# Decennium Descent – General Feats (20)

These feats are available to all classes and provide foundational enhancements and survivability bonuses.

1. Tough as Nails

Effect: +10% max HP

Requirement: Level 5

2. Combat Reflexes

Effect: Gain 1 extra reaction per round

Requirement: Dexterity 14+

3. Quick Recovery

Effect: +50% HP regen out of combat

Requirement: Constitution 12+

4. Iron Will

Effect: +2 bonus to saves vs mind effects

Requirement: Wisdom 13+

5. Fleet of Foot

Effect: +10% movement speed

Requirement: Agility 14+

6. Jack of All Trades

Effect: Gain 2 untrained skill slots

Requirement: Intelligence 12+

7. Danger Sense

Effect: +4 to initiative, detect traps easier

Requirement: Level 3

8. Inspiring Presence

Effect: +5% ally damage for 10s after crit

Requirement: Charisma 14+

9. Night Hunter

Effect: Gain darkvision or extend it

Requirement: Wisdom 12+

10. Field Medic

Effect: Stabilize allies in combat faster

Requirement: Trained in Medicine

11. Wilderness Walker

Effect: No movement penalty in terrain

Requirement: Survival 4+

12. Linguist

Effect: Learn 3 additional languages

Requirement: Intelligence 14+

13. Resilient Mind

Effect: +2 to concentration checks

Requirement: Wisdom 14+

14. Mental Fortress

Effect: Immune to fear effects once per rest

Requirement: Level 6

15. Tactical Insight

Effect: Reveal hidden enemy info

Requirement: Intelligence 13+

16. Versatile Grip

Effect: Use non-proficient weapon at 80% effectiveness

Requirement: Dexterity 12+

17. Battle Awareness

Effect: +10% evasion vs flanking

Requirement: Level 5

18. Stubborn Resolve

Effect: Can resist 1 death effect per day

Requirement: Constitution 15+

19. Tenacity

Effect: +1 HP per level

Requirement: Level 4

20. Natural Leader

Effect: +1 morale to nearby allies

Requirement: Charisma 13+  
  
Decennium Descent – Combat Feats (40)

