

# PARTNER FEATS

## Feats

Partner feats are special feats that represent the bonds forged while adventuring. Players can select partner feats for free at 1st level or the GM can award them to pairs of characters at any time. Unlike other feats, however, you can only take a partner feat if another player takes the same feat. Both characters must also meet the prerequisites specified in the feat to take it. These feats emphasize the cooperation between two characters, so they're only appropriate for characters with close relationships and shared history.

### BOSS AND GOON

Every mastermind and aspiring kingpin needs a hunchman, an underling, or a minion to ensure things happen according to plan. When you and your partner choose this feat, one of you is the boss and the other is the goon.

**HIRED MUSCLE.** While the goon is within 5 feet of the boss, the boss can add the goon's Strength modifier to any Charisma (Intimidation) checks they make.

**MEAT SHIELD.** When the boss is targeted by an attack, the boss can use their reaction to force the attack to target the goon instead. The boss must be able to see the attacker and the goon must not be incapacitated.

**MINION INSPIRATION.** As a bonus action, the boss can grant their goon fleeting inspiration. The goon can gain advantage on one attack roll, ability check, or saving throw it makes before the end of their next turn. Once the boss uses this feature, they can't use it again until they finish a short or long rest.

### CO-CASTERS

*Prerequisites: two creatures with the Spellcasting or Pact Magic feature*

You and your spellcasting partner have rehearsed the careful timing of synchronized spellcasting to devastating results. You gain the following benefits:

**SHARED CONCENTRATION.** You can share concentration on spells with your partner. When you ready a spell that requires concentration and choose to cast it at the same moment that your partner casts a spell that requires concentration, the two spells become intertwined. Whenever you or your partner must make a Constitution saving throw to maintain concentration on either spell, you both make the saving throw. You only lose concentration if both of you fail, which causes both of you to lose concentration on your spells.

**SPELL CONDUCTOR.** When you cast a spell with a range other than self and your partner is within 60 feet of you, the spell can originate from you or your partner.

**TELEPATHIC LINK.** You have an innate telepathic link to your partner. While you are within 120 feet of your partner, you can speak telepathically with them, and your partner can speak telepathically with you. Your telepathic utterances are in a language you know, and your partner understands you only if it knows that language.

*Art by William O'Connor*



## HALFLING HURLER

*Prerequisites: Medium size and 15 Strength or higher; Small size*

Thanks to weightlifting and poor survival instincts, you and your partner have discovered a novel tactic: throwing your partner at your foes with deadly force. When you and your partner choose this feat, the Medium character is the thrower.

If the thrower is within 5 feet of their partner, the thrower can forgo an attack on their turn to throw their partner, targeting an unoccupied space or a creature within 60 feet. If targeting a creature, the thrower makes a ranged attack roll using Strength and adding their proficiency bonus. On a hit, the target takes bludgeoning damage equal to 1d10 + the thrower's Strength modifier, and the partner can use their reaction to make a melee weapon attack with advantage targeting the creature.

If the thrower misses the target, their partner falls and lands prone within 5 feet of the target creature.

## ODD ONE OUT

*Prerequisite: Every player except for you has a partner feat*

Just because you're alone doesn't mean you're lonely. You gain the following benefits:

**STEADY MIND.** When you start your turn, you can choose to end one effect causing you to be charmed or frightened (no action required). Once you use this ability, you can't use it again until you finish a short or long rest.

**UNYIELDING RESOLVE.** When you miss with an attack roll, or you fail an ability check or saving throw, you can reroll the d20 and must use the new roll. Once you use this ability, you can't use it again until you finish a short or long rest.

## PAIRED DUELISTS

*Prerequisites: Dexterity 13; Dexterity 13*

You and your partner fight in perfect synchronicity, granting the following benefits:

**BACK TO BACK.** While you and your partner are within 5 feet of each other, you gain a +2 bonus to your Armor Class.

**DOUBLE FEINT.** Once on each of your turns, while you and your partner are within 5 feet of each other, you can add 1d4 to an attack roll or a damage roll you make.

**SWAP PLACES.** When you're within 5 feet of your partner, you can spend 5 feet of movement and switch places with your partner without provoking opportunity attacks. Your partner must be willing and not incapacitated.

## TAG TEAM

*Prerequisites: Strength 13; Strength 13*

You and your partner are a dynamic duo that teams up to grapple foes with dramatic, coordinated pins and holds, granting you the following benefits:

**DOUBLE PIN.** If you attempt to grapple a creature that is already grappled by your partner, you can attempt to pin the creature as a part of your attempt to grapple it. If you succeed on your grapple check, the creature is restrained until you or your partner's grapple ends.

**OFF THE TOP ROPE.** You have advantage on attack rolls against a creature your partner is grappling. When you make a melee attack against such a creature, you can forgo this advantage to add a die of damage to your damage roll on a hit.

## TWIN TACTICS

Through drills and sparring, you and your partner have committed the footwork of complex tactics to memory. You can use the following maneuvers:

**RECKLESS GAMBIT.** As a bonus action, you can tactically lower your guard to give your partner openings to strike. Attack rolls against you have advantage until your next turn. Whenever you take damage from a creature you can see before the start of your next turn, your partner can use their reaction to make an attack against that creature. Your partner must be within 30 feet of you to take this reaction.

**TRADE INITIATIVE.** When you and your partner roll initiative, you can trade the results of your initiative roll with your partner if they are willing.



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