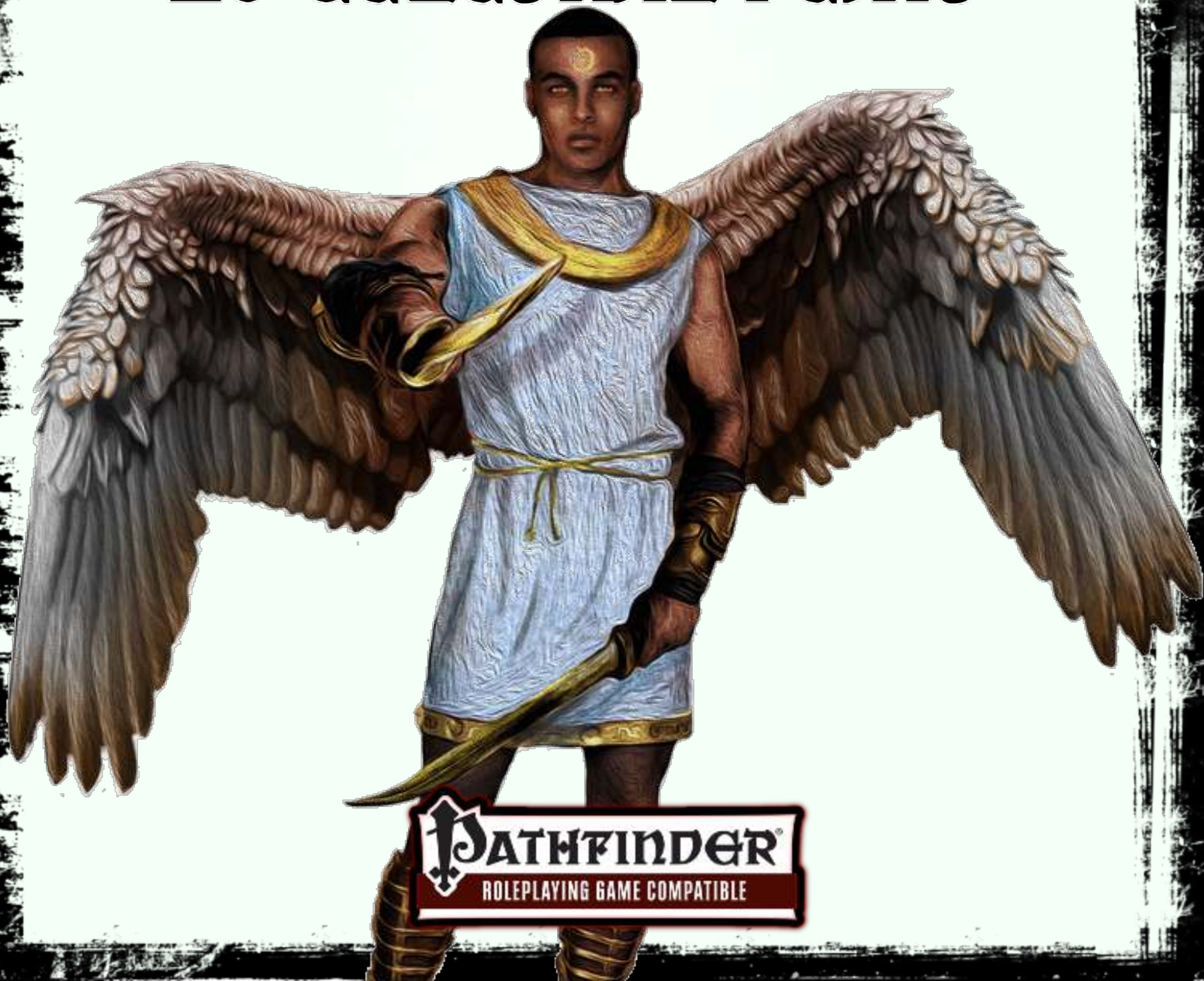




FEATS OF LEGEND:

