



FEATS OF LEGEND:

20 STORY FEATS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Credits

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Absent Parent

Some parents give their children striking eyes, or dark hair. Yours gave you more exotic gifts, and you're determined to find out where your inheritance really came from.

Prerequisites: You grew up not knowing one, or both, of your parents.

Benefits: You gain a masterwork item, referred to as a legacy item. This can be a weapon, a ring, amulet, wand, or staff. This item can be enchanted, just like any other masterwork item.

Goal: You must decisively defeat a challenging foe using your legacy item. Whether it is used as a bonded item, a focus for spell components, or wielded as a weapon, that item must be associated with your victory. It may have been enchanted or modified since you received it, but it must still be recognizable.

Completion Benefit: Your legend has spread, and through it you discover your true parentage. If your parent was a hero, you gain the Hero's Legacy. As long as you are carrying and displaying the item your parent left to you, all good-aligned creatures' starting attitude is one step closer to friendly. You gain a +2 bonus on Diplomacy checks with good-aligned creatures, and a +2 bonus on Intimidate checks against evil-aligned creatures. If your parent was a villain, you instead gain the Villain's Mantle, gaining the same bonuses as above, but with the alignments reversed. If you lose, or give up, your legacy item, you lose these bonuses as well.

Your legacy item is imbued with the power of your story. Once per day you may re-roll any roll you just made. You must take the results of the second roll, even if they're worse. This is an extraordinary ability. Your legacy item is also immune to the broken condition, though it still takes damage normally. If it is ever destroyed you can reforge it one week later in a special ritual that costs 100 gp per character level. If the item was enchanted, those additional enchantments are still in place once it is reformed.

What is a Challenging Foe?

A challenging foe is defined as a foe, or group of foes, with a total CR of 10 or a CR of 3 plus your character level, whichever is higher. If this refers to a distinct individual, the foe's CR is set when

the feat is taken, but the foe advances in power as you do. Otherwise, it refers to your current level. A typical recurring foe advances in CR by 1 for every 1-2 levels you gain.

Abyss Hunter

There are forces in this world so corrupt that to look upon them would strike most mad. You've stared into the Abyss, though, and sent back hordes of its denizens with the edge of your blade.

Prerequisite: You must have the *demon slayer* trait, or have fought a demon with greater hit dice than yourself, and survived.

Benefit: Gain a +2 bonus on attack rolls against demons, and a +2 bonus on saving throws against spells or spell-like abilities used by demons.

Goal: Slay an appropriate number of demons for your level. An appropriate number is defined as a number of creatures whose CR adds up to 20, or 5 times your character level, whichever is greater.

This calculation is made based on your current level, and not the level you were when you took this feat.

Completion Benefit: You have seen the worst the Abyss can throw at you, and you are not impressed. Demons can no longer catch you flat-footed, and you are treated as if you have Uncanny Dodge whenever you are attacked by demons, or known allies of demons. Additionally, your bonus to saves against spells and spell-like abilities cast by demons increases to +4, and you gain a +2 dodge bonus against attacks made by demons, or known allies of demons.

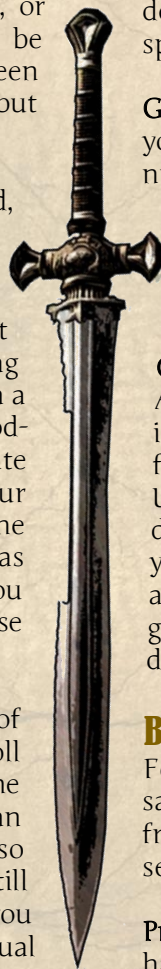
Black Gods' Bloodletter

Few people understand the true meaning of sacrifice. You do. Your gods demand a heavy toll from you, but they offer you ample reward for the sea of blood you've spilled in their name.

Prerequisites: Must worship an evil deity, and have personally sacrificed an innocent life in a ritual dedicated to that deity.

Benefits: Your dark path gives you a certainty that followers of brighter, kinder gods can't boast. You gain a +2 bonus on Will saves.

Goal: You must capture a challenging foe (at least 1 CR higher than yourself) who is a known servant



of a good-aligned deity, and ritually sacrifice them to your god. You may have help in defeating the foe, but you must be the one who personally performs the sacrifice.

