



INANIMIS' GUIDE TO AWARDING FEATS FOR ROLE-PLAYING

**42 Personal Quests for every feat
on the 5th Edition's Player's Handbook**



GUIDE TO AWARDING FEATS FOR ROLE-PLAYING

Feats are important for a character, even though the feat ruling is optional. Feats are powerful and grant many strengths, but often you are torn between getting that extra +2 to your main stat instead. The guide I offer, allows your players to get their *Ability Score Improvement* and a feat, but by role-playing. The thing is, that this can be a bit unbalanced. It's up to you to try to monitor that balance (cause this guide might create overpowered *Fighters*) but I will offer some ways to do so.

AWARDING FEATS

THE "ASI" WAY

The "ASI" Way (Ability Score Improvement) means that whenever you get an ASI, you get your +2 to your stats as per normal, but also get to choose a feat. You are *not* awarded that feat immediately. Instead, you must complete a personal quest that will award you that feat.

THE "SURPRISE" WAY

You cannot choose any feat. Once you reach a level in which your ASI increases, you get no option to acquire a feat. Instead, if the DM deems appropriate that something that you did should be awarded with a feat, then and *only* then you get a feat.

THE "HARDCORE" WAY

Follow the rules as written (choose ASI or a feat at certain levels) but if you choose a feat, you have to complete a personal quest.

This homebrew is focused around the "ASI" Way and will basically offer you a personal quest for each of the feats that exist in the 5th Edition's Player's Handbook. Basically, a personal quest, means that you are in a state of training yourself to achieve a feat. So in some cases, you get some *minor* bonuses while a personal quest for a feat is active. You can find the description of all the feats on the 5th Edition's Player's Handbook from page 165 to page 170.

PERSONAL QUESTS FOR EVERY FEAT

ALERT

Whenever your party is about to be surprised from an attack, you get to roll a *Perception* check. If your check surpasses the *Stealth* check of your enemies, you gain *Advantage* on your *Initiative* roll, but you are still *Surprised*. If you manage to surpass the *Stealth* check of your enemies, three times while this quest is active, you gain *Alert*.

ATHLETE

You gain *Athlete*, if you roll a *Natural 20* on an *Athletics* check that is deemed important by the DM (this is insurance in case your player starts lifting rocks just to spam *Athletics* checks).

ACTOR

You have to gain access into 3 different places that are for a certain type of people only (that you are not). For example, the Barracks are for guards *only*. The Palace gardens can only be accessed by nobles. A certain auction takes place only for merchants. You must gain access by using *Deception*. You are then awarded the *Actor* feat.

CHARGER

While in combat, you must move at least 20 feet towards a target before attacking them. If you do that and succeed on your attack roll 5 times, you are awarded the *Charger* feat.

CROSSBOW EXPERT

When using a weapon with the *Reload* property, roll a d20. If you roll below ten, it counts as a failure. If you roll ten or above it counts as a success and you also ignore the loading quality of the weapon for that attack. If you get 3 successes before you get 3 failures, you are awarded the *Crossbow Expert* feat. If you get 3 failures first, the counter resets.

DEFENSIVE DUELIST

Use the *Dodge Action*. If you dodge 5 attacks that way, you get the *Defensive Duelist* feat.

DUAL WIELDER

Fight using two non-light weapons in each hand. If you manage to win a one on one fight with someone that is your equal, you gain the *Dual Wielder* feat.

DUNGEON DELVER

You have to spot a trap, disable a trap and succeed on a saving throw imposed by a trap. You then gain the *Dungeon Delver* feat.

DURABLE

Roll twice the highest score on your hit die after a *Short Rest*. You then gain the *Durable* feat.

ELEMENTAL ADEPT

Choose one of the following damage types: acid, cold, fire, lightning, or thunder. Kill a creature that has *Resistance* to the damage type that you chose. You must damage the creature with a spell that has the appropriate damage type at least once during the fight. You then gain the *Elemental Adept* feat.

GRAPPLER

Successfully *Grapple* a creature and keep it grappled for 3 rounds. You then gain the *Grapppler* feat.

GREAT WEAPON MASTER

Score a critical hit with a melee weapon and kill an enemy with that hit. You then gain the *Great Weapon Master* feat.

HEALER

Stabilize someone with a successful *Medicine* check during a fight. You then gain the *Healer* feat.

HEAVILY ARMoured

Win three fights while wearing *Heavy Armour*. You then gain the *Heavily Armoured* feat.

