREAK

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with inflicting a debilitating injury on a creature you are grappling.

The creature takes 2d6 + your Strength modifier bludgeoning damage and suffers an injury for 1 minute. The number of d6 damage is equal to your proficiency bonus. While suffering from this injury, the creature subtracts d6 from attacks and ability checks, and must pass a DC 10 Constitution saving throw to successfully cast a spell.

The target creature makes a Constitution saving throw at the end of each of their turns, ending the effect of the injury on a success. A creature can spend their action treating their injury to automatically pass the saving throw.

Once you use this feature, you cannot use it again until you complete a short or long rest.

BRUTE

Prerequisite: 4th level and proficiency in Intimidation

Your attacks leave your enemies devastated and cowering in fear.

- Increase your Strength or Constitution by 1, to a maximum of 20.
- **Brutal Effort.** When you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

BRUTAL THREAT

Active Ability (Attack)

When you take the Attack action on your turn, in place of taking an attack, you can summon your killing intent to issue a dire threat to a creature that can see or hear you within 60 feet. The target must make a Wisdom saving throw.

On failure, they become frightened for 1 minute. If it fails by 5 or more, it becomes frozen in terror, suffering the paralyzed condition while it is frightened. A frightened creature can repeat its saving throw at the end of each of its turns, ending the effect on success (if it fails by less than 5 it can end the paralyze effect, but cannot become paralyzed after the initial save).

If you kill a target while it is frightened in this way, you can repeat this action as a reaction targeting another creature within 30 feet that can see or hear you bypassing the usual usage restriction of the feature.

Once you use this feature, you cannot use it again until you complete a short or long rest.



CHARGER

Prerequisite: 4th level

You master the reckless rush of smashing into the enemy line.

- Increase your Strength or Constitution by 1, to a maximum of 20.
- **Heavy Momentum.** After moving at least 20 feet in a direction, your next melee weapon attack deals an additional 1d8 damage.

WILD CHARGE

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with making a charge. You or a mount you are controlling can move up to 30 feet in a straight line, flinging your enemies out of your path.

This movement does not provoke attacks of opportunity. Large or smaller creatures in your path must make a Strength saving throw, or be knocked out of your way and prone. If a creature has no where they can move, they are knocked prone but not moved, and you pass over them. A creature takes 2d6 + your Strength modifier bludgeoning damage on a failed save. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus). Your charge ends early if a creature passes their save. Creatures with a CR equal to less than half of your character level automatically fail their save.

Once you use this feature, you cannot use it again until you complete a short or long rest.

DESTROYER

Prerequisite: 4th level

You bring ruin to the battlefield, cleaving through hordes.

- Increase your Strength or Constitution by 1, to a maximum of 20.
- **Cleaving Blows.** When you reduce a creature to 0 hit points with an attack, you can apply any overflow damage (damage dealt by the attack over what was required to bring the target to zero) to another creature within 5 feet of the target, if the attack roll would also hit that target.

WHIRLWIND SLASH

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with spinning your weapon in a massive arc with great force. All creatures of your choice within 5 feet of you must make a Dexterity saving throw. On failure, they take 2d6 + your Strength modifier damage, or half as much on a successful save. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus)

Once you use this feature, you cannot use it again until you complete a short or long rest.

DURABLE

Prerequisite: 4th level

You possess an implausible resilience and are capable of amazing feats of endurance. You gain the following the following benefits:

- Increase your Strength or Constitution modifier by 1, to a maximum of 20.
- **Rapid Recovery.** When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).

UNYIELDING ENDURANCE

Active Ability (Reactuib)

As a reaction to taking damage, you can brace yourself to weather the blow and any additional blows. Until the start of your next turn, you can reduce all damage taken (including from the damage that triggered this reaction) by your Proficiency bonus and gain advantage on Strength and Constitution saving throws. Additionally for the duration, if an attack would reduce you to 0, you can make a Constitution saving throw with a DC to the amount of damage taken. On success, you are reduced to 1 instead. If you are not incapacitated at the start of your next turn after using this feature, you can expend a number of hit dice up to your Proficiency bonus, rolling them as normal.

Once you use this feature you cannot use it again until you complete a short or long rest.

GRAPPLER

Prerequisite: 4th level

You master grappling and leverage to pin and fling your foes.

- Increase your Strength or Constitution by 1, to a maximum of 20.
- **Quick Grabs.** When you take the Attack action on your turn, you can make one unarmed strike or attempt to grapple as a bonus action.

MARTIAL TOSS

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with attempting to hurl a creature your size or smaller. The target must make a Strength saving throw. An object or creature you are grappling automatically fails. If you successfully lift them, you can throw them 20 feet. The range is increased by 10 feet for each size smaller than you the target is.

The creature's movement ends early if it collides with another creature or obstacle. The thrown creature and anything it collides with takes 2d6 + your Strength modifier, and the thrown target falls prone. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

A creature can choose to fail their save against this ability. You can throw a willing creature more carefully, dealing no damage to them unless they collide with something during their flight.

Once you use this feature to successfully throw a creature or object, you cannot use it again until you complete a short or long rest.

MARTIAL ADEPT (REVISED)

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- You learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

You can select this feat multiple times. Each time you do so, you must choose different maneuvers.

RUFFIAN

Prerequisite: 4th level

You have turned kicking people that are down into an art form. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution modifier by 1, to a maximum of 20.
- **Painful Critical.** When you score a critical hit with a melee weapon attack against a creature, it must make a Constitution saving throw or become stunned until the start of your next turn. This does not affect undead, constructs, or other creatures that can feel no pain.