Completion Benefit: The lords of evil reward servants who bring them powerful sacrifices. You gain DR 10/good and magic. Additionally, when you slay any good-aligned creature, you gain fast healing 5 for a number of minutes equal to that creature's hit dice.

Bring 'Em Back Alive

You've pledged yourself to uphold the law. It's not an easy task, but you leave the judging to the judges, and the hanging to the hangmen.

Prerequisites: Must have the *Law Enforcer* or *Truth's Agent* background trait.

Benefit: You know the ways of law breakers, and the trail never stays cold for long. You gain a +2 bonus on Knowledge (Local) and Diplomacy checks made to gather information. If you have 10 or more ranks in these skills, this bonus changes to +4.

Goal: You must decisively defeat a challenging foe, and bring them back to civilization to stand trial for their crimes. The foe need not be convicted, but you must act in good faith, and provide all the aid you are allowed to in order to see the trial through.

Completion Benefit: Your experience containing and controlling dangerous foes has taught you certain tricks. You have the ability to deal a knockout blow, as per the brawler's Knockout ability. You may deliver this blow with any melee weapon, but the blow must deal non-lethal damage. Creatures immune to precision damage or non-lethal damage are immune to this ability. Treat your character level as your brawler level for determining how many times per day you can use this ability.

Dragon Devourer

It is said that there is nothing as succulent as the flesh of a dragon. You've heard legends of the culinary delights lurking beneath their scales, but also of the power it could grant to those who are bold enough to hunt one of the most dangerous beasts in the known world.

Prerequisites: You must have come across legends

of those who've eaten dragon flesh.

Benefit: You gain a +2 bonus on Knowledge (Arcana) checks about dragons, and a +2 dodge bonus to armor class against dragons.

Goal: The legends you've come across say that if you can eat the flesh of a dragon's heart, then you will absorb a part of its power. You must fight, and slay, a dragon of at least adult age. Then you must eat of the flesh of its heart within an hour of its death. You may have help in this endeavor.

Completion Benefit: You gain DR 10/magic, and energy resistance 10 to that dragon's associated energy type. If you eat of the hearts of multiple adult dragons in this way you do not gain further damage reduction, but you do gain additional energy resistance to the new energy type.

Note: Only one person can gain this benefit per dragon heart.

Extraplanar Escape

You have spent your life in places designed to stop you from escaping. While limber wrists and hidden picks have done you good service, they can only get you so far. True escape is a product of knowledge. The mind, properly trained and attuned, can achieve anything.

Prerequisites: Knowledge (Planes) 7 ranks, must have traveled to at least 3 other planes of existence other than the plane you were born on. Demiplanes do not count toward this number.

Benefit: When identifying extraplanar creatures' abilities and weaknesses using the appropriate Knowledge skill, you gain two pieces of information for meeting the DC instead of one. Additional facts are gained for every 5 by which you beat the DC, as normal.

Goal: You must escape from a prison via interplanar travel. You do not need to cast the spell yourself, and may use anomalies in the planes, or magic items, in order to make the journey. Any spell that allows you to move through the planes, like *shadow walk* or *plane shift* satisfies this goal.

Completion Benefit: The spell you used to escape from prison has left its mark on you (if you escaped through a planar anomaly, or other similar weak point between two planes, you gain

plane shift as a spell-like ability). You may cast this spell once per day as a spell-like ability affecting only yourself, and 50 pounds of gear. However, while it does not take any material or focus components to use this ability, the casting time is changed to one hour. This is regardless of abilities or magic items that would decrease the casting time of a spell-like ability.

Headsman

No matter how civilized the nation, there is always a need for a headsman. Your bloody trade has taught you many lessons in life. Some of them are philosophical, but others are much more physical in nature.

Prerequisites: You must have served as a headsman in an official capacity.

Benefit: Gain a bonus on damage with two-handed slashing weapons equal to the weapon's critical hit multiplier against flat-footed or helpless targets. This damage is multiplied on a critical hit.

Goal: You must personally coupe de grace a number of foes whose individual CRs add up to 20, or 5 times your current character level, whichever is greater. These foes must be alive when you take their heads, though they may be helpless when you perform the execution. The execution must be performed with a two-handed slashing weapon. You may have help defeating the foes, but you must deliver the final blow.

