



FEATS OF LEGEND:

20 INTERNAL FEATS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

FEATS OF LEGEND: 20 INFERNAL FEATS

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Feats of Legend:

20 Infernal Feats

Feat	Prerequisites	Benefits
Blasphemous Tongue	Speak Abyssal and Infernal; Knowledge (planes) 5+ ranks	Gain a bonus to Intimidate checks
Call of the Damned	Spell Focus (Conjuration), Infernal Bloodline or Demonic Servant	You can summon extra creatures with your <i>summon monster</i> spells
Chains of Perdition	Knowledge (planes) 5+ ranks, Weapon Focus (spiked chain)	You gain a bonus to AC when wielding a spiked chain
Improved Chains of Perdition	Chains of Perdition, Knowledge (Planes) 9 ranks	Your shield bonus when wielding a spiked chain increases
Dark Channel	Channel negative energy class feature, must worship an evil deity, Cha 17+	You harm good creatures more with your channel power
Devil's Advocate	Tiefling, Infernal bloodline, or Demonic Servant class ability	You gain a bonus on Diplomacy and Bluff checks; especially against Devils
Fiendish Codex	Knowledge (planes) 5+ ranks	You gain a bonus on knowledge checks against evil outsiders
Fire and Brimstone	Grit class feature or Amateur Gunslinger feat	You can imbue your bullets with unholy power
Improved Fire and Brimstone	Grit class feature or Amateur Gunslinger feat, Fire and Brimstone, base attack bonus +5	Your bullets are now considered magic and evil
Hellfire Initiate	Tiefling, Infernal bloodline, or Eldritch Heritage feat (must select Infernal bloodline)	You can ignore some of a target's fire resistance
Hellfire Acolyte	Hellfire Initiate, caster level 3rd	You can ignore more fire resistance and fire resistance yourself
Hellfire Master	Hellfire Initiate, Hellfire Acolyte, caster level 9th	You ignore fire resistance and gain increased fire resistance
Inured to the Infernal	Tiefling, Infernal bloodline, or Demonic Servant class ability	You gain a bonus against the spells and spell-like abilities of the infernal
Luck of the Devil	Tiefling, Infernal bloodline, or Demonic Servant class ability	The infernal grant you dark luck on a save of your choice
Pledged to Darkness	None	You are marked as one of the Devil's own and benefit accordingly
Protection of the Pit	Must worship a devil as a patron deity	Gain a profane bonus to AC
Improved Protection of the Pit	Protection of The Pit, character level 5th, must worship a devil as a patron deity	Your profane bonus to AC increases and you gain negative energy resistance
Greater Protection of the Pit	Improved Protection of The Pit, character level 9th, must worship a devil as a patron deity	Your unholy damage reduction increases
Speak of the Devil	11 th level caster	You gain a bonus to bind demons and devils
Tongue of the Pit	Must speak Abyssal or Infernal	You reduce the SR of demons

Blasphemous Tongue

You have studied the languages of fiends. Your mastery of their darkest blasphemies grants your words a weight that frightens even the most callous of creatures.

Prerequisites: Must speak both abyssal and infernal; Knowledge (Planes) 5+ ranks

Benefits: Gain a +2 competence bonus on intimidate checks. If an infernal or demonic creature is immune to fear (and thus to the intimidate skill), instead of receiving this bonus you may make intimidate checks as normal as if the creature were not immune to fear.

Special: Spells you cast with the *fear* descriptor add a +1 competence bonus to their save DCs. Against infernal or demonic creatures normally immune to fear this bonus does not apply, but the spell acts as if the creature were not immune to fear.

Call the Damned

Through your studies into unholy grimoires, and ancient, unhallowed rites, you have learned to summon terrible forces.

Prerequisites: *Spell Focus (Conjuration)*, Infernal bloodline or *Demonic Servant* class ability¹.