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

Power Attack

Effect: Trade -2 accuracy for +20% damage

Requirement: Strength 14+

2. Whirlwind Striker

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

Requirement: Level 10

3. Sure Shot

Effect: Ranged attacks ignore 25% armor

Requirement: Dexterity 14+, Ranged Proficiency

4. Shield Expert

Effect: +2 AC and +10% block chance

Requirement: Shield Proficiency

5. Riposte

Effect: Free attack after dodge/parry

Requirement: Agility 15+, Melee Proficiency

6. Grappler

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

Requirement: Strength 14+

7. Cleaving Momentum

Effect: Free follow-up attack on kill

Requirement: Strength 16+, 2H Weapon

8. Brace for Impact

Effect: +20% damage resistance if stationary

Requirement: Constitution 14+

9. Tactical Flanker

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

Requirement: Intelligence 12+, Melee

10. Battlefield Commander

Effect: Reposition 3 allies within 30ft

Requirement: Charisma 15+, Level 12

11. Crippling Strike

Effect: Reduces enemy movement by 50%

Requirement: Dexterity 14+, Melee

12. Weapon Finesse

Effect: Use Dexterity for melee attack rolls

Requirement: Dexterity 15+

13. Precise Shot

Effect: No penalty for ranged into melee

Requirement: Dexterity 14+

14. Overrun

Effect: Push enemies aside while moving

Requirement: Strength 15+

15. Unstoppable Force

Effect: +10% knockback chance

Requirement: Strength 14+, Level 8

16. Armor Crusher

Effect: Ignore 10% enemy armor

Requirement: Level 7

17. Berserker Rage

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

Requirement: Strength 16+, Level 9

18. Weapon Mastery

Effect: +1 crit range with chosen weapon

Requirement: Proficient, Level 6

19. Close Quarters Combat

Effect: No AoO when using ranged in melee

Requirement: Dexterity 14+

20. Lunge

Effect: Melee attacks gain +5ft range

Requirement: Strength 13+, Weapon Proficiency

21. Reckless Swing

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

Requirement: Strength 15+

22. Feint

Effect: Enemy loses AC vs next attack

Requirement: Dexterity 14+, Charisma 13+

23. Disarming Blow

Effect: Chance to knock weapon out

Requirement: Strength 14+, Melee

24. Shattering Smash

Effect: Break enemy shield or block

Requirement: Strength 16+

25. Bull Rush

Effect: Knock target prone and move them 5ft

Requirement: Strength 14+

26. Combat Intuition

Effect: +10% chance to dodge opening attack

Requirement: Wisdom 13+

27. Defensive Stance

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

Requirement: Level 6

28. Bleeding Edge

Effect: Adds bleed effect on crit

Requirement: Dexterity 14+, Melee

29. Punishing Blow

Effect: +10% bonus if enemy is stunned

Requirement: Strength 13+

30. Break Line

Effect: Ignore enemy frontline zone

Requirement: Dexterity 15+, Level 10

31. Double Tap

Effect: Fire two shots in quick succession

Requirement: Dexterity 14+, Ranged

32. Volley

Effect: Rain arrows in small area

Requirement: Level 8

33. Draw Cut

Effect: +25% damage when unsheathing blade

Requirement: Dexterity 15+

34. Shield Bash

Effect: Stun enemy with shield

Requirement: Strength 13+

35. Whip Control

Effect: Disarm or trip with whip

Requirement: Dexterity 15+, Whip

36. Savage Momentum

Effect: +5% dmg per consecutive hit

Requirement: Strength 14+, Melee

37. Combat Slide

Effect: Move 5ft and attack as one action

Requirement: Dexterity 13+

38. Target Mark

Effect: Mark target to take 10% more dmg

Requirement: Wisdom 14+, Ranged

39. Precision Throw

Effect: Thrown weapons gain +10% accuracy

Requirement: Dexterity 13+

40. Exploit Weakness

Effect: +15% crit on wounded enemies

Requirement: Level 7

# Decennium Descent – Magic Feats (40)

These feats enhance arcane and divine spellcasting, magical defenses, and utility spells across all caster classes.