HEAVY ARMOUR MASTER

Suffer a critical hit that deals bludgeoning, piercing or slashing damage while wearing *Heavy Armour* and remain conscious. You then gain the *Heavy Armour Master* feat.

INSPIRING LEADER

Spend a few minutes to inspire some people while talking. At the end of your speech roll a *Persuasion* check (DC 18). On a success, you gain the *Inspiring Leader* feat. Your allies do *not* get the *Inspiring Leader's* bonuses with that speech.

KEEN MIND

Succeed on a *Nature* check to determine your direction and succeed on an *Intelligence* check to recall an information. If the DM deems that you remember things (meaning that you take down notes, so you don't need to roll *Intelligence* checks) they can award you the *Keen Mind* feat without having to succeed on an *Intelligence* check.

LIGHTLY ARMoured

Win three fights while wearing *Light Armour*. You then gain the *Lightly Armoured* feat.

LINGUIST

As a *Downtime Activity* (PhB page 187) choose *Training* and learn a new language. If you successfully learn a new language this way, you gain the *Linguist* feat.

LUCKY

If an enemy rolls a Natural 1 against you and then you succeed on your next action against them, you gain the *Lucky* feat. Alternatively you gain it if you roll two Natural 20s in the same fight, or if an enemy rolls two Natural 1s in the same fight.

MAGE SLAYER

Successfully break the concentration of a creature that is casting a spell that needs *Concentration*.

MAGIC INITIATE

As a *Downtime Activity* (PhB page 187) choose *Training* and choose a bard, cleric, druid, sorcerer, warlock or wizard as your teacher. After the *Downtime Activity* is over, you gain the *Magic Initiate* feat.

MARTIAL ADEPT

As a *Downtime Activity* (PhB page 187) choose *Training* and choose a battlemaster. After the *Downtime Activity* is over, you gain the *Martial Adept* feat.

MEDIUM ARMOUR MASTER

Win three fights during which an opponent attacks you at least 3 times and misses at least 3 times. You then gain the *Medium Armour Master* feat.

MOBILE

Attack a creature and then use the *Dash* action to run away from it. Dodge the provoked *attack of opportunity*. Repeat two more times. You then gain the *Mobile* feat.

MODERATELY ARMoured

Win three fights while wearing *Medium Armour* and carrying a shield. You then gain the *Moderately Armoured* feat.

MOUNTED COMBATANT

Win three fights while mounted. You then gain the *Mounted Combatant* feat.

OBSERVANT

Roll a Natural 20 on a *Perception* check. You gain the *Observant* feat.

POLEARM MASTER

Win three fights while using a weapon with the *Reach* property. You then gain the *Polearm Master* feat.

RESILIENT

Choose one ability score. If you successfully save 3 times on saving throws that use the chosen ability score before you fail 3 times, you gain the *Resilient* feat. If you fail 3 times before you succeed, the counter resets.

RITUAL CASTER

As a *Downtime Activity* (PhB page 187) choose *Training* and choose a bard, cleric, druid, sorcerer, warlock or wizard as your teacher. After the *Downtime Activity* is over, you gain the *Ritual Caster* feat.

SAVAGE ATTACKER

Roll maximum weapon damage on your damage roll twice in a fight (if you use a d4, then roll your maximum weapon damage thrice in a fight). If your weapon uses more than 1 die for the damage roll (Sneak attack, Divine Smite, Poison damage etc do not count as "weapon damage") then you have to roll maximum damage on *one* of the two dice. You then gain the *Savage Attacker* feat.

SENTINEL

Land an attack of opportunity on a creature three times (doesn't have to be the same creature, doesn't have to be the same fight). You then gain the *Sentinel* feat.

SHARPSHOOTER

Land a hit at *long* range (you have *Disadvantage* at *long* range) or land a hit on someone with three-quarters cover. You then gain the *Sharpshooter* feat.

SHIELD MASTER

Successfully shove a creature three times while carrying a shield (doesn't have to be the same creature, doesn't have to be the same fight). You then gain the *Shield Master* feat.

SKILLED

As a *Downtime Activity* (PhB page 187) choose *Training* and gain proficiency on a new skill. After the *Downtime Activity* is over, you gain the *Skilled* feat.

SKULKER

Land a hit to one creature while you are *Stealthed* twice in a fight. You then gain the *Skulker* feat.

SPELL SNIPER

Land a ranged spell attack on a creature that has three-quarters cover two times (doesn't have to be the same creature, doesn't have to be the same fight). You then gain the *Spell Sniper* feat.

TAVERN BRAWLER

Start a tavern brawl and don't get knocked unconscious. You then gain the *Tavern Brawler* feat.