Benefit: Add *imp* to the list of creatures you can summon with *Summon Monster I*, and add the *gaav* to creatures you can summon with *Summon Monster III*. Once per day you may also freely add the fiendish template to any creature you summon.

¹The Demonic Servant ability appears in the Demonologist Class by Total Party Kill Games. Available Oct. 2015.

Chains of Perdition

Through studying the grace and power of the kytan, you have learned how to mimic the blinding speed of their barbed chains.

Prerequisites: Knowledge (Planes) 5+ ranks, Weapon Focus (spiked chain)

Benefits: When wielding a spiked chain in two hands, you gain a +2 shield bonus.

Dark Channel

Your faith is powerful, and that power can bring ruin to the enemies of your faith.

Prerequisites: Channel negative energy class feature, must worship an evil deity, Cha 17+

Benefits: When you channel energy to harm non-evil living creatures, roll d8s instead of d6s.

Devil's Advocate

You know the power of pacts, and it's taught you to speak very, very carefully whenever you're agreeing to something.

Prerequisite: Tiefling, Infernal bloodline, or *Demonic Servant* class ability

Benefit: Gain a +2 insight bonus on all Diplomacy and Bluff checks. If you have 10 or more ranks in these skills, you instead gain a +4 insight bonus. Against devils these bonuses become +4 and +8 instead.



Fiendish Codex

Your study of devils and demons is such that even the boundless legions of hell and the abyss hold few true surprises for you.

Prerequisites: Knowledge (Planes) 5+ ranks

Benefits: Gain a +2 on Knowledge (Planes) checks to identify infernal or demonic creatures. If you successfully identify a demon, devil, or daemon, you may ask for an additional ability or weakness from the game master beyond what your successful check allows.

Fire and Brimstone (Grit Feat)

The smell of sulfur that lingers around you is more than the discharge of your guns. There's something unholy in your hands, and when they drag iron, the gates of hell open wide.

Prerequisites: Grit class feature or *Amateur Gunslinger* feat

Benefits: By intoning a short invocation, your bullets take on an unholy power, dealing +1d6 fire damage. You must declare the use of this deed before making your attack roll. This ability costs 1 grit point per attack.

Special: This deed can be combined with *Hellfire Initiate*, *Hellfire Acolyte*, and *Hellfire Master*.

Greater Protection of the Pit

You have proven yourself a true devotee to the powers of darkness. In exchange for that service and loyalty, you have been granted a favored status, and armored in your infernal faith.

Prerequisites: *Improved Protection of The Pit*, character level 9th, must worship a devil as a patron deity

Benefits: You gain DR 5/Good.

Special: Your damage reduction increases to 10/Good when within the area of an *unhallow* spell.

Hellfire Acolyte

Your mastery of the fires of perdition has grown, allowing you to command terrible, destructive forces.

Prerequisites: *Hellfire Initiate*, caster level 3rd

Benefit: Whenever you cast a spell or use a spell-like ability with the fire descriptor, you ignore up to 10 points of a target's fire resistance. You also gain permanent fire resistance 5.

Special: The equivalent sorcerer level granted by *Eldritch Heritage* counts for meeting the caster level prerequisite.

Hellfire Initiate

Whether due to infernal compacts, or dedicated mastery of the destructive arts, you have learned how to pull a touch of hellfire into your elemental spells.

Prerequisites: tiefling, Infernal bloodline, or *Eldritch Heritage* feat (must select Infernal bloodline).

Benefit: Whenever you cast a spell or use a spell-like ability with the fire descriptor, you ignore up to 5 points of a target's fire resistance.

Hellfire Master

Your mastery of fire is beyond what most mortals are capable of.

Prerequisites: *Hellfire Initiate*, *Hellfire Acolyte*, caster level 9th

Benefit: Whenever you cast a spell or use a spell-like ability with the fire descriptor, you ignore any fire resistance a target possesses. Targets immune to fire still take half damage. Your fire resistance changes from 5 to 10.