DIRTY STRIKE

Active Ability (Special)

When you make a melee weapon attack, you can follow up with a dirty trick (a knee to the gut, handful of sand to eyes, etc). The creature must make a Constitution saving throw. On failure, they become your choice of blinded or dazed (your choice) for 1 minute. A dazed creature moves at half speed, it can use either an action or a bonus action, but not both, and regardless of the creature's abilities, it can't make more than one attack during its turn.

The target can repeat its saving throw at the end of each of their turns. Once you use this against a target once, they are ready for subsequent attempts and automatically pass saving throws against it.

Once you use this feature to successfully blind or daze a creature, you cannot use it again until you complete a short or long rest.

STRIKER

Prerequisite: 4th level

You move like the wind, striking faster than your foes can see.

- Increase your Strength, Dexterity or Constitution modifier by 1, to a maximum of 20.
- **Slip Through.** If you attack and hit a creature with a melee weapon attack, you can pass through its space treating it as difficult terrain.

SLASHING DASH

Active Ability (Attack)

When you take the attack action on your turn, you can replace one of your attacks with a rapid burst of movement, moving up to 30 feet along any surface in a straight line.

You can move on vertical or horizontal surfaces with this movement, can pass through creatures, and do not provoke attacks of opportunity, but cannot pass through objects or terrain. If you are carrying a weapon you are proficient with when you take this action, each time you pass through a creature, it must make a Dexterity saving throw. A creature takes 2d6 + your Strength or Dexterity modifier (your choice) damage of your weapon type on a failed save, or half as much on a successful save. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

Once you use this feature you cannot use it again until you complete a short or long rest.

WEAPON THROWER

Prerequisite: 4th level

You excel at hurling objects, with a remarkably lack of concern for aerodynamics.

- Increase your Strength or Constitution by 1, to a maximum of 20.
- **Reckless Aerodynamics.** All melee weapons gain the thrown 20/60 property for you.

THUNDERBOLT THROW

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with hurling a small or smaller object (including weapons for medium sized creatures) at a target. Make an attack treating the object as a simple melee weapon with the thrown 60/180 property unless it already has a longer thrown range. On hit, the creature takes 2d6 + your Strength modifier bludgeoning damage (replaced by the weapons damage type when throwing a weapon) and must make a Constitution saving throw or be knocked prone and stunned until the start of its next turn. If it fails the save by 5 or more, it also becomes stunned until the end of your next turn. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

Once you use this feature, you cannot use it again until you complete a short or long rest.

OPTIONAL FEATURES

The following are optional and variant rules that will allow you to use these feats in additional ways based on your use case.

LEVEL 1 FEATS

Allowing these feats at level 1 is not a significant problem in the long run, but they will be somewhat overtuned at level 1, being more akin to the power of a 2nd level spell.

You can make these feats more appropriate for level 1 by reducing their damage to 1d6 + modifier until level 4.

CUNNING MARTIAL ACTIONS

Martial feats are primarily intended for Martial characters, but many of them may fit Rogues. If you would like to make them a better fit for Rogues, you can allow Rogues to an *Active Ability (Attack)* of an Active Martial Feat with the bonus action granted by their Cunning Action.

MARTIAL TIER 3 & 4 CARE PACKAGE

A common complaint of martial characters is that they struggle in Tier 3 and 4, or at least the amount of cool features they get drops off sharply. If you feel that's true in your games, consider giving them some of the feats for free at the following levels based on their class. When giving feats in this way, they do not grant +1 to an ability score.

| Player Level | Classes That Get a Free Martial Feat |
|--------------|--|
| 9 | Barbarian, Fighter, Monk |
| 13 | Barbarian, Fighter, Monk, Paladin, Rogue, Ranger |
| 17 | Barbarian, Fighter |
| 20 | Fighter, Monk, Rogue, Ranger |

These levels take into account what levels the classes get very powerful features, the total power of the classes, and when casters grow significantly stronger. If you want to go one step further, consider granting feats from [Kibbles' Mythic Feats](#) at the 17th and 20th levels.

MONK CHARITY

If you want to be nice to your Monk players, you can include allowing Breaker and Grappler to grant a Dexterity bonus and deal damage using your Dexterity bonus for Monks (with the assumption that they use some form of elegant martial arts to accomplish feats normally accomplished with brute strength).

NO FREE STATS

If you find these too powerful, they have the world's easiest nerf built in: just make them full feats and remove the attribute point they grant. This may make sense in games that grant free feats, allow rolled stats, ban existing top tier feats, or otherwise think I've given leave to my sanity making these as strong as they are.

LONG REST ONLY VARIANT

While I strongly encourage the use of Short Rests in games, and advocate for them being 10 minutes (max 2 per long rest), if you absolutely must play your game without taking any short rests, I'm obligated to recommend that you can simply make these feats Proficiency Bonus per Long Rest uses per day.

It won't be necessarily balanced, but that's probably a good thing, because Martial Classes need all the help they can get in a game without short rests.

CHANGE LOG

1.2

- Yeeter named something more boring.
- Brute feat changed to better fit with other feats (and probably buffed).
- Feat passive abilities given a new ability name to help clarify talking about them or referencing them during gameplay.
- Ruffian feat added (replacing the previous dirty fighting) with more streamlined mechanics.
- Unyielding Endurance made into a reaction.
- Martial Toss can now be used on willing creatures without dealing damage.
- You no longer need to hit your attack to trigger Dirty Strike for Ruffian, just make it. It does need to be a melee weapon attack now though (which still includes unarmed strikes, just not spells).

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