

Feat	Type	Combat	RP	Exploration
Alert	combat/utility	80	0	20
Athlete	utility	50	0	50
Actor	utility	10	80	10
Charger	combat	100	0	0
Crossbow Expert	combat/utility	100	0	0
Defensive Duelist	combat	100	0	0
Dual Wielder	combat/utility	100	0	0
Dungeon Delver	utility	20	0	80
Durable	utility	100	0	0
Elemental adept	combat	100	0	0
Grappler	combat	100	0	0
Great Weapon Master	combat	100	0	0
Healer	combat/utility	80	0	20
Heavily Armored	combat	100	0	0
Heavy Armor Master	combat	100	0	0
Inspiring Leader	utility	33	33	33
Keen Mind	utility	0	20	80
Lightly Armored	combat	100	0	0
Linguist	utility	0	80	20
Lucky	utility	33	33	33
Mage Slayer	combat	100	0	0
Magic Initiate	variable	33	33	33
Martial Adept	combat/utility	100	0	0
Medium Armor Master	combat	100	0	0
Mobile	combat/utility	80	0	20
Moderately armored	combat	100	0	0
Mounted Combatant	combat	100	0	0
Observant	utility	10	30	60
Polearm Master	combat	100	0	0
Resilient	utility	60	0	40
Ritual Caster	utility	10	30	60
Savage Attacker	combat	100	0	0
Sentinel	combat	100	0	0
Sharpshooter	combat	100	0	0
Shield Master	combat	90	0	10
Skilled	utility	20	40	40
Skulker	utility	50	0	50
Spell Sniper	combat	100	0	0
Tavern Brawler	combat	100	0	0
Tough	utility	80	0	20
War Caster	combat	90	0	10
Weapon Master	combat	100	0	0
		74.5	9.023809524	16.4047619

Analysis by Erik Scott de Bie