20 CELESTIAL FEATS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

FEATS OF LEGEND: 20 CELESTIAL FEATS

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FEAT	PREREQUISITES	BENEFITS
Angelic Reputation	Terrify 20 evil outsiders at least two CR higher than your level	You gain a bonus to fear DCs and to Intimidate evil outsiders.
August General of Heaven	None	Gain a bonus in combat when challenging evil outsiders. Upon completion, you gain a celestial cohort.
Blood of the Fold	Aasimar or Celestial bloodline	You gain a +4 bonus to identify good or evil extraplanar creatures.
Celestial Pushback	Channel Positive Energy, must worship a good deity	You push evil creatures struck by your channeled energy.
Choir of the Host	Heavenly Mandate, Bardic Performance (Inspire Greatness)	Those inspired by the bard's performance can overcome DR/Evil.
Demon Hunter	Defeat a demon with HD equal or greater than your own	Gain a bonus to attacks, saves or SR against demons or their servants. Upon completion, you can freely demoralize demons when you attack them.
Dimming the Light	Favored Enemy (Good Outsiders), Must be of Evil alignment	Gain additional saves against the abilities of good-aligned outsiders.
Divine Aura	Ability to channel positive energy, Alignment Channel (Evil)	You can demoralize evil outsiders when you channel energy.
Fiend Foe	Knowledge (planes) 5+ ranks	You gain a bonus to attack evil outsiders.
Find the Conduit	Must worship a good-aligned deity or celestial lord	Whenever you use positive energy to heal, you do so more effectively.
Fires of Heaven	Must worship a good-aligned deity or celestial lord	Your fire spells ignore fire resistance.
Friends in High Places	Spell Focus (Conjuration), good alignment	You can add the celestial template to summoned creatures.
Heaven Sent	Must worship a good-aligned deity or celestial lord and been returned to life	You become immune to fear effects.
Heavenly Mandate	Voice of Angels, Bardic Performance (Inspire Competence)	Your bardic ability can force a target to tell the truth.
Heavenly Weapon	Bane class ability, must follow a good-aligned deity or empyreal lord	Your bane effect causes dread in your opponents.
Holy Warrior	Able to cast divine spells, must worship a good-aligned deity or good-aligned celestial lord	You gain a bonus to AC or to attacks from brandishing your holy symbol.
Strengthened Aura	Aura of Good class feature	You can force evil back with your holy aura.
Strong-Willed	Aasimar or celestial bloodline, or must worship a good-aligned deity or good-aligned celestial lord	You gain a bonus on Will saves against charm and compulsion effects.
Sword of Heaven	Aasimar or celestial bloodline, base attack bonus +5	You gain a bonus on damage against evil outsiders and can overcome their resistances.
Voice of Angels	Bardic Performance (Inspire Courage), worship a good deity, good alignment	Those influenced by the bard gain a bonus to Intimidate and save against evil outsiders and the undead.

ANGELIC REPUTATION (ACHIEVEMENT FEAT)

As a staunch warrior for the forces of good, you have gained a reputation among their adversaries in the lower planes. Your name has become synonymous with fear among evil outsiders—so much so that the mere thought of you on the battlefield can cause demons and devils alike to lose confidence.

Prerequisites: Successfully cause the shaken, frightened or panicked condition in 20 evil outsider denizens of the lower planes (Devils, Hellspawn, Asuras, Daemons, Divs, Demons, Demodands, Evil Titans, and Qlippoth) of at least 2 CR higher than your level.

Benefit: The save DC for any fear spells or spell-like abilities is increased by +2 against the same set of evil outsiders. You also gain a +5 bonus on Intimidate checks to demoralize these evil outsiders. In addition, the duration of the shaken condition is increased by 1 round.

AUGUST GENERAL OF HEAVEN (STORY FEAT)

From birth, your calling has been to aid the armies of heaven. When faced by the enemies of the celestial realms you seek to prove your worth by defeating them as only a true agent of heaven can; through single combat. Fighting off the agents of hell and the abyss will never truly gain you acceptance among the ranks of the celestials though. To do that you must defeat some of their own in single combat without killing them. Prove your strength to the divine servitors and you will become a general of heaven's armies.

Benefit: As a swift action, you can declare a single combat challenge to one evil outsider within 50 feet and in line of sight. Upon doing so, you gain a +1 bonus on attack rolls and a +1 dodge bonus to AC against that outsider as long as no one else threatens that opponent or until the single combat challenge ends. If another combatant attacks you or your foe, the challenge ends and you take a -2 penalty on

attack rolls and to AC for 1 round. Though you can declare a single combat challenge at will, once you declare it on a foe you can't declare it on the same foe for another 24 hours.

Goal: Defeat the appropriate number of challenging good outsiders in nonlethal single combat. These combats must not be interrupted by other creatures, and the foes must not have already been substantially injured or impaired prior to combat with you.

Completion Benefit: You gain a celestial cohort as per the leadership feat and your leadership score is considered +2 for determining that cohort's level.

BLOOD OF THE FOLD

Your angelic bloodline marked you from birth. This entitled you to know some of the great secrets of the celestial realms; both good and evil.

Prerequisites: Aasimar or celestial bloodline

Benefits: You gain a +4 on any Knowledge check made to identify good or evil extraplanar creatures and entities.

