# Decennium Descent – Skill Feats (30)

Skill feats grant improved success, special interactions, and new options for non-combat situations.

1. 1. Master Tracker

Effect: Track creatures with +10 accuracy

Requirement: Survival 4+, Wisdom 13+

1. 2. Lock Savant

Effect: +15% success on complex locks

Requirement: Dexterity 15+, Thievery 5+

1. 3. Trap Sense

Effect: Detect traps passively

Requirement: Perception 4+, Level 5

1. 4. Silver Tongue

Effect: +5 to persuasion when speaking diplomatically

Requirement: Charisma 14+

1. 5. Diligent Researcher

Effect: Halve research time in libraries

Requirement: Intelligence 13+

1. 6. Battlefield Tactician

Effect: +2 bonus to tactics rolls

Requirement: Intelligence 14+, Soldier

1. 7. Beast Whisperer

Effect: Handle animal checks never fail critically

Requirement: Charisma 13+

1. 8. Cultural Expert

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

Requirement: Intelligence 12+

1. 9. Quick Learner

Effect: Learn one language, tool, or lore instantly

Requirement: Intelligence 14+

1. 10. Merchant’s Guile

Effect: +10% better prices on trade

Requirement: Charisma 13+

1. 11. Acrobatic Mastery

Effect: Reroll failed Acrobatics check once per day

Requirement: Dexterity 15+

1. 12. Steady Hands

Effect: Ignore disadvantage on Sleight of Hand checks

Requirement: Dexterity 14+

1. 13. Herbalist

Effect: Craft advanced healing salves

Requirement: Nature 5+, Wisdom 13+

1. 14. Runic Scholar

Effect: Identify magical symbols instantly

Requirement: Arcana 5+, Intelligence 14+

1. 15. Disguise Expert

Effect: Add +5 to deception when disguised

Requirement: Charisma 14+, Deception 4+

1. 16. Dungeon Cartographer

Effect: Create map as you explore

Requirement: Intelligence 12+, Level 4

1. 17. Silent Movement

Effect: No penalty when moving through difficult terrain

Requirement: Stealth 4+

1. 18. Unshakeable

Effect: +2 to Intimidation resistance

Requirement: Wisdom 14+

1. 19. Forensic Investigator

Effect: Gain hidden clues from scene

Requirement: Investigation 5+

1. 20. Climb Anywhere

Effect: No check penalty on vertical surfaces

Requirement: Athletics 4+, Strength 13+

1. 21. Cold Reader

Effect: Read surface thoughts during dialogue

Requirement: Insight 5+, Charisma 13+

1. 22. Spell Scribe

Effect: Copy scrolls faster and at reduced cost

Requirement: Arcana 4+, Intelligence 14+

1. 23. Rogue’s Escape

Effect: Auto succeed 1 Escape Artist roll/day

Requirement: Dexterity 15+, Level 7

1. 24. Tinker Adept

Effect: +5 to complex mechanical repairs

Requirement: Tinkering 5+

1. 25. Field Surgeon

Effect: Stabilize ally with 1 HP using Medicine

Requirement: Wisdom 14+

1. 26. Intuitive Reflex

Effect: +2 bonus to Initiative

Requirement: Dexterity 14+

1. 27. Polyglot

Effect: Speak, read, and write 3 bonus languages

Requirement: Intelligence 14+

1. 28. Librarian's Eye

Effect: Recall any read text with +5 recall bonus

Requirement: Intelligence 15+

1. 29. Versatile Artisan

Effect: Craft items from one additional discipline

Requirement: Tool Proficiency

1. 30. Wilderness Chef

Effect: Forage creates +10% bonus effects

Requirement: Nature 4+, Wisdom 13+