

# TRAINING FOR FEATS

**H**hen you really want to *earn* those exceptional skills you've got, you need to train for the feats you learn. (Version 0.2)

## HOW IT WORKS

When using these optional rules, characters can no longer choose to learn a feat instead of taking an Ability Score Increase. The only exception is at 8th and 16th level, when a character can choose a racial feat (*Xanathar's Guide to Everything*) instead of an Ability Score Increase.

## TRAINING FEATS

Training Feats include two new traits: a **penalty** and a **statistic**. A feat's **penalty** applies to a character that chooses to actively train for that particular feat, and a feat's **statistic** is the requirement the character must fulfill to learn that feat. Feats are also broken down into the two types of training required: **active** training and **passive** training. Typically, only a feat that requires **active** training will have a **penalty** associated with it.

### DUNGEON DELVER

#### *Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on Wisdom (Perception) and Intelligence (Investigation) checks made to find hidden traps and secret doors.

**Statistic:** Find a total of 30 hidden traps or secret doors.

## UNLOCKING FEATS

In order to begin training for a feat, you must unlock the ability to train for a feat that you meet the prerequisites for. A number of things can unlock a feat for you, including downtime training with a character that already has the feat, finding a book that teaches you the basics, having your mind awakened by a powerful entity, or whatever your DM comes up with. Once a feat is unlocked for you, you begin tracking that feat's **statistic**.

### FOR EXAMPLE

Our Dwarven Fighter Berb finds an old dusty tome in an old dusty room; "Dungeon Delving 101." After finishing a short rest reading through the book, Berb learns that he should start being wary of traps around him at all times, and the DM informs Berb's player that he has unlocked the ability to train for the Dungeon Delver feat.

## ACTIVE FEATS

Active feats require you to specifically announce when you are training for a feat. When you do so, you also take any **penalty** associated with training for that feat. The **penalty** only lasts for as long as you are actively training for it, and only when you announce you are doing so (ie. for only one attack roll or ability check). If your use of the feat succeeds, you increase the feat's **statistic** by 1, and every 3 times you fail, you increase the feat's **statistic** by 1. When using certain active feats, you can use mechanics granted by the feat (such as making an attack as a reaction) but don't gain any other bonuses associated with the feat (such as gaining advantage or a +10 bonus to damage rolls), at the DM's discretion.

### FOR EXAMPLE

Berb announces that he will be using his new Dungeon Delving skills to search the corridor ahead of him for traps. The Dungeon Delver feat states that characters actively training suffer a penalty equal to your proficiency bonus - 8 on this check, so Berb applies a -6 penalty to his Perception check. Remember, Berb does not gain any of the benefits associated with the Dungeon Delver feat yet.

With a very lucky set of rolls, his 17 Wisdom (Perception) check spots a trap a third of the way down the corridor. Dungeon Delver is learned once Berb spots a total of 30 hidden traps or secret doors; he now has 1.

## PASSIVE FEATS

Passive feats are always being trained toward, and you should constantly be aware of opportunities for your character to increase one of their feats' **statistic**.

### FOR EXAMPLE

Confident that he has cleared the hallway of traps, Berb gives the all clear and proceeds towards the door at the end. After fifteen feet, the sound of a wire snapping swings a massive blade down from the ceiling, slicing into Berb's chest, delivering 30 points of damage and dropping Berb to 0 hit points. After that particularly nasty blow, the DM informs Berb's player that he has unlocked the ability to train for the Tough feat, and should begin keeping track of how much damage he takes until the feat is learned.

## INCREASING STATISTICS

It is up to the DM to decide if a specific instance of training increases a feat's statistic. Once a feat's statistic has reached the required level, the character learns that feat and is no longer subject to the penalties associated with that feat.

## FEATS

### ALERT

*Passive feat*

**Penalty:** None

**Statistic:** Achieve the highest Initiative check or hit an invisible or obscured creature a total of 30 times.

### ATHLETE

*Active feat*

**Penalty:** Each day when you finish with your vigorous exercises, make Constitution saving throw. The DC equals 5 times the number of hours you spent working out that day. On a failure, you gain one point of exhaustion.

**Statistic:** Spend a total of 30 downtime hours vigorously exercising within one month.

### ACTOR

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on Charisma checks made to train for this feat.

**Statistic:** Succeed on Charisma checks made to pass yourself off as someone else a total of 40 times.

### CHARGER

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on melee attacks made to train for this feat.