Completion Benefit: All your critical threats with two-handed slashing weapons automatically confirm against flat-footed or helpless targets.

Incorruptible

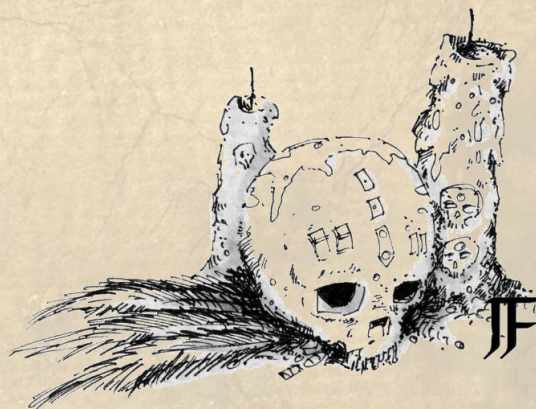
Your strength of your body is second only to your iron will. It allows you to overcome anything... even forces which are normally far beyond your control.

Prerequisites: You must successfully resist the progression of a corruption without the aid of magic.

Benefit: You gain a +2 bonus on all saves to resist corruptions (both acquiring new ones, and making sure corruptions you already have do not worsen). You also gain a +2 bonus on all saves versus disease.

Goal: You must acquire a corruption, and then overcome it. This should be a difficult endeavor that takes several months, and may even result in your corruption progressing beyond stage 0. The corruption needs to be removed in its entirety, not merely suppressed, or reduced in manifestation level.

Completion Benefit: You become immune to corruptions, as well as to all diseases, both magical and non-magical. You also gain a bonus equal to your Constitution modifier on saves versus compulsion and enchantment effects.



Inured to Necromancy

The dark powers of necromancy are the things campfire tales speak of only in whispers. You have seen this magic at work, though, and after a time even the horrors of the undead grow blunt. Especially if you've seen those powers cast down through determination, and the swing of a sword.

Prerequisites: You must be from, or have spent a great deal of time in, a region where undead are quite common.

Benefits: You gain a +2 bonus on Will saves against fear effects. Additionally, you deal +1 damage against undead foes. This bonus is not multiplied on a critical hit.

Goal: You must face down a number of undead foes whose CR add up to 20, or 5 times your current character level, whichever is greater. Additionally, one of these undead must be a challenging foe with an aura that causes a fear effect. You must save against this fear effect, and fight on without giving into it. You do not need to deal the death blow, but you must actively engage this foe.

Completion Benefit: Your time among the dead has taught you iron-willed self-control. Once per day when you would be subject to a fear effect, you may choose to ignore the effect entirely. You may choose to use this ability after you roll a save against the effect. You also gain energy resistance 5 against negative energy.

Kingpin

Whether you were born to a life of crime, or you only dabbled in it for the thrill, you've found yourself adept at underworld negotiations. If there's an illicit market in your area, you can find it. And if you're there long enough, you'll be the one running the show.

Prerequisite: *Black Market Dealings* or *Black Marketeer*

Benefit: You are so steeped in the lore of black markets that you can always gain admission to the shadier parts of the market. You automatically know whether a settlement has a black market, and you can make a Diplomacy check to gather information about the local market in 1d2 hours instead of 1d4 hours.

Goal: You must rise to a position of authority within a black market of at least Underbelly sized. This typically requires thwarting a challenging foe in the form of the current leader of the black market, or if there are multiple leaders, taking over from one of them.

Completion Benefit: You are infamous among the criminal underclass. You gain a pool of virtual gold equal to 150, plus 10 gp per character level to spend on services and non-material goods. This virtual gold can only be spent in the black market, and on illicit services or activities. This pool replenishes at the beginning of every week. Services include:

- Lodging and stabling
- Hiring entertainers, mounts, servants, transporters, and so on
- Getting invitations to exclusive events (auctions, showings, etc.)
- Spreading rumors
- Purchasing spellcasting services
- Hiring an NPC to perform a skill check with a check bonus of 10+ your character level

Additionally, if you ever gain *Vile Leadership*, you may recruit a cohort one level lower than your character level instead of two levels lower.

