

COMBO FEATS

Combo feats are a new type of feat intended to grant bonuses when a character performs a series of actions that build up to a specific result.

GLOSSARY OF A COMBO FEAT

All combo feats have a setup and a payoff, but certain combo feats may also use the following terms.

Setup: A setup is the events you must perform to allow use of a combo feat's payoff. All combo feats have a setup. Usually a combo feat requires you to attempt or perform the same action multiple times in succession or a variety of events without interruption. If you complete an encounter, you lose any setup you have accomplished or payoffs you are allowed.

Consecutive: Consecutive events are events you perform without performing a similar event in between. If a feat says you must "take the attack action in two consecutive turns", you can freely move, take a bonus action, and make (or opt not to make) an attack of opportunity in between because they do not prevent you from using your action in consecutive turns.

Payoff: A payoff is the benefit you gain from performing the setup of a combo feat. You may choose whether or not to use a combo feat's payoff. If you use a combo feat's payoff and that payoff is not repeatable, you must start the setup from the beginning to use the payoff again.

Next: When a payoff refers to the next event of a given type, you must decide to use the payoff before any rolls for that event. If you choose not to use the payoff, you may use it later as long as you still meet the setup conditions.

Repeatable: A repeatable payoff counts toward the setup for the same feat. If a combo feat has a repeatable payoff, you can continue to use the payoff as long as you meet the setup conditions.

COMBO FEAT DESCRIPTIONS

BATTERING BLOWS

Combo Feat

Setup. You damage a creature with any number of consecutive weapon attacks or unarmed strikes.

Payoff. The creature takes a -1 penalty on the next saving throw it makes against a spell you cast using a spell slot. The maximum penalty cannot exceed your proficiency bonus.

BATTLE COORDINATOR

Combo Feat

Setup. You take the Help action in two consecutive rounds.

Payoff (Repeatable). When you take the Help action, you can assist two allies or distract two adjacent enemies.

FALSE OPPORTUNITY

Combo Feat

Setup. You provoke two attacks of opportunity in consecutive rounds.

Payoff (Repeatable). When a creature makes an attack of opportunity against you, you can use your reaction to make a melee weapon attack against it.

FOCUSED CASTER

Combo Feat

Setup. You deal damage of the same type to the same creature in two consecutive rounds via spells you cast.

Payoff (Repeatable). The next spell you cast ignores that creature's resistance against that type of damage.

HEADWIND

Combo Feat

Setup. You move your full speed during two consecutive turns.

Payoff (Repeatable). Your speed increases by 10 feet during your next turn.

RELENTLESS

Combo Feat

Setup. You reduce a creature to 0 hit points with your attack or spell in four consecutive rounds.

Payoff. Treat your next attack roll as if it was a natural 20.

SPREAD THE DAMAGE

Combo Feat

Setup. You make three consecutive attacks, targeting a different creature with each attack.

Payoff (Repeatable). You gain a +2 bonus to attack rolls with any attack that targets a creature you did not target with your two most recent attacks.

THIRD WIND

Combo Feat

Setup. You succeed on three consecutive death saving throws.

Payoff. You spend any number of Hit Point Dice as if you had finished a short rest.

VERSATILE CASTER

Combo Feat

Setup. You deal damage to a creature with three different cantrips.

Payoff. The creature has disadvantage on saving throws against the next spell you cast on it using a spell slot.

VIOLENT MOMENTUM

Combo Feat

Setup. You take the attack action to attack the same creature in two consecutive turns.

Payoff. Your next shove against the creature pushes it an additional 5 feet.