**Statistic:** Hit a creature with a melee attack immediately after taking the Dash action a total of 20 times.

### CROSSBOW EXPERT

*Passive feat*

**Penalty:** None

**Statistic:** Hit a creature with a ranged attack while an enemy is within 5 feet of you a total of 40 times.

### DEFENSIVE DUELIST

*Active feat*

**Prerequisite:** Dexterity score of 13 or higher.

**Penalty:** When an enemy hits you with a melee attack, you can use your reaction to make a Dexterity saving throw, with a DC equal to 20 - your proficiency bonus. On a success, you gain a bonus to your AC equal to half your proficiency bonus (rounded down) against the triggering attack. On a failure, the attack scores an automatic critical hit.

**Statistic:** Succeed on the saving throw a total of 40 times.

### DUAL WIELDER

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on melee attacks with your off-hand weapon made to train for this feat.

**Statistic:** Hit a creature with your off-hand weapon a total of 40 times.

### DUNGEON DELVER

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on Wisdom (Perception) and Intelligence (Investigation) checks made to find hidden traps and secret doors.

**Statistic:** Find a total of 30 hidden traps or secret doors.

### DURABLE

*Passive feat*

**Penalty:** None

**Statistic:** Spend a total of 50 hit dice to heal yourself.

### ELEMENTAL ADEPT

*Passive feat*

**Prerequisite:** The ability to cast at least one spell.

**Penalty:** None

**Statistic:** Deal a combined total of 1000 damage of the following types using spells: acid, cold, fire, lightning, or thunder.

### GRAPPLER

*Active feat*

**Prerequisite:** Strength score of 13 or higher.

**Penalty:** You have disadvantage and suffer a penalty equal to your proficiency bonus - 8 on Strength (Athletics) checks made to train for this feat.

**Statistic:** Successfully grapple or maintain a grapple on a total of 40 creatures.

### GREAT WEAPON MASTER

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on melee attacks made to train for this feat.

**Statistic:** Hit a creature with a melee weapon attack using a heavy weapon a total of 40 times.

### HEALER

*Passive feat*

**Penalty:** None

**Statistic:** Stabilize an ally at 0 hit points a total of 30 times.

### INSPIRING LEADER

*Active feat*

**Prerequisite:** Charisma score of 13 or higher.

**Penalty:** You can spend 10 minutes inspiring your companions, after which you must make a Charisma (Persuasion) or a Charisma (Performance) check (your choice), with a DC equal to 20 - your proficiency bonus. On a success, up to six allies of your choice gain a number of temporary hit points equal to your Charisma modifier. On a failure, each creature listening to your speech takes psychic damage equal to your Charisma modifier.

**Statistic:** Succeed on the check a total of 20 times.

### KEEN MIND

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on Intelligence checks made to recall information.

**Statistic:** Succeed on an Intelligence check made to recall information a total of 40 times.

### LINGUIST

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on Intelligence checks made to identify a language or decipher a code.

**Statistic:** Succeed on Intelligence checks made to identify a language or decipher a code a total of 40 times. If you learn a new language, you gain 10 successes.

## LUCKY

*Passive feat*

**Penalty:** None

**Statistic:** Roll a total of 30 natural 20s.

## MAGE SLAYER

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on weapon attacks made to train for this feat.

**Statistic:** Hit a creature casting or concentrating on a spell with an attack a total of 40 times.

## MAGIC INITIATE

*Passive feat*

**Penalty:** Each day when you finish with your studies, make an Intelligence, Wisdom, or Charisma saving throw (as appropriate). The DC equals 5 times the number of hours you spent studying that day. On a failure, you take 1d6 psychic damage per hour spent studying and lose your progress for the day.

**Statistic:** Spend a total of 30 downtime hours studying, praying, or focusing on your internal power (as appropriate) within one month.

## MARTIAL ADEPT

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on attacks made to train for this feat.

**Statistic:** Hit, grapple, or shove a creature a total of 40 times.

## MOBILE

*Active feat*

**Penalty:** When you take the Dash or Disengage action, make a Dexterity saving throw, with a DC equal to 20 - your proficiency bonus. On a failure, you immediately fall prone.

**Statistic:** Take the Dash or Disengage action a total of 40 times.

## MOUNTED COMBATANT

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on weapon attacks made to train for this feat.

**Statistic:** Hit a creature with a weapon attack while mounted a total of 40 times.

## OBSERVANT

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on Wisdom (Perception) checks.

**Statistic:** Score higher than 20 - your proficiency bonus on a Perception check a total of 40 times.

## POLEARM MASTER

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on melee attacks made to train for this feat.

**Statistic:** Hit a creature with a polearm a total of 40 times.

## RESILIENT

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on saving throws with the associated ability.