Special: The equivalent sorcerer level granted by *Eldritch Heritage* counts for meeting the caster level prerequisite.

Improved Chains of Perdition

Your mastery of the spiked chain is such that only a kyton could be said to wield the weapon with more skill.

Prerequisites: *Chains of Perdition*, Knowledge (Planes) 9 ranks

Benefits: Your shield bonus when wielding a spiked chain in two hands increases to +4.

Improved Fire and Brimstone (Grit Feat)

Where you go, death and destruction follow.

Prerequisites: Grit class feature or *Amateur Gunslinger* feat, *Fire and Brimstone*, base attack bonus +5

Benefits: All bullets you fire are considered magical and evil for the purposes of overcoming damage reduction. This has no effect on the character's actual alignment. If an attack modified by *Fire and Brimstone* misfires, you may spend a grit point as an immediate action to re-roll that attack.

Improved Protection of the Pit

Your service to the powers of hell has garnered you increased protection from your infernal patron.

Prerequisites: *Protection of The Pit*, character level 5th, must worship a devil as a patron deity

Benefits: Your +1 profane bonus to armor class increases to +2. Gain energy resistance 5 to negative energy.

Special: Your profane bonus to armor class increases to +3, and your energy resistance to negative energy increases to +10, when within the area of an *unhallow* spell.

Inured to the Infernal

Your lifetime of exposure to the forces of darkness have allowed you to resist the powers of hell in small ways.

Prerequisite: Tiefling, Infernal bloodline, or *Demonic Servant* class ability

Benefit: Gain a +4 insight bonus on all saves made against spells or spell-like abilities used against you by devils, tieflings, spellcasters with the Infernal bloodline, or those with the *Demonic Servant* class ability.

Luck of the Devil

Someone's looking out for you. Whether you made an infernal pact, or inherited a devil's bargain, your luck always seems to hold out.

Prerequisite: Tiefling, Infernal bloodline, or *Demonic Servant* class ability

Benefit: Gain a +2 luck bonus to your Fortitude, Will, or Reflex save.

Special: This feat may be taken up to three times, but each time it must add to a different save.

Pledged to Darkness

You were given to dark forces while you were very young. In some cases it may even have been before you left the womb.

Benefit: You possess a mark on your body that declares you a servant of infernal powers. When this mark (scar, tattoo, brand, birthmark, etc.) is visible, you gain a +2 bonus on Intimidate checks against humanoids who do not worship evil gods, demons, or devils. You gain a +2 bonus on Diplomacy checks against those who do worship evil gods, demons, or devils while the mark is visible.

Special: This mark acts as a holy symbol if you are a cleric of the devil in question.



Protection of the Pit

You have pledged your services to one of the archfiends of hell. In return for loyal services, your liege grants you the armor of unholy faith.

Prerequisites: Must worship a devil as a patron deity

Benefits: Gain a +1 profane bonus to your armor class.

