# 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.