

# Feats Reforged III: The Combat Feats

The third installment of our Feats Reforged series takes a comprehensive look at the combat feats available in Dungeons & Dragons 5th Edition. These feats offer a wide range of options for customizing your character's combat abilities, from improving your accuracy and damage to gaining new abilities and maneuvers.

In this article, we'll explore the different types of combat feats, provide tips on choosing the right feats for your character, and offer some creative ideas for using feats to create unique and powerful characters.

Combat feats can be divided into several broad categories:



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★★★★★ 5 out of 5

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- **Accuracy and Damage:** These feats improve your ability to hit and damage your targets. Examples include Sharpshooter, Great Weapon Master, and Lucky.

- **Maneuvers:** These feats give you new combat options, such as the ability to disarm opponents, grapple with them, or knock them prone. Examples include Grappler, Shield Master, and Sentinel.
- **Defense:** These feats improve your ability to defend yourself against attacks. Examples include Tough, Resilient, and Heavy Armor Master.
- **Utility:** These feats provide a variety of other benefits, such as increasing your movement speed, granting you advantage on certain skill checks, or allowing you to use a specific weapon or armor type. Examples include Mobile, Observant, and Weapon Master.

When choosing combat feats, there are a few key factors to consider:

- **Your character's class:** Some feats are more beneficial for certain classes than others. For example, a fighter will get more use out of Great Weapon Master than a wizard.
- **Your character's build:** Consider your character's stats, skills, and equipment when choosing feats. For example, if you have a high Dexterity, you may want to take Sharpshooter.
- **Your party's composition:** If your party has a lot of spellcasters, you may want to take feats that help you protect them, such as Sentinel or Shield Master.
- **Your playstyle:** Some feats are more suited to certain playstyles than others. For example, if you like to get up close and personal, you may want to take Grappler or Polearm Master.

Feats can be used in a variety of creative ways to create unique and powerful characters. Here are a few ideas:

- **Combine feats to create powerful combos:** For example, you could take Great Weapon Master and Sharpshooter to maximize your damage output.
- **Use feats to shore up your weaknesses:** For example, if you have a low AC, you could take Resilient (Constitution) to improve your saving throws.
- **Use feats to create new character concepts:** For example, you could take the Ritual Caster feat to give your fighter the ability to cast spells.

Combat feats are a powerful tool for customizing your character and making them more effective in combat. By understanding the different types of feats and how to choose the right ones for your character, you can create a truly unique and powerful warrior.

Here is a list of all the combat feats in Dungeons & Dragons 5th Edition:

- Alert
- Athlete
- Charger
- Crossbow Expert
- Defensive Duelist
- Duel Wielder
- Great Weapon Master
- Grappler

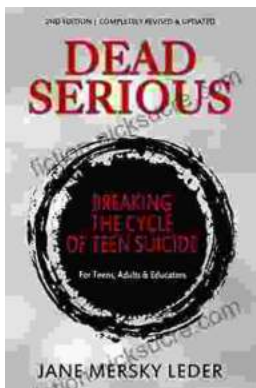
- Heavy Armor Master
- Lightly Armored
- Lucky
- Mage Slayer
- Martial Adept
- Medium Armor Master
- Mobile
- Mounted Combatant
- Observant
- Polearm Master
- Resilient
- Savage Attacker
- Sentinel
- Sharpshooter
- Shield Master
- Skulker
- Tavern Brawler
- Tough
- Weapon Master

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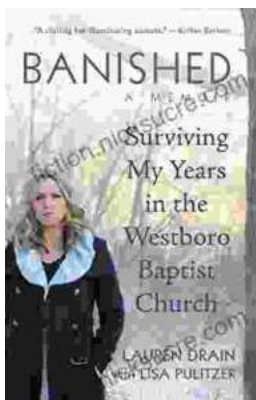


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