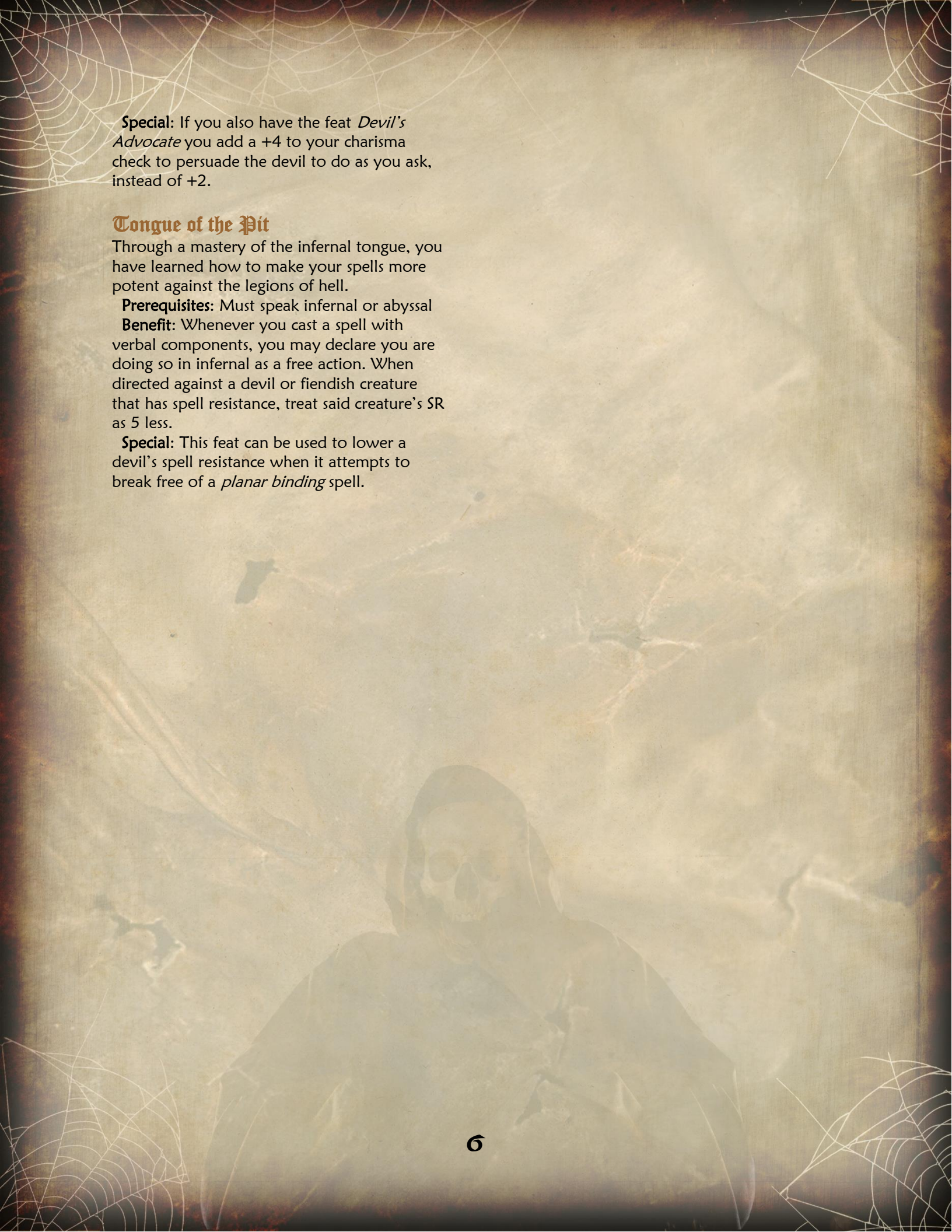
Special: This bonus increases to +2 while within the area of an *unhallow* spell.

Speak of the Devil

When you speak of devils, they appear. Perhaps because of your reputation, or perhaps because you know at least a part of their true names.

Prerequisites: 11th level caster, must speak Infernal

Benefit: Whenever you use a *planar binding* spell to summon a devil, increase the DC for it to escape via a charisma check by +2. You also gain a +2 on your charisma check to persuade the devil to do as you ask.



Special: If you also have the feat *Devil's Advocate* you add a +4 to your charisma check to persuade the devil to do as you ask, instead of +2.

Tongue of the Pit

Through a mastery of the infernal tongue, you have learned how to make your spells more potent against the legions of hell.

Prerequisites: Must speak infernal or abyssal

Benefit: Whenever you cast a spell with verbal components, you may declare you are doing so in infernal as a free action. When directed against a devil or fiendish creature that has spell resistance, treat said creature's SR as 5 less.

Special: This feat can be used to lower a devil's spell resistance when it attempts to break free of a *planar binding* spell.

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