Special: Eldritch Heritage qualifies you for this feat, if you take the celestial bloodline. In addition, if you have 10 or more ranks in the appropriate Knowledge skill, this bonus increases to +6.

CELESTIAL PUSHBACK

The force of your Channel Energy is more than just metaphysical; it also manifests as a physical force field against evil. In addition to the normal effects of your ability, your enemies are also physically pushed back away from you.

Prerequisites: Channel Positive Energy, must worship a deity of good alignment

Benefit: An evil creature who fails their will save and is damaged by your Channel Energy is also subject to a Bull Rush attempt. You may make a free Bull Rush attempt against any creature that has failed its save against your channel energy damage using your cleric level + your Charisma bonus in place of your CMB check.



CHOIR OF THE HOST

Where a single angel's voice may be captivating and humbling, the unleashed power of an angelic choir can be a force that is not only incomprehensible to the ears of man, but devastating to beings from the lower planes. The celestial beings of the heavens are known to sing in battle, bringing low their infernal and demonic enemies.

Prerequisites: Heavenly Mandate, Bardic Performance (Inspire Greatness)

Benefit: When under the influence of the bard's Inspire Greatness ability, a number of affected allies equal to the bard's Charisma

modifier (minimum 1) also gain the ability to overcome DR/Evil.

DEMON HUNTER

Your zealous pursuit of demons has earned you a reputation that has made you loved by the people, and feared by the lords of the abyss.

Prerequisites: You must have previously encountered a demon with hit dice equal to or greater than your own. The encounter with something so profoundly evil has attuned you to demonic influences, and made it nearly impossible for you to turn your back when you have a chance to cleanse them.

Benefits: Once per day you may elect to gain a +2 bonus on a single attack roll, saving throw, or spell resistance check against a demon or known servant of a demon. You may opt to add this bonus after the die has been rolled, but before success or failure is determined, and any damage dice are rolled. If you have 10 or more levels or hit dice, this bonus increases to a +4.

Goal: Slay a named demon. You must deliver the deathblow to a powerful, named demon whose hit dice are greater than your own. Though you may have assistance in the fight, it must be killed or banished to the abyss from the mortal plane by your own hand.

Completion Benefit: Your name becomes feared among the legions of the abyss. Any time you deal damage to a demon with an attack, or with a targeted spell, you may make an Intimidate check to demoralize that demon as a free action. If a demon would normally be immune to fear, your ability ignores that immunity.

DIMINISHING THE LIGHT

When battling against the forces of heaven, simply being able to hit the enemy is not always sufficient for success. With a myriad of special power Angels, Archons, and Azata can be quite formidable. Those who track the celestial planes for prey learn to defend themselves from these powers very quickly.

Prerequisites: Favored Enemy (Good Outsiders), Must be of Evil alignment

Benefit: In addition to the normal bonuses granted from the favored enemy ability the ranger also gains +2 to saving throws versus any supernatural or extraordinary abilities of good-aligned outsiders.

DIVINE AURA

The goodly gods give a portion of their divine essence to their chosen, allowing them to channel positive energy. For some this ability allows them to not only project that energy as a weapon against the enemies of heaven, but to directly manifest an aura of staunch

determination -- Much like that of heaven's celestial servitors, who terrify the evil outsiders they stand against.

Prerequisites: Ability to channel positive energy, Alignment Channel (Evil)

Benefit: When you use your channel energy ability to harm evil outsiders you may make an intimidation check as a free action to demoralize them. For every four rounds of shaken you may instead give the evil outsider one round of frightened.

FIEND FOE

You have studied demons and devils extensively, all to increase your effectiveness in fighting them.

Prerequisites: Knowledge (Planes) 5+ ranks

Benefits: You gain a +2 bonus on all attack rolls against evil outsiders.

FIND THE CONDUIT

Your faith in the forces of good is enough to open the hearts of those who believe the same way you do.

Prerequisites: You must worship a good-aligned deity, or good-aligned celestial lord.

Benefits: Your healing abilities have a greater effect on good-aligned allies. Whenever you channel energy, lay on hands, or cast a spell that heals hit point damage, add a bonus to the damage healed equal to ½ your character level, rounded down (minimum of +1). This bonus does not apply to scrolls, wands, or potions, even if you were the one who created them.

FIRES OF HEAVEN

Whenever you conjure flames, they are fueled by the holy and pure fires of the celestial planes.

Prerequisites: You must worship a good-aligned deity, or good-aligned celestial lord.

Benefits: Whenever you cast a spell with the fire descriptor, it is empowered by your holy patron. Your fire spells ignore 5 points of fire resistance.