Special: Your status as a Kingpin must be protected. If you lose your position of authority, then you will lose the benefits of your prestige. Your cohort remains at their current power level, though, because every Kingpin needs a loyal right hand.

License to Kill

As long as there have been rulers, there have been swords sworn to them. Some swords keep the peace, and are drawn in the light of day on the battlefield. Other swords are drawn in the dark, and they silence dissent before it can do more than whisper. You are out to prove yourself equal to that task.

Prerequisite: You must be an official member of an armed force, or an intelligence network. These organizations can be under the jurisdiction of a legitimate ruler, or they can act as their own forces in the world.

Benefit: You are adept at looking like you belong wherever you are, and appearing as if you are not a threat. Gain a +2 bonus to Disguise checks. If you have 10 or more ranks in Disguise, this bonus changes to +4. Additionally, increase the DC of all Intimidate checks against you by +2.

Goal: You must slay two challenging foes assigned as targets by your organization. You also need to escape being attached to the deaths, either blaming them on someone else, or leaving the killer a mystery. You may have assistance in the endeavor, but you must deal the death blow yourself.

Completion Benefit: You are elevated within your organization, and given the discretion to kill whenever it benefits your mission. You gain the ninja's *Assassinate* Master Trick, counting your character level as your ninja level.

Lost Love

You have known the kind of love only spoken of in stories. Though the light of your life has gone, you will carry your torch into the darkest places of the world in order to bring them back.

Prerequisite: You must have lost someone you loved deeply.

Benefit: Your sheer determination to resurrect your lost love allows you to push through obstacles that would have broken lesser

adventurers. You gain a +2 bonus on Will saves.

Goal: You must permanently resurrect your lost love. You may do this through spells like *resurrection* or *reincarnate*, or by performing a service for a powerful entity. Though you don't have to cast the spell yourself, you must perform the service, or offer the payment, to the person who does. You must also be present when the resurrection happens.

Completion Benefit: Throughout your quest, you have gained secret knowledge of the arts of resurrection. Once per day you may cast *breath of life* as a spell-like ability, using your character level as your caster level.

Master Linguist

You grew up in a place where one language seamlessly melted into another. Perhaps your childhood was spent in your parents' trading caravan, or you came of age in one of the more cosmopolitan cities of the world. Your knack for language has allowed you to go far in the world, and it's rare indeed for you to find yourself unable to get your point across.

Prerequisites: Must speak four languages other than Common.

Benefit: You gain a +2 bonus on all Linguistics checks. This bonus changes to a +4 when you are attempting to detect forgeries. If you have 10 or more ranks in Linguistics, these bonuses change to +4 and +6 respectively.

Goal: You must study and learn three dead languages. You should visit ancient ruins, consult with experts on forgotten history, and track down tomes of ancient lore in order to truly learn the ins and outs of these dead tongues. While there may be other treasures found in your travels, it is this lore that drives you on.

Completion Benefit: Your mind opens, and you recognize the similarities all languages share. You are able to understand, read, and write all known languages. However, you may still need to make Linguistics checks at the DM's discretion in order to make sure the more subtle meaning of ancient, or alien, languages doesn't slip past you.

Redeemer

You know there is good, even in the blackest, bloodiest heart. You've seen it for yourself. This

dedication to others, shepherding light out of the darkness, will mark you if you stay on your current path.

Prerequisites: You have seen someone you would have considered irredeemable turn away from evil, and become good. It may even have been yourself, with the assistance of a mentor or missionary who wouldn't give up on you.

Benefit: You gain a +2 bonus on Diplomacy and Sense Motive checks. You are well-versed in the language of redemption, but you always know when someone is trying to tell you what you want to hear. If you have 10 or more ranks in these skills, the bonus changes to +4.

Goal: You must redeem a challenging foe with an evil alignment, helping them become good. This should be a drawn-out process, as a true change of alignment takes time, motivation, and a great deal of work. It is not enough to simply change someone's alignment with magic; they must walk the hard road, and you must walk it with them.

Completion Benefit: Your devotion to finding goodness in people has put a touch of divine forgiveness in you. Once per day you may cast *atonement* as a spell-like ability using your character level as your caster level.

Restored Nobility

You have never been seen as a true noble. While you might have been born to a proud name, there is no power behind your claims. If you want the respect you feel you deserve, you'll have to earn it.