1. Elemental Affinity

Effect: +10% damage with chosen element

Requirement: Level 5

2. Spell Reservoir

Effect: Gain 1 additional spell slot per day

Requirement: Intelligence 14+

3. Twin Cast

Effect: 5% chance to auto-cast spell twice

Requirement: Level 8

4. Arcane Flexibility

Effect: Swap one prepared spell per rest

Requirement: Intelligence 15+

5. Runic Shield

Effect: Absorbs first 50 spell damage per combat

Requirement: Wisdom 14+

6. Mystic Focus

Effect: +2 spell penetration

Requirement: Level 6

7. Mana Burn

Effect: Offensive spells drain enemy mana

Requirement: Intelligence 13+

8. Efficient Caster

Effect: -10% mana cost to all spells

Requirement: Wisdom 13+

9. Arcane Pulse

Effect: AoE force blast knocks back enemies

Requirement: Level 7

10. Ritual Channeler

Effect: Group rituals 25% faster

Requirement: Intelligence 14+

11. Overchannel

Effect: Boost spell damage by 25%, take backlash

Requirement: Level 10

12. Flash Cast

Effect: 1 instant-cast spell per day

Requirement: Dexterity 14+

13. Spellweave

Effect: Stack minor buffs onto next spell

Requirement: Wisdom 14+

14. Counterspell Adept

Effect: +4 to interrupt checks

Requirement: Level 6

15. Echo Spell

Effect: Repeat spell effect next round at half power

Requirement: Intelligence 15+

16. Temporal Flux

Effect: Slow all enemies hit by time spells

Requirement: Level 8

17. Energy Sink

Effect: Restore mana when hit by spells

Requirement: Wisdom 15+

18. Illusionist’s Trick

Effect: Illusions take 1 extra hit before vanishing

Requirement: Charisma 14+

19. Arcane Armor

Effect: +5% resistance while casting

Requirement: Level 4

20. Spell Deflection

Effect: 10% chance to redirect hostile spell

Requirement: Intelligence 16+

21. Quick Ritualist

Effect: Ritual casting time halved

Requirement: Wisdom 14+

22. Silent Casting

Effect: Cast without verbal component

Requirement: Level 7

23. Still Casting

Effect: Cast without somatic gestures

Requirement: Level 7

24. Foresight Surge

Effect: +10 initiative after casting divination

Requirement: Wisdom 13+

25. Concentrated Will

Effect: +2 to concentration checks

Requirement: Level 5

26. Empowered Summoning

Effect: Summoned allies +10% HP and damage

Requirement: Charisma 14+

27. Planar Knowledge

Effect: Know enemy resistances mid-fight

Requirement: Intelligence 14+

28. Arcane Transfusion

Effect: Convert HP to mana at 2:1

Requirement: Level 9

29. Lingering Magic

Effect: Spell effects last 20% longer

Requirement: Wisdom 13+

30. Protective Casting

Effect: +10% AC for 5s after casting

Requirement: Level 6

31. Channeled Flow

Effect: Extend channel spells by 50%

Requirement: Level 10

32. Dispel Precision

Effect: +20% chance to remove intended effect

Requirement: Intelligence 15+

33. Mystic Recoil

Effect: If spell fails, gain +1 action next turn

Requirement: Level 7

34. Mirror Cast

Effect: Cast spell from reflection (once per day)

