

# Alert Feat 5e vs Ability Score Improvement for Rogue 5e

## Alert Feat 5e vs Alertness Feat 3e

During the era 3e, we had the Alertness feat. And it was one of the building block feats. The 3e version of the [game](#) merely conferred a +2 bonus on every Spot and Listen checks. Casters with familiars got for free. It was as long as the familiars were within reach of their arm. Let us discuss the Fifth edition. Welcome to Alert Feat 5e.

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## Alert Feat 5e

Reference: Player's Handbook

Always on the prospect for danger, you obtain the following benefits:

- You can not be shocked while you are conscious.
- You gain a +5 bonus to Initiative.
- Other monsters don't win advantage on attack rolls against you as they are hiding from you.

Feats got a significant overhaul in 5e. In earlier editions of the game, feats were highly context-specific, and the construction was like building blocks. One of the popular games of min-maxers in the past days was creating a character encompassing a set of feats that could add some pretty

excellent abilities or bonuses. More feats were often available than a player could ever examine by building a dozen characters from various classes and leveling them up in various campaigns.



## Ability Score Improvement

5e takes an opposite path, vastly cutting down the number of feats offered but making each one unbelievably more useful and providing an entire set of bonuses that can avail a character of any level. And Alert Feat 5e is one of the feats that gamers love to take. It extends three exhibits, and all of those benefits have ample power.

## Alert 5e

If a PC with the 5e Alert feat encounters foes and someone applies invisibility (from a spell or 5e magic item) to combat them, Alert would prevent the success that the invisible assailant would generally take. However, if a PC with Alert is challenging enemies with a characteristic like Pack Tactics or is fighting enemies that include a rogue NPC, powers that confer an advantage on an attack without also conferring

darkness would still give the attacker gain on their roll.

## How to surprise someone with Alert Feat 5e?

Are you thinking about deeming Individual creatures to surprise? Try it during the first round of fight until their turn. In balance, if a person is surprised or the character surprises someone, the first round entirely becomes a surprise.

To add content, seldom, suppose you want to manipulate Initiative for a given battle without going the route of surprise. You may allow certain foes or characters to roll Initiative with the advantage of reproducing a situational situation where someone is a little more prone to be caught off guard but not astonished in the RAW sense.



**Is the Alert Feat 5e better than**

# the Ability Score Improvement for a 5e Rogue?

The extra +1 AC from +2 Dex is as great as the Feat benefits, especially with 5e's limited accuracy. The initiative bonus is moderately apparent. A high Dex character gets a decent shot at going ere almost everyone or mitigating unlucky rolls.

Virtually never being surprised is also a considerable advantage. You may react to, and possibly even refute, ambushes and sneak attacks against the party.

Finally, blocking advantage on attack rolls against you from hidden characters shifts a substantial piece of an attacking Rogue's potential to sneak attack your character and reducing the chance of actually being hit by all hidden attacks. At worst, if someone gets an advantage against you, you'll probably have seen them coming first.

You can think of connecting the Feat with the Rogue's Assassin level. Three feature also seems better:

## Assassinate

Commencing at Level 3, you are at your most destructive when you get the drop on your foes. You influence attack rolls against any creature that hasn't taken a turn in the combat. Furthermore, any hit you score against a monster that is surprised is a critical hit.

The bonus to your Initiative gives an even greater chance of consistently getting a sneak attack in combat. An auto-crit on the first [sneak attack](#) of an ambush can cause colossal damage, potentially ending the combat before it even begins.

These advantages may make you think the Feat is superior to the benefits of +2 Dexterity (or extra Ability Score

Increase).

READ: [Spirit Guardian 5e](#)

## Ability Scores in 5e

If you have to accept [Standard Array](#), then the alternatives depend on what Race you prefer. With a Half-Orc 5e, you may initially choose 14-13-15-8-12-10. It would draw them up to 16-13-16-8-12-10 with racial rewards.



If you do not want that, then go onward and max out all the physical scores: Strength, Constitution, and Dexterity. It will be 15 – 15 – 15 – 8 – 8 -8 with point buy. With Half-Orc 5e, you get 17-15-16-8-8-8.

**Strength:** Your aggressive output is attached to your Strength score, with approximately half of your class characteristics tied to this ability.

**Constitution:** Added top tier stat. Hit points are too valuable

to let slide. If you want to tarry unarmored, it is double important.

Dexterity: If you intend to be a Dexterity Based Barbarian, then turn this with Strength.

Wisdom: 3 of your class abilities are attached to it, and one of these is Perception. A “nice to hold” stat.

Charisma: Intimidation is based on it, but not much else \*unless\* you run Path of the Berserker.

Intelligence: Classic Barbarian dump stat. It hurts your Int saves, but that is about the only impression you feel.



**Does Alert feat 5e add a static +5 to Initiative when assigned Proficiency with Dexterity Checks for Initiative?**

It doesn't intrinsically make more reason than a flat +5. It doesn't strike you like anymore or less arbitrary.

It may strike you as underpowered at low levels by 5E's standards. Therefore, it would be better than +5 at the four most potent levels – although the tradeoff is that it may be graver than +5 for the first twelve levels.

Compare it to the Improved Initiative feat in 3.5E, PF, and 4E, which awards a flat +4 to Initiative. 5E feats are thought to be 2-3 old-style feats strapped together. It appears contrary to this viewpoint to nerf the bonus for the greatest of the game. That is not even acknowledging that comparatively fewer groups serve to reach/play at higher levels.