TOUGH

Win a fist-only fight. You then gain the *Tough* feat.

WAR CASTER

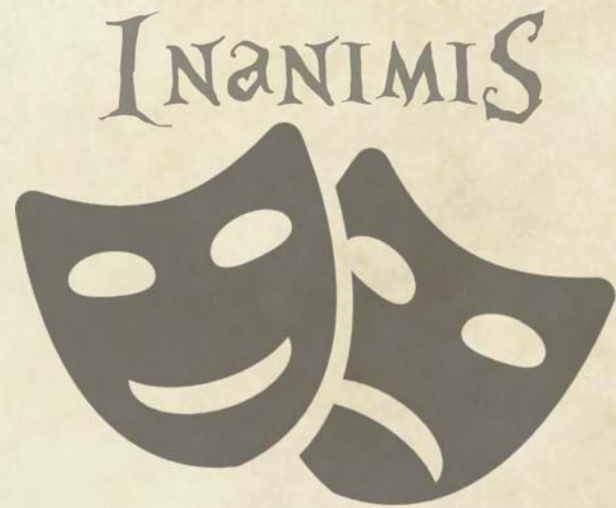
Keep your *Concentration* when making a *Concentration* check three times (doesn't have to be the same fight). You then gain the *War Caster* feat.

WEAPON MASTER

As a *Downtime Activity* (PhB page 187) choose *Training* and gain proficiency on a new weapon. After the *Downtime Activity* is over, you gain the *Weapon Master* feat.

CLARIFICATIONS

All the personal quests I mentioned can of course be modified depending on the DMs style. Some quests might seem unfair, while others might seem too easy. Consider that when your players level up and start stacking feats and Ability Score Improvements they might become a bit too powerful. You should either make the personal quests a bit more difficult or simply keep the original ruling, in which you have to choose between gaining a feat or the +2 (or +1 +1) but they will have to complete a personal quest in order to gain a feat.

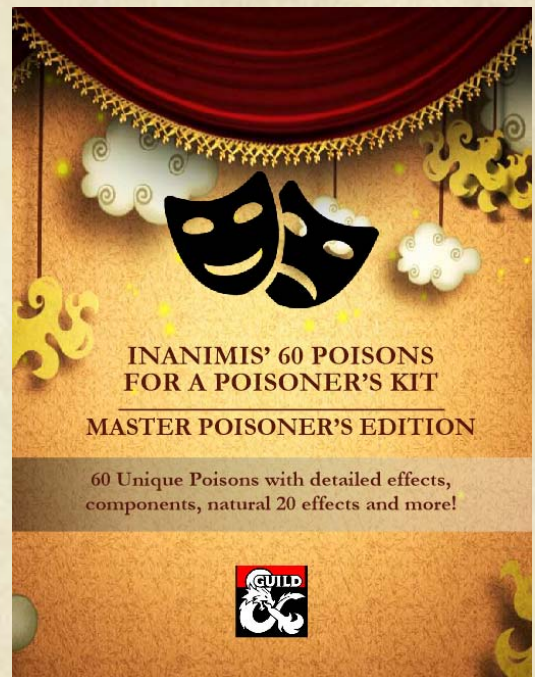
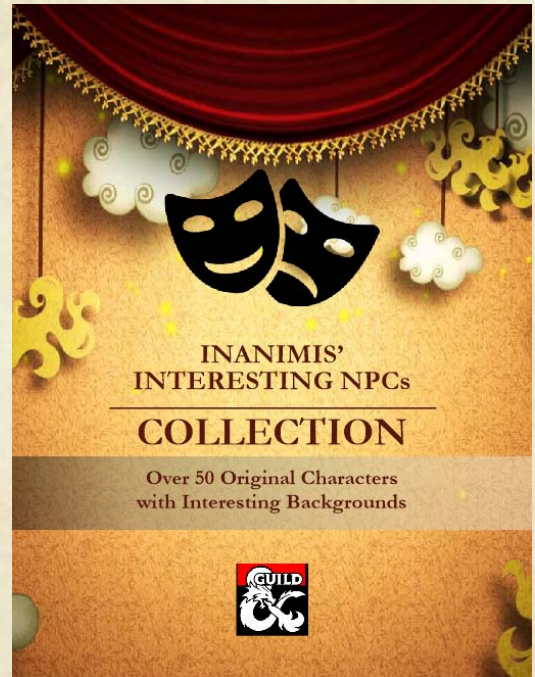


FINAL WORD & LEGAL STUFF

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