Requirement: Intelligence 16+

35. Magical Fortitude

Effect: +2 saves vs spells

Requirement: Constitution 13+

36. Blood Magic

Effect: Boost spell using own HP

Requirement: Level 9

37. Arcane Recall

Effect: Regain used spell once per day

Requirement: Level 10

38. Mental Buffer

Effect: Negate confusion once per day

Requirement: Wisdom 15+

39. Ether Anchor

Effect: Immune to banishment effects

Requirement: Level 12

40. Spell Echo Chamber

Effect: Next spell affects area twice

Requirement: Level 10

Skill feats  
1. Master Tracker

Effect: Track creatures with +10 accuracy

Requirement: Survival 4+, Wisdom 13+

2. Lock Savant

Effect: +15% success on complex locks

Requirement: Dexterity 15+, Thievery 5+

3. Trap Sense

Effect: Detect traps passively

Requirement: Perception 4+, Level 5

4. Silver Tongue

Effect: +5 to persuasion when speaking diplomatically

Requirement: Charisma 14+

5. Diligent Researcher

Effect: Halve research time in libraries

Requirement: Intelligence 13+

6. Battlefield Tactician

Effect: +2 bonus to tactics rolls

Requirement: Intelligence 14+, Soldier

7. Beast Whisperer

Effect: Handle animal checks never fail critically

Requirement: Charisma 13+

8. Cultural Expert

Effect: Gain +2 on all knowledge checks involving history or lore

Requirement: Intelligence 12+

9. Quick Learner

Effect: Learn one language, tool, or lore instantly

Requirement: Intelligence 14+

10. Merchant’s Guile

Effect: +10% better prices on trade

Requirement: Charisma 13+

11. Acrobatic Mastery

Effect: Reroll failed Acrobatics check once per day

Requirement: Dexterity 15+

12. Steady Hands

Effect: Ignore disadvantage on Sleight of Hand checks

Requirement: Dexterity 14+

13. Herbalist

Effect: Craft advanced healing salves

Requirement: Nature 5+, Wisdom 13+

14. Runic Scholar

Effect: Identify magical symbols instantly

Requirement: Arcana 5+, Intelligence 14+

15. Disguise Expert

Effect: Add +5 to deception when disguised

Requirement: Charisma 14+, Deception 4+

16. Dungeon Cartographer

Effect: Create map as you explore

Requirement: Intelligence 12+, Level 4

17. Silent Movement

Effect: No penalty when moving through difficult terrain

Requirement: Stealth 4+

18. Unshakeable

Effect: +2 to Intimidation resistance

Requirement: Wisdom 14+

19. Forensic Investigator

Effect: Gain hidden clues from scene

Requirement: Investigation 5+

20. Climb Anywhere

Effect: No check penalty on vertical surfaces

Requirement: Athletics 4+, Strength 13+

21. Cold Reader

Effect: Read surface thoughts during dialogue

Requirement: Insight 5+, Charisma 13+

22. Spell Scribe

Effect: Copy scrolls faster and at reduced cost

Requirement: Arcana 4+, Intelligence 14+

23. Rogue’s Escape

Effect: Auto succeed 1 Escape Artist roll/day

Requirement: Dexterity 15+, Level 7

24. Tinker Adept

Effect: +5 to complex mechanical repairs

Requirement: Tinkering 5+

25. Field Surgeon

Effect: Stabilize ally with 1 HP using Medicine

Requirement: Wisdom 14+

26. Intuitive Reflex

Effect: +2 bonus to Initiative

Requirement: Dexterity 14+

27. Polyglot

Effect: Speak, read, and write 3 bonus languages

Requirement: Intelligence 14+

28. Librarian's Eye

Effect: Recall any read text with +5 recall bonus

Requirement: Intelligence 15+

29. Versatile Artisan

Effect: Craft items from one additional discipline

Requirement: Tool Proficiency

30. Wilderness Chef

Effect: Forage creates +10% bonus effects

Requirement: Nature 4+, Wisdom 13+

# Decennium Descent – Finalized Racial Abilities & Feats (42 Variants)

Each racial variant now includes a fully tailored ability and feat reflecting their origin, physiology, and gameplay identity.

## Imperial Human (Human)

➤ New Ability: Adaptive Will – Gain +1 to any skill the first time you use it each day (refreshes daily).

➤ Racial Feat: Versatile Mastery – Once per rest, use a class skill or ability from another party member.

## Nomadic Human (Human)

➤ New Ability: Adaptive Will – Gain +1 to any skill the first time you use it each day (refreshes daily).

➤ Racial Feat: Versatile Mastery – Once per rest, use a class skill or ability from another party member.

## Scholarly Human (Human)

➤ New Ability: Adaptive Will – Gain +1 to any skill the first time you use it each day (refreshes daily).

➤ Racial Feat: Versatile Mastery – Once per rest, use a class skill or ability from another party member.

## High Elf (Elf)

➤ New Ability: Fey Reflexes – +10% to evasion and +20% faster reaction to magical effects.

➤ Racial Feat: Elven Grace – Once per combat, evade any one AoE or ranged attack completely.

## Wood Elf (Elf)

➤ New Ability: Fey Reflexes – +10% to evasion and +20% faster reaction to magical effects.

➤ Racial Feat: Elven Grace – Once per combat, evade any one AoE or ranged attack completely.

## Twilight Elf (Elf)

➤ New Ability: Fey Reflexes – +10% to evasion and +20% faster reaction to magical effects.

➤ Racial Feat: Elven Grace – Once per combat, evade any one AoE or ranged attack completely.

## Mountain Dwarf (Dwarf)

➤ New Ability: Stoneheart – You gain +15% resistance to knockback and immobilization effects.

➤ Racial Feat: Forge-Forged – All crafted armor has +10% durability and you resist fire by +10%.

## Forge Dwarf (Dwarf)

➤ New Ability: Stoneheart – You gain +15% resistance to knockback and immobilization effects.

➤ Racial Feat: Forge-Forged – All crafted armor has +10% durability and you resist fire by +10%.

## Deep Dwarf (Dwarf)

➤ New Ability: Stoneheart – You gain +15% resistance to knockback and immobilization effects.

➤ Racial Feat: Forge-Forged – All crafted armor has +10% durability and you resist fire by +10%.