Prerequisite: Must have the *Lesser Noble*, *Noble-in-Exile*, or *Bastard* background trait.

Benefit: You understand the echelons of power, and how to make the wheels grind a little faster for you and your allies. When you make a Diplomacy check, you can shift a creature's starting attitude by three steps, instead of just two. Additionally, when using Diplomacy to gather information, you get results in 1d2 instead of 1d4 hours.

Goal: You must thwart a powerful foe in such a way that it benefits a powerful noble, or ruler. Saving a nation from the machinations of a traitorous duke, preventing a royal assassination, or even returning an item of value to a member of the nobility may all qualify. Regardless of the

deed, it must be significant enough for the powers that be to offer you a noble title.

Completion Benefit: You gain the *Renown* vigilante social talent, using your character level as your vigilante level, allowing you to become known and trusted throughout a community. At level 7 you gain the *Greater Renown* social talent, and at level 11 you gain the *Incredible Renown* social talent. If your level is high enough, you gain these abilities retroactively. Instead of gaining bonuses to Intimidate while in a vigilante identity (if you have one), you gain these bonuses to Diplomacy checks while in your social identity within your area of influence. If you do not have any levels of vigilante, then you are considered to always be in your social identity.

Special: The completion goal does not stack with the normal bonuses gained from *Renown*, *Greater Renown*, and *Incredible Renown*. A vigilante who completes this story feat, and who has these social talents, must choose whether to receive the Diplomacy bonus while in his social identity, or the intimidate bonus while in his vigilante identity. This choice cannot be changed. Lastly, if the character is ever stripped of this noble title, they cannot use the completion benefit until they earn it back.

Scion of Prophecy

Most people don't believe in prophecy. They don't have to, because they aren't part of one. Whether it was a church elder, a secretive oracle, or a seemingly chance encounter with a diviner, you have been told of your place in fate's great weave. Will you accept it, or try to fight?

Prerequisites: You must have been told that you are spoken of in prophecy. The speaker could have been a loved one, a stranger, or even a holy figure, but something about the telling (the old fortune teller refused your payment, your grandfather is a noted scholar of a particular faith's prophecies, etc.) has made you believe there may be some truth to it.

Benefits: Whether it's truly fate, or your belief in the prophecy you were told, your sense of purpose is unshakable. Gain a +2 bonus on Will saves.

Goal: You must fulfill the prophecy you were told of. Prophecy is an unusual thing, though, and its true meaning may not be clear until after all is said and done. It is also important to remember that

not all prophecies are heroic, and that the harder you struggle against them, the more likely it is that you will inadvertently make them come true.

Completion Benefit: Completing the prophecy you were molded for has made you an anchor point in fate's pattern. This makes you very difficult to compel. Your Will save bonus increases to +5 against charm and compulsion effects, and once per day when you would be the subject of such an effect you may choose to ignore it. You may declare this ability after you roll a save against the effect.

Sea Slain

Those who spend their lives on the ocean know how fast her mood can turn. Not many who feel her wrath get a second chance at life, but you did. And though there are those who tell you your mind was making up tales, you're sure you saw visions of an underwater kingdom. Visions that have not left your mind since that day.

Prerequisites: You must have drowned, and been resuscitated.

Benefits: You gain a +2 bonus on Swim checks, and a +4 bonus on Constitution checks to hold your breath and to avoid drowning.

Goal: You must follow your vision, and find the place you saw when you were on the border between life, and death. It might be a sunken island, a graveyard of ships, or a place sacred to merpeople. Once you have found it, the force that sent you your vision will give you a quest to complete. This quest is up to the DM, but should involve thwarting or slaying a powerful foe, or locating an artifact that must be returned to this place.

Completion Benefit: The sea who once released you welcomes you home again. You are considered amphibious, able to breathe water and air equally. You also gain a swim speed of 20 feet, as long as you are wearing light or no armor.

Traitor

You've turned your back on people or causes you care about. It's made you question everything you thought you knew about everyone, because if you could be a traitor, someone else might be, too.

Prerequisite: You must have stolen an item of great personal or monetary value (at least 1,000 gp)

from a loved one, or ally. Alternatively, you must have left an ally for dead, or turned them over to an enemy for your own personal gain.

