



FEATS OF LEGEND:

20 UNDEAD FEATS



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20 UNDEAD FEATS

FEAT	PREREQUISITES	BENEFITS
Boneyard Born	Dhampir or Undead Sorcerer Bloodline	Your necromancy spells grow stronger.
Dark Conduit	Must be healed by negative energy like an undead creature.	Negative energy heals you more.
Improved Dark Conduit	<i>Dark Conduit</i> , Cha 13+	You can now resist positive energy.
Greater Dark Conduit	<i>Dark Conduit</i> , <i>Improved Dark Conduit</i> , Cha 15+	Negative energy grants you fast healing.
Deathless Determination	<i>Diehard</i> , undead bloodline	You can resist level draining like a Dhampir.
False Unlife	Dhampir, Ghoul or Undead Sorcerer Bloodline or Undead Bloodrager Bloodline	You seem to be one of the undead.
Grave-Touched	Dhampir or Undead Sorcerer Bloodline	You have a bonus against poisons.
Improved Grave-Touched	Undead bloodline, <i>Grave-Touched</i> , character level 5th	You gain a bonus against diseases and your poison saves increase.
Greater Grave-Touched	<i>