

# KIBBLES' FEAT COMPENDIUM



A collection of all the Kibbles-Crafted Feats out there

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## 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 fighting style that uses your reaction to defend an allied creature*

Your reflexes and techniques safeguard your allies.

- Increase Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- **Leaping Saves.** You can move up to 5 feet before using your reaction to protect an ally with a Fighting Style. Alternatively, when you use a reaction on a Fighting Style to defend an allied creature while you are already adjacent to them, you can swap positions with that ally after the attack completes as long as your movement speed isn't zero. This movement does not provoke attacks of opportunity.

### 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 increases by one when your proficiency bonus increases (with the total number of d6 equaling 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

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*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

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*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

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*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 (Reaction)*

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

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*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.

## RUFFIAN

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*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 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. A creature can spend their action treating their condition to automatically pass the saving throw. 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

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*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.
- **Battlefield Dancer.** Each time you hit a creature, your movement speed increases by 5 feet until the end of your turn. If you attack and hit a creature with a melee weapon attack, you can pass through it 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

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*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.

## WEAPON FEATS

### AXE EXPERT

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You gain the following benefits:

- **Ability Score Bonus.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Axe Rush.** While wielding a handaxe, battleaxe, or greataxe, you can use a bonus action to move up to 5 feet and add 1d6 to your next attack and damage roll with an axe.

### BOW EXPERT

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Your relentless practice with a bow grants you the following benefits while using one:

- **Ranging Shots.** When you miss a ranged weapon attack with a bow, your next ranged weapon attack roll with a bow has advantage.
- **Snap Shot.** As a bonus action, ready a shot. If a creature moves within 30 feet of you, you can use your reaction to make a ranged weapon attack against that creature with a -5 to the attack roll.

### DAGGER EXPERT

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You are a well versed expert on daggers, able to use them fluidly in any situation.

- **Dagger Tricks.** You can draw or stow any number of daggers during your turn. You have advantage on any check to conceal your daggers.
- **Improved Critical.** Your attacks with daggers score a critical hit on a roll of 19 or 20.
- **Swift Stabbing.** When you use two-weapon fighting using a dagger in both hands, you can take both attacks as part of the Attack action on your turn (without expending your bonus action). You can only make this attack once per turn.

### FLAIL EXPERT

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Your expertise with a flail gives you the following gain the following benefits:

- **Dangerous Swings.** When you miss a weapon attack made with a flail, you can make a new attack roll against another creature you of your choice within the weapon's range. You cannot attack the same creature twice this way.
- **Wind Up.** As a bonus action, you can whirl the flail building momentum. The next attack you make with it before the end of your turns an additional 1d8 damage on hit.

### HARPOON EXPERT

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You are resourceful and skilled when it comes the use of harpoons, gaining the following benefits:

- **Ability Score Increase.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Throwing Arm..** The normal range of your thrown weapons is doubled.
- **Harpoon.** As an action, you can use 40 feet of rope to turn any javelin, spear, or trident into a harpoon. When you throw that harpoon at a target 40 feet or less from you, you can pull it back to your hand as a bonus action. If the attack hit the target, when you pull the harpoon back to you, you can force the target to make a Strength saving throw against a DC of 8 + your Strength modifier + your proficiency bonus. On failure, you drag the target up to 20 feet toward you.

### LANCE MASTER

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You use maximize the effectiveness of a lance, gaining the following benefits:

- **Impaled Movement.** While you are mounted, if you strike a creature smaller than your mount with a lance, you can push that creature until the end of your turn, you make another attack, or you move in something other than a straight line.
- **Impaling Rush.** When you hit an attack with a lance after traveling at least 10 feet, you can make an additional attack at another creature behind the target hit with disadvantage, as long as they are in reach of your weapon (you can move between attacks, but only in a straight line) with disadvantage. You can continue to repeat this until you miss, run out of movement, or run out of creatures in a line to hit.
- **Expert Handling.** A lance no longer requires two-hands when you aren't mounted.

### MORNING STAR EXPERT

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You have mastered the use of a morning star, and are able to leverage greater effectiveness from it. You gain the following features:

- **Ability Score Increase.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Improved Critical.** Your attacks with morning stars score a critical hit on a roll of 19 or 20.
- **Rend.** Your critical strikes wound the target. The target loses 1d10 hit points at the end of each of their turns until the wound is healed. The target or any creature within 5 feet of it can make a DC 10 Wisdom (Medicine) check as an action to heal the wound.

## STINGER

You specialize in the quiet and agonizing kill with subtle weapons. You gain the following benefits related to blowguns and darts:

- **Ability Score Bonus.** Increase your Dexterity, Wisdom, or Constitution ability score by 1, to a maximum of 20.
- **Efficient Poisons.** When you apply a poison blowgun needle or dart, you can apply it to twice as many pieces of ammunition.
- **Hidden Death.** If you attack while hidden from a target with a blowgun or dart, you can make Dexterity (Stealth) ability check with a -5 for each time you've hit the target this turn against their passive Perception (no action required). On a success, you remain hidden from that target, though the target will know which general direction you are in.