**Statistic:** Succeed on saving throws with the associated ability a total of 20 times.

## RITUAL CASTER

*Active feat*

**Prerequisite:** Intelligence or Wisdom score of 13 or higher.

**Penalty:** You learn one spell that you cannot cast that has the ritual tag, and can attempt to cast that spell as a ritual. At the end of the casting, you must succeed on an Intelligence, Wisdom, or Charisma saving throw (as appropriate), with a DC equal to 20 - your proficiency bonus. On a success, you complete the ritual. On a failure, the ritual fails in a manner determined by the DM.

**Statistic:** Cast a ritual spell a total of 40 times.

## SAVAGE ATTACKER

*Active feat*

**Penalty:** When you deal damage, reroll the damage dice and take the lower amount.

**Statistic:** Deal a total of 500 damage with weapon attacks.

## SENTINEL

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on melee attacks made to train for this feat.

**Statistic:** Hit a creature with an opportunity attack a total of 40 times.

## SHARPSHOOTER

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on ranged attacks made to train for this feat.

**Statistic:** Hit a creature with a ranged weapon attack a total of 40 times.

## SHIELD MASTER

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on Strength (Athletics) checks and Dexterity saving throws made to train for this feat.

**Statistic:** Shove a creature or succeed on a Dexterity saving throw while wielding a shield a combined total of 40 times.

## SKILLED

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on ability checks made with the chosen skills or tools.

**Statistic:** Succeed on ability checks made with the chosen skills or tools (if applicable) or score higher than 20 - your proficiency bonus a total of 10 times each.

## SKULKER

*Active feat*

**Prerequisite:** Dexterity score of 13 or higher.

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on Dexterity (Stealth) checks made to hide and Wisdom (Perception) checks made to spot a hidden enemy.

**Statistic:** Successfully hide from or spot a hidden enemy a total of 20 times.

## SPELL SNIPER

*Active feat*

**Prerequisite:** The ability to cast at least one spell.

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on spell attack rolls made to train for this feat.

**Statistic:** Hit a creature with a spell attack a total of 40 times.

## TAVERN BRAWLER

*Active feat*

**Prerequisite:** None

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on melee attacks with improvised weapons and unarmed attacks made to train for this feat.

**Statistic:** Hit a creature with an improvised weapon or unarmed attack a total of 40 times.

## TOUGH

*Passive feat*

**Penalty:** None

**Statistic:** Take a total of 2000 damage.

## WAR CASTER

*Passive feat*

**Prerequisite:** The ability to cast at least one spell.

**Penalty:** None

**Statistic:** Succeed on a total of 30 Concentration checks.

## WEAPON MASTER

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on weapon attacks with the four chosen weapons that you are not proficient with made to train for this feat.

**Statistic:** Hit a creature with the chosen weapons that you are not proficient with a total of 10 times each.

## UNEARTHED ARCANA

### BLADE MASTERY

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on melee attacks with shortswords, longswords, scimitars, rapiers, and greatswords made to train for this feat.

**Statistic:** Hit a creature with a shortsword, longsword, scimitar, rapier, or greatsword a total of 40 times.

### FELL HANDED

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on melee attacks with handaxes, battleaxes, greataxes, warhammers, and mauls made to train for this feat.

**Statistic:** Hit a creature with a handaxe, battleaxe, greataxe, warhammer, or maul a total of 40 times.

### FLAIL MASTERY

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on melee attacks with flails made to train for this feat.

**Statistic:** Hit a creature with a flail a total of 40 times.

### SPEAR MASTERY

*Active feat*

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on melee attacks with spears made to train for this feat.

**Statistic:** Hit a creature with a spear a total of 40 times.

## SUPERIOR FEATS

Superior feats take a characters' training to the next level. Not all feats have a superior version. These feats have not been properly balanced and should not be allowed at any table! :)

### SUPERIOR ALERT

*Passive feat*

**Prerequisite:** Alert

**Penalty:** None

**Statistic:** Deal a total of 2500 damage to creatures that have not yet acted in combat.

**Feat:** You gain the following features:

- You gain a bonus to initiative equal to your proficiency bonus.
- You have advantage on attack rolls against creatures that have not yet acted in combat.

### SUPERIOR ATHLETE

*Active feat*

**Prerequisite:** Athlete

**Penalty:** At the end of each week of intense training (at least 14 hours of combined vigorous exercise), make a DC 20 Constitution saving throw. On a failed save, you gain two points of exhaustion that cannot be reduced until two days have passed.

**Statistic:** Succeed on the **penalty** saving throw a total of 5 times.

**Feat:** You gain the following features:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You double your proficiency bonus for all ability checks that use Strength or Dexterity.
- You double your proficiency bonus for Strength and Dexterity saving throws.
- Standing up from prone doesn't take any movement.
- Your speed increases by 15 feet.