Benefit: Betrayal has taught you harsh lessons. You gain a +2 bonus on Sense Motive checks, since you know the signs to look for when someone is holding back their emotions. If you have 10 or more ranks in Sense Motive, this bonus changes to a +4. Additionally, increase the DC for all attempts to use the Intimidate skill on you by +2. Contrary to popular belief, cowards rarely survive betrayal.

Goal: Traitors can succeed at one of two goals. Either they must make amends for their initial betrayal, or they have to continue down the path they set for themselves. In order to make amends, a traitor must assist their previous victim (or someone who was affected by their betrayal if the initial victim is dead) in accomplishing an important goal. This goal should be something challenging, and difficult enough that it puts the traitor in serious danger. Alternatively, a traitor must earn the trust of someone who knows of their previous betrayal, and then commit a second act of betrayal against that person. This second act need not be done to the first victim, but if the first victim survived, then they are a valid target. The second betrayal must involve the theft of an item of greater value (at least 10,000 gp), or it must result in the death, torture, or long-term imprisonment of the victim.

Note: A traitor may frame a victim for a crime, or have them falsely accused. The betrayal of trust, not the individual's guilt, is what matters.

Completion Benefits: A traitor who redeems himself in the eyes of those affected by his betrayal has learned that he is truly the master of his own destiny. A redeemed traitor gains a +2 on all Will saves against spells with the emotion or compulsion description. Additionally, once per day, after failing a Will save against such a spell, a redeemed traitor may shrug off the effects, ignoring them entirely.

A traitor who does not mend his ways becomes more adept at betrayal. He gains a +2 on all Bluff checks. Additionally, an unrepentant traitor can no longer have his alignment detected by magic. All attempts to do so declare he is neutral. Lastly, an unrepentant traitor can, once per day, ignore the effects of a compulsion spell that would force

him to tell the truth. The spell's caster, however, believes that the spell was effective, and is functioning as if the traitor failed his saving throw against it.



Trollslayer

Trolls are the bane of isolated settlements. Just as some children were taught how to avoid wolves, and to stay away from bear caves, you were schooled in how to recognize troll sign. There are no greater heroes in your realm than those who protect their friends and family from these slaving beasts, and you intend to be such a hero.

Prerequisites: You must have been raised, or spent a significant period of time, in a land where trolls are a serious threat.

Benefit: You gain a +2 on attack and damage rolls against trolls.

Goal: Fighting trolls is dangerous work, as any experienced troll hunter will tell you. You must slay a number of trolls whose CR is equal to 20, or

5 times your current character level, whichever is greater. At least one of these trolls should be considered a challenging foe. You may have help in these combats, but only trolls you have personally engaged (regardless of whether you delivered the death blow) count toward this goal.

Completion Benefit: You have learned the secrets of fighting creatures that heal quickly, and you have mastered techniques to stop it. Whenever you deal damage to a creature with fast healing or regeneration, regardless of the source of this ability, it ceases to function for 1 round.

Wicked Lorekeeper

You are obsessed with the evil that exists in the world. From the savage butchers of the battlefield, to the most obscure lords of the damned, you are fascinated with the bloody, and the blasphemous. Sometimes that knowledge can come in handy.

Prerequisites: You must have come face to face with a person or creature that has an aura of evil (as per the cleric feature).

Benefits: You are adept at ferreting out

information about truly wicked acts, people, and creatures. Gain a +2 bonus on Knowledge (history) and Knowledge (planes) checks regarding evil people, massacres, sacrifices, and evil outsiders. If you have 10 or more ranks in these skills, the bonus changes to a +4.

Goal: You must acquire three tomes or scrolls that detail an obscure evil outsider, minor evil god, or forgotten sacrilege committed in the distant past. Each of these tomes should be difficult to find, and should come as a result of their own quests or plot arcs, and not found in established libraries (unless they're in a restricted section that requires some sort of difficult action to gain access to). You do not need to keep these tomes, but you do have to read them in their entirety (a feat which might be dangerous if the books are evil and magical).

Completion Benefit: You gain *detect evil* as an at-will spell-like ability, using your character level as your caster level. You also gain the bardic knowledge ability, but it can only be used for knowledge checks regarding evil outsiders, evil creatures, evil persons, and evil organizations.

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