### POISON AVAILABILITY

If you find yourself lacking good poisons to make use of this feat, I recommend the Poison Crafting rules of Kibbles' Compendium of Craft and Creation.

## SWORDMASTER

*Prerequisite: Ability to take more than one attack with the Attack action.*

You gain the following abilities while wielding a sword.

- **Feint.** You take the attack action and miss two attacks in a row, you can add a d8 to your next attack roll.
- **Deflect.** If you take the attack action, and hit two attacks in row, you can subtract a d8 from the next time you take damage from an attack before the start of your next turn. You can only have one deflection die at a time.

If you make an attack with a weapon other than a sword, you lose any benefits and cannot gain them until the start of your next turn.

## NATURAL WEAPON MASTER

*Prerequisite: Have one or more natural weapons*

You master the use of your natural weapons, granting you the following benefits:

- **Ferocity.** As a bonus action, you can make an additional weapon attack with your natural weapon.
- **Natural Perfection.** Your natural weapon damage die becomes a d6 (if not already higher). At 6th level, the damage die becomes a d8 (if not already higher) and your natural weapons are considered magical for overcoming resistance to nonmagical damage. At 12th level the damage die becomes a d10 (if not already higher).

## PIKE MASTER

You master the effective use of a pike, making the most of its extreme range.

- **Extended Reach.** Your reach with a pike increases by 5 feet on your turn.

- **Set for Charge.** You can use your bonus action to set for charge, reducing your movement speed to 0 and gaining a second reaction that can only be used to make attacks of opportunity until the start of your next turn.
- **Zone Control.** While wielding a pike, creatures provoke an attack of opportunity when they enter the reach of the pike.

## WARHAMMER EXPERT

Your blows with a warhammer never fail to wear down the enemy. You gain the following benefit:

- **Ability Score Increase.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Battering Blows.** When you miss a melee weapon attack with the warhammer, the target takes half the weapon damage the attack would have dealt. This damage does not trigger on hit effects or spells that hitting the attack may have triggered.

## WAR PICK EXPERT

You have mastered the use of a war pick, and are able to tear down the most formidable foes.

- **Ability Score Increase.** Increase your Strength or Constitution ability score by 1, to a maximum of 20.
- **Siege Pick.** Attacks you make with the war pick against objects deal double damage.
- **Sunder.** When you hit a target that is wearing armor or benefiting from natural armor, you can use your bonus action to sunder the target, temporarily leaving them vulnerable. The next attack roll against that creature has advantage.

## WHIP EXPERT

You master using a whip, gaining the following benefits:

- **Ability Score Bonus.** Increase your Strength, Dexterity or Constitution ability score by 1, to a maximum of 20.
- **Precise Blows.** When you wield a whip, increase the damage die size of whips by one size (for example, from a d4 to a d6).

## WHIP TRICKS

When you make an attack with a whip and hit, you can replace the damage roll of the attack with one of the of the following effects:

- **Sudden Yank.** You wrap the whip around a Medium or smaller target, and yank them 5 feet towards you.
- **Tangle Weapon.** You tangle one weapon the target is wielding, giving them disadvantage on attacks with that weapon until the start of your next turn, or until they miss an attack. You cannot make attacks with the whip used to make the attack until they free the weapon.
- **Whip Trip.** You tangle a Large or smaller creature's feet, causing them to fall prone.

## STYLE FEATS

### VERSATILE WEAPON MASTER

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You are an expert on the fluid use of versatile weapons, changing stances to fit any situation. When you draw a versatile weapon you are proficient with, or start your turn while wielding one, you can enter a special stance as long as you aren't wielding other weapons or a shield.

This lasts until the start of your next turn, drop or sheath your weapon, or equip a shield. Each stance provides modifiers to your melee weapon attacks made with the versatile weapon while in that stance:

- **Neutral Stance:** You add +1 to your attack rolls, damage rolls, and armor class.
- **Power Stance:** You don't add your Proficiency bonus to attack rolls, but add twice your Proficiency bonus to your damage rolls.
- **Accuracy Stance:** You add twice your Proficiency bonus to attack rolls, but don't add your Strength modifier to damage rolls.
- **Defensive Stance:** You don't add your Proficiency bonus to attack rolls, but if you hit at least one attack against a hostile creature, you can add your proficiency bonus to your AC until the start of your next turn.