### SUPERIOR ACTOR

*Active feat*

**Prerequisite:** Actor

**Penalty:** You suffer a penalty equal to your proficiency bonus - 8 on Charisma checks made to pass yourself off as someone else.

**Statistic:** Succeed on Charisma checks made to pass yourself off as someone else against a member of high society a total of 20 times.

**Feat:** You gain the following features:

- Increase your Charisma score by 1, to a maximum of 20.
- You double your proficiency bonus for all ability checks that use Charisma.
- You double your proficiency bonus for Charisma saving throws.
- Wisdom (Insight) checks against you are made with disadvantage.

### SUPERIOR DUAL WIELDER

*Passive feat*

**Prerequisite:** Dual Wielder

**Penalty:** None

**Statistic:** Deal a total of 5000 damage with your off-hand weapon.

**Feat:** You gain the following features:

- You gain a +2 bonus to AC while you are wielding two melee weapons.
- You gain a +2 bonus to attack and damage rolls while you are wielding two melee weapons.

### SUPERIOR GREAT WEAPON MASTER

*Passive feat*

**Prerequisite:** Great Weapon Master

**Penalty:** None

**Statistic:** Deal a total of 5000 damage to creatures using the Great Weapon Master feat.

**Feat:** You gain the following features:

- When you score a critical hit with a melee weapon attack that would reduce a creature to 0 hit points, you can make one additional attack as part of the same action.
- The +10 bonus to damage rolls with Great Weapon Master increases to +15.

### SUPERIOR SHARPSHOOTER

*Active feat*

**Prerequisite:** Sharpshooter

**Penalty:** None

**Statistic:** Deal a total of 5000 damage using the Sharpshooter feat.

**Feat:** You gain the following features:

- When you score a critical hit with a ranged weapon attack that would reduce a creature to 0 hit points, you can make one additional attack as part of the same action.
- The +10 bonus to damage rolls with Sharpshooter increases to +15.

## FEATS NOT INCLUDED (YET)

- Lightly Armored
- Moderately Armored
- Heavily Armored
- Medium Armor Master
- Heavy Armor Master

## CHANGELOG V0.2

- Added "every 3 failures increases the statistic by 1" to active feats, to reflect that training is training, even when it's not perfect.
- Tried to clarify that penalties associated with active feats only apply to a specific roll, and are not "always on."
- Changed instances of "Disadvantage and -5" to a penalty equal to your proficiency bonus - 8 on the following feats: *Charger, Dual Wielder, Great Weapon Master, Mage Slayer, Martial Adept, Mounted Combatant, Polearm Master, Sentinel, Sharpshooter, Shield Master, Skulker, Spell Sniper, Tavern Brawler*.
- Changed instances of disadvantage to a penalty equal to your proficiency bonus - 8 on the following feats: *Dungeon Delver, Keen Mind, Linguist, Observant, Resilient, Skilled, Skulker*.
- Changed the flat DC of the following feats to DC equal to 20 - your proficiency bonus for relevant checks: *Defensive Duelist, Inspiring Leader, Mobile, Observant, Ritual Caster*.
- Added UA Weapon Feats: *Blade Mastery, Fell Handled, Flail Mastery, and Spear Mastery*.
- Added *Weapon Master*.
- **Actor.** Changed to *Active feat*, added penalty equal to 8 - your proficiency bonus.
- **Alert.** Added "hit an invisible or obscured creature"
- **Grappler.** Added "or maintain a grapple on;" changed -5 penalty to a penalty equal to 8 - your proficiency bonus.
- **Inspiring Leader.** Changed the Charisma check to a Performance or Persuasion check, to fit with other feats that use the same DC with saving throws and checks (added the potential for proficiency bonus)
- **Ritual Caster.** Added "You learn a spell that you cannot cast that has the ritual tag"
- **Skilled.** Added "or score higher than 20 - your proficiency bonus" to reflect that not all tool checks are pass/fail
- **Superior Actor.** Added penalty equal to 8 - your proficiency bonus
- **Superior Athlete.** Increased weekly required training from 7 hours to 14 hours.

## BALANCING NOTES

- No feat should be easily attainable before level 4.
- Feats that require certain unlikely circumstances should meet a quota of 20
- Feats that require certain player actions should meet a quota of 40
- Passive feats that require certain unlikely circumstances should meet a quota of 30
- Passive feats that work off of player actions in combat should meet a quota of 50
- Feats should avoid requiring "lucky timing" (ie. dropping a creature to 0)
- Statistics only increase if training is done in real-world situations (possibly impose a CR minimum)