# Decennium Descent – Combat Feats (40)

These feats enhance martial prowess, physical tactics, and battlefield control for melee and ranged combatants.

1. 1. Power Attack

Effect: Trade -2 accuracy for +20% damage

Requirement: Strength 14+

1. 2. Whirlwind Striker

Effect: +5% evasion and +10% cleave when surrounded

Requirement: Level 10

1. 3. Sure Shot

Effect: Ranged attacks ignore 25% armor

Requirement: Dexterity 14+, Ranged Proficiency

1. 4. Shield Expert

Effect: +2 AC and +10% block chance

Requirement: Shield Proficiency

1. 5. Riposte

Effect: Free attack after dodge/parry

Requirement: Agility 15+, Melee Proficiency

1. 6. Grappler

Effect: +4 to grapple rolls; enemies -4 to escape

Requirement: Strength 14+

1. 7. Cleaving Momentum

Effect: Free follow-up attack on kill

Requirement: Strength 16+, 2H Weapon

1. 8. Brace for Impact

Effect: +20% damage resistance if stationary

Requirement: Constitution 14+

1. 9. Tactical Flanker

Effect: Allies gain +1d6 dmg when flanking with you

Requirement: Intelligence 12+, Melee

1. 10. Battlefield Commander

Effect: Reposition 3 allies within 30ft

Requirement: Charisma 15+, Level 12

1. 11. Crippling Strike

Effect: Reduces enemy movement by 50%

Requirement: Dexterity 14+, Melee

1. 12. Weapon Finesse

Effect: Use Dexterity for melee attack rolls

Requirement: Dexterity 15+

1. 13. Precise Shot

Effect: No penalty for ranged into melee

Requirement: Dexterity 14+

1. 14. Overrun

Effect: Push enemies aside while moving

Requirement: Strength 15+

1. 15. Unstoppable Force

Effect: +10% knockback chance

Requirement: Strength 14+, Level 8

1. 16. Armor Crusher

Effect: Ignore 10% enemy armor

Requirement: Level 7

1. 17. Berserker Rage

Effect: +25% damage for 10s, -10% AC

Requirement: Strength 16+, Level 9

1. 18. Weapon Mastery

Effect: +1 crit range with chosen weapon

Requirement: Proficient, Level 6

1. 19. Close Quarters Combat

Effect: No AoO when using ranged in melee

Requirement: Dexterity 14+

1. 20. Lunge

Effect: Melee attacks gain +5ft range

Requirement: Strength 13+, Weapon Proficiency

1. 21. Reckless Swing

Effect: +50% damage, but -10% to defense

Requirement: Strength 15+

1. 22. Feint

Effect: Enemy loses AC vs next attack

Requirement: Dexterity 14+, Charisma 13+

1. 23. Disarming Blow

Effect: Chance to knock weapon out

Requirement: Strength 14+, Melee

1. 24. Shattering Smash

Effect: Break enemy shield or block

Requirement: Strength 16+

1. 25. Bull Rush

Effect: Knock target prone and move them 5ft

Requirement: Strength 14+

1. 26. Combat Intuition

Effect: +10% chance to dodge opening attack

Requirement: Wisdom 13+

1. 27. Defensive Stance

Effect: +15% AC, can't move this turn

Requirement: Level 6

1. 28. Bleeding Edge

Effect: Adds bleed effect on crit

Requirement: Dexterity 14+, Melee

1. 29. Punishing Blow

Effect: +10% bonus if enemy is stunned

Requirement: Strength 13+

1. 30. Break Line

Effect: Ignore enemy frontline zone

Requirement: Dexterity 15+, Level 10

1. 31. Double Tap

Effect: Fire two shots in quick succession

Requirement: Dexterity 14+, Ranged

1. 32. Volley

Effect: Rain arrows in small area

Requirement: Level 8

1. 33. Draw Cut

Effect: +25% damage when unsheathing blade

Requirement: Dexterity 15+

1. 34. Shield Bash

Effect: Stun enemy with shield

Requirement: Strength 13+

1. 35. Whip Control

Effect: Disarm or trip with whip

Requirement: Dexterity 15+, Whip

1. 36. Savage Momentum

Effect: +5% dmg per consecutive hit

Requirement: Strength 14+, Melee

1. 37. Combat Slide

Effect: Move 5ft and attack as one action

Requirement: Dexterity 13+

1. 38. Target Mark

Effect: Mark target to take 10% more dmg

Requirement: Wisdom 14+, Ranged

1. 39. Precision Throw

Effect: Thrown weapons gain +10% accuracy

Requirement: Dexterity 13+

1. 40. Exploit Weakness

Effect: +15% crit on wounded enemies

Requirement: Level 7