### LIGHTNING STRIKER

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You have mastered wielding weapons with lightning speed, granting the following benefits:

- **Quick Draw.** Whenever you make an attack, you can draw a light melee weapon as part of taking the attack.
- **Twin Strike.** When you make an attack while wielding more than one light melee weapon and make an attack with one of them, you can subtract the damage dice of another light melee weapon you are carrying from the attack roll to add twice its damage dice to the damage roll of that attack on hit.

## GENERAL MARTIAL FEATS

### MARTIAL EXPERT

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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.
- **Combat Maneuvers.** 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).
- **Superiority Dice.** 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.

### RELENTLESS

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*Prerequisite: 1 or more active martial feats.*

Your active martial feats that refresh on a short or long rest gain a chance to refresh every round. At the start of your turn while you don't have a remaining use of one or more of your active martial feats, roll a d6 for each. On a 5 or 6, you regain the use of that feat.

## NOTES

### IMPROVED CRITICAL

If a player has multiple sources of improved critical effects that reduce the critical strike range, it's generally okay to allow them to stack, but it is up to the GM if they do, and they may decide they do not in the case of specific builds or when combined with other homebrew options.

## 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

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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

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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.

The goal of variant martial progression is to give non-spellcasting characters more choices and development.

You can read the rul

### MONK CHARITY

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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

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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

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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.

## VARIANT MARTIAL PROGRESSION

These variant rules serve as something of the mirror image of the spellcasting multiclassing rules with one important distinction: they work even if you don't multiclass, but the only count non-caster class levels, counting half-casters as equal to half their class level, and one third casters as two thirds their class level.

For example, if you had 3 levels of Barbarian and 2 levels of Fighter, you'd have 5 levels in martial progression. If you had 3 levels of Barbarian and 2 levels of Ranger, you'd have 4 levels of martial progress. Due to the 1/3 casters getting their subclass at 3rd level, you cannot lose martial progression by selecting them. For example, if you had 3 levels of Barbarian and 2 levels of Fighter, and selected a 1/3 caster subclass for Fighter at 3rd level, you'd still have 5 levels of martial progress, you just wouldn't gain a new one (due to 1/3 casters for inverted 2/3 progression in this system).

### MARTIAL PROGRESSION TABLE

Martial Levels	Features
1	—
2	—
3	—
4	—
5	Bonus Skill
6	—
7	Bonus Skill (2)
8	—
9	Bonus Feat (1)
10	Extra Attunement Slot (4)
11	Bonus Skill (3)
12	—
13	Bonus Feat (2)
14	Bonus Attunement Slot (5)
15	Bonus Saving Throw
16	Bonus Expertise (1)
17	Bonus Feat (3)
18	Bonus Attunement Slot (6)
19	Bonus Expertise (2)
20	Bonus Feat (4)

### BONUS SKILL

Select a skill or tool and gain proficiency with that skill or tool.

### BONUS FEAT

A character that does not need to master spells can acquire more feats. You can select a feat. A GM may restrict the sources or types of feats available.

### ADDITIONAL FEAT SOURCES

Simply giving martials more feats provides quite a lot of additional customization and strength, but may not solve other issues if you're looking for my dynamic options. Consider [Active Martial Feats](#) for a set of boosted more active feats to select. Additionally, if you prefer your martial characters to ascend to demi-god status, considering allowing [Mythic Feats](#) for their 17th and 20th level feats.

### BONUS ATTUNEMENT SLOT

You can attune to an additional attunement item at a time. Due to having less competing magical forces within you, can attune to more magical items, giving more magical options and general potency to non-spellcasting characters.

### BONUS EXPERTISE

A further extension of your Bonus Skills, you gain expertise in one skill you are proficient with, meaning your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency, allowing you fully master certain skills.

## PROGRESSION

Here is a quick reference for class level progression:

### CLASS PROGRESSION TABLE

Classes	Martial Progression
Barbarian, Fighter, Monk, Rogue, Warlord <sup>K</sup>	1
Eldritch Knight, Arcane Trickster, Warden <sup>K</sup>	2/3
Inventor <sup>K</sup> , Paladin, Ranger, Spellblade <sup>K</sup>	1/2
Bard, Cleric, Druid, Occultist <sup>K</sup> , Psion <sup>K</sup> , Sorcerer, Warlock, Wizard	0

- Inventor can serve as a stand-in for any non-OGLE legal half caster that makes magical items. Classes marked with <sup>K</sup> are created by [KibblesTasty](#).

## MULTICLASSING

### MULTICLASSING EXTRA ATTACK

If you have the Extra Attack feature from multiple classes, you gain an additional Fighting Style from the Fighter list of Fighting Styles for each additional time you gain the feature.

### DO YOU NEED THIS?

Do your players refuse to play martial characters? No? You probably don't need this. Yes? Give it a shot. There is a ton of tools for running the game, and this just another one.

# CHANGE LOG

## 1.2

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- 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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## SRD CONTENT

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