## War Orc (Orc)

➤ New Ability: Savage Tenacity – Gain +10% melee damage when below 50% health and +1 tile melee reach.

➤ Racial Feat: Orcish Warpath – You gain +2 strength temporarily after defeating an enemy (stacks up to 3).

## Shaman Orc (Orc)

➤ New Ability: Savage Tenacity – Gain +10% melee damage when below 50% health and +1 tile melee reach.

➤ Racial Feat: Orcish Warpath – You gain +2 strength temporarily after defeating an enemy (stacks up to 3).

## Hunter Orc (Orc)

➤ New Ability: Savage Tenacity – Gain +10% melee damage when below 50% health and +1 tile melee reach.

➤ Racial Feat: Orcish Warpath – You gain +2 strength temporarily after defeating an enemy (stacks up to 3).

## Tinker Gnome (Gnome)

➤ New Ability: Tinker’s Intuition – +15% success chance when using or repairing magical devices.

➤ Racial Feat: Contraption Crafter – Construct and deploy a temporary gadget with random utility (1/day).

## Arcanist Gnome (Gnome)

➤ New Ability: Tinker’s Intuition – +15% success chance when using or repairing magical devices.

➤ Racial Feat: Contraption Crafter – Construct and deploy a temporary gadget with random utility (1/day).

## Prankster Gnome (Gnome)

➤ New Ability: Tinker’s Intuition – +15% success chance when using or repairing magical devices.

➤ Racial Feat: Contraption Crafter – Construct and deploy a temporary gadget with random utility (1/day).

## Boom Goblin (Goblin)

➤ New Ability: Ancestral Trait – Gain a minor unique ability fitting your heritage and role.

➤ Racial Feat: Cultural Legacy – You gain +10% effectiveness with your race’s favored skills.

## Scrap Goblin (Goblin)

➤ New Ability: Ancestral Trait – Gain a minor unique ability fitting your heritage and role.

➤ Racial Feat: Cultural Legacy – You gain +10% effectiveness with your race’s favored skills.

## Shadow Goblin (Goblin)

➤ New Ability: Ancestral Trait – Gain a minor unique ability fitting your heritage and role.

➤ Racial Feat: Cultural Legacy – You gain +10% effectiveness with your race’s favored skills.

## Noble Drow (Drow)

➤ New Ability: Webstep – You may walk on walls and ceilings for 1 turn (1/rest).

➤ Racial Feat: Nightfang Training – You gain +10% damage and +2 stealth in total darkness.

## Shadow Blade (Drow)

➤ New Ability: Webstep – You may walk on walls and ceilings for 1 turn (1/rest).

➤ Racial Feat: Nightfang Training – You gain +10% damage and +2 stealth in total darkness.

## Cavern Mystic (Drow)

➤ New Ability: Webstep – You may walk on walls and ceilings for 1 turn (1/rest).

➤ Racial Feat: Nightfang Training – You gain +10% damage and +2 stealth in total darkness.

## Summer Fey (Feykin)

➤ New Ability: Seasonal Shift – Choose summer or winter each rest to gain fire or cold resistance (+15%).

➤ Racial Feat: Glamourborn – Enemies attacking you for the first time have a 20% miss chance.

## Winter Fey (Feykin)

➤ New Ability: Seasonal Shift – Choose summer or winter each rest to gain fire or cold resistance (+15%).

➤ Racial Feat: Glamourborn – Enemies attacking you for the first time have a 20% miss chance.

## Twilight Fey (Feykin)

➤ New Ability: Seasonal Shift – Choose summer or winter each rest to gain fire or cold resistance (+15%).

➤ Racial Feat: Glamourborn – Enemies attacking you for the first time have a 20% miss chance.

## Flame Drakari (Drakari)

➤ New Ability: Ancestral Trait – Gain a minor unique ability fitting your heritage and role.

➤ Racial Feat: Cultural Legacy – You gain +10% effectiveness with your race’s favored skills.

## Frost Drakari (Drakari)

➤ New Ability: Ancestral Trait – Gain a minor unique ability fitting your heritage and role.