FRIENDS IN HIGH PLACES

Through study of the arcane rites that call forth the armies of heaven you have learned how to summon powerful allies from the celestial realms.

Prerequisites: Spell Focus (Conjuration), character must be good-aligned

Benefits: Once per day you may add the celestial template to any neutral or good-aligned creature on the Summon Monster spell list.

Special: If you have the feat Skeleton Summoner, then you may add the skeleton template, and the celestial template, to the same creature, provided it is neutral or good-aligned.

HEAVEN SENT

You were given a glimpse of heaven. Then you were sent back with a purpose, and the determination to fulfill it.

Prerequisites: You must worship a good-aligned deity, or a good-aligned celestial lord. You must have died, and been returned to life somehow.

Benefits: When you died, you saw the realm that waited for your soul. Because of the certainty that your reward is waiting, you are unshakable. You gain immunity to fear.

Special: If you were the subject of a *breath of life* spell when you should have died, you qualify for this feat.

HEAVENLY WEAPON

Imbued with the power of your chosen deity's divine servants, when an inquisitor uses their ability to make their weapon more effective against certain foes, the brightness within also causes terror in their dark hearts.

Prerequisites: Bane class ability, must follow a good-aligned deity or Empyrean Lord

Benefit: While your bane ability is activated your weapon exudes an aura that cause dread in the type of creature your bane affects. This works as an archon's aura of menace supernatural ability.

HOLY WARRIOR

While peace and love is the message of the divine, there will always be forces bent on hate and destruction. Your job is to stand firm, and to protect others from those forces.

Prerequisites: Able to cast divine spells, must worship a good-aligned deity or good-aligned celestial lord

Benefits: You carry the standard of your patron into battle. If you wear armor or wield a shield with your patron's holy symbol on it, you gain a +1 sacred bonus to your armor class (or a +2 sacred bonus if your armor and shield both bear the symbol). Alternatively, if you wield your deity's favored weapon, or a weapon that bears your deity's symbol on it, you gain a +1 sacred bonus to your attack rolls (or a +2 if it is both your deity's favored weapon and bears the symbol of the church). You must choose either the defensive or offensive version of this feat when you take it.

Special: You may take this feat twice in order to gain both the offensive and defensive ability.

STRENGTHENED AURA

Your aura of good and righteousness can be used to channel the purity of a celestial being, causing your aura to flare and affording you protection from the terrors around you.

Prerequisites: Aura of Good class feature

Benefit: Once per day as an immediate action, the celestial servant's Aura of Good becomes so strong it forces back evil. This works as the spell *circle of protection against evil* except the duration is 1 round per level of the classes that give the character Aura of Good.

STRONG-WILLED

The power of your faith, or even of your bloodline, has made subverting your will an extremely difficult feat.

Prerequisites: Aasimar or celestial bloodline, or must worship a good-aligned deity or good-aligned celestial lord

Benefits: You gain a +4 divine bonus on Will saves against charm and compulsion effects.

SWORD OF HEAVEN

There is no denying your celestial heritage, especially when you have a sword in your hand.

Prerequisites: Aasimar or celestial bloodline, base attack bonus +5

Benefits: You gain a +2 racial bonus on all damage rolls against evil outsiders. Any weapon you wield is considered to be good-aligned for the purposes of overcoming damage reduction, and your unarmed strikes and natural attacks are considered good-aligned for the purposes of overcoming damage reduction. This ability is not powerful enough to overcome weapons that have the evil descriptor, and such weapons, as well as any attacks made with them, remain evil.

Special: Eldritch Heritage qualifies you for this feat, if you take the celestial bloodline.

VOICE OF ANGELS

The voices of angels are not meant for mortal ears. Their celestial tenor can terrify their enemies or bolster their allies on the battlefield. The celestial bard can grant a little bit of this

angelic gravitas to those he affects with his performance.

Prerequisites: Bardic Performance (Inspire Courage), worship a good deity, good alignment

Benefit: When under the influence of the bard's Inspire Courage ability those allies affected also gain a +2 morale bonus on Intimidate checks and a +2 to Will saves against evil outsiders and the undead.

HEAVENLY MANDATE

In the presence of the celestial accuser no falsehood may stand. With this, the bard conveys such righteous power in their voice that one can neither lie nor obfuscate in response to a direct question.

Prerequisites: Voice of Angels, Bardic Performance (Inspire Competence)

Benefits: When the bard uses his inspire competence ability he may force a target to tell the truth. This works as if he had cast *zone of truth*, except it targets all who can hear him.

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