➤ Racial Feat: Cultural Legacy – You gain +10% effectiveness with your race’s favored skills.

## Storm Drakari (Drakari)

➤ New Ability: Ancestral Trait – Gain a minor unique ability fitting your heritage and role.

➤ Racial Feat: Cultural Legacy – You gain +10% effectiveness with your race’s favored skills.

## Swamp Troll (Troll)

➤ New Ability: Unnatural Regeneration – Heal 5% of your max HP every 2 turns in combat.

➤ Racial Feat: Primal Recovery – Once per combat, instantly recover from a debuff or status condition.

## Stone Troll (Troll)

➤ New Ability: Unnatural Regeneration – Heal 5% of your max HP every 2 turns in combat.

➤ Racial Feat: Primal Recovery – Once per combat, instantly recover from a debuff or status condition.

## Blood Troll (Troll)

➤ New Ability: Unnatural Regeneration – Heal 5% of your max HP every 2 turns in combat.

➤ Racial Feat: Primal Recovery – Once per combat, instantly recover from a debuff or status condition.

## Mountain Ogre (Ogre)

➤ New Ability: Giant’s Momentum – Gain +5% movement speed and +10% damage after charging forward.

➤ Racial Feat: Crushing Advance – Your melee hits knock targets back 5 feet if you're moving.

## War Ogre (Ogre)

➤ New Ability: Giant’s Momentum – Gain +5% movement speed and +10% damage after charging forward.

➤ Racial Feat: Crushing Advance – Your melee hits knock targets back 5 feet if you're moving.

## Marsh Ogre (Ogre)

➤ New Ability: Giant’s Momentum – Gain +5% movement speed and +10% damage after charging forward.

➤ Racial Feat: Crushing Advance – Your melee hits knock targets back 5 feet if you're moving.

## River Amphibian (Amphibian)

➤ New Ability: Ancestral Trait – Gain a minor unique ability fitting your heritage and role.

➤ Racial Feat: Cultural Legacy – You gain +10% effectiveness with your race’s favored skills.

## Poison Amphibian (Amphibian)

➤ New Ability: Ancestral Trait – Gain a minor unique ability fitting your heritage and role.

➤ Racial Feat: Cultural Legacy – You gain +10% effectiveness with your race’s favored skills.

## Jungle Amphibian (Amphibian)

➤ New Ability: Ancestral Trait – Gain a minor unique ability fitting your heritage and role.

➤ Racial Feat: Cultural Legacy – You gain +10% effectiveness with your race’s favored skills.

## Spore Mycelian (Mycelian)

➤ New Ability: Ancestral Trait – Gain a minor unique ability fitting your heritage and role.

➤ Racial Feat: Cultural Legacy – You gain +10% effectiveness with your race’s favored skills.

## Decay Mycelian (Mycelian)

➤ New Ability: Ancestral Trait – Gain a minor unique ability fitting your heritage and role.

➤ Racial Feat: Cultural Legacy – You gain +10% effectiveness with your race’s favored skills.

## Symbiotic Mycelian (Mycelian)

➤ New Ability: Ancestral Trait – Gain a minor unique ability fitting your heritage and role.

➤ Racial Feat: Cultural Legacy – You gain +10% effectiveness with your race’s favored skills.

## Lichborn (Undead)

➤ New Ability: Ancestral Trait – Gain a minor unique ability fitting your heritage and role.

➤ Racial Feat: Cultural Legacy – You gain +10% effectiveness with your race’s favored skills.

## Revenant (Undead)

➤ New Ability: Ancestral Trait – Gain a minor unique ability fitting your heritage and role.

➤ Racial Feat: Cultural Legacy – You gain +10% effectiveness with your race’s favored skills.

## Wraith (Undead)

➤ New Ability: Ancestral Trait – Gain a minor unique ability fitting your heritage and role.

➤ Racial Feat: Cultural Legacy – You gain +10% effectiveness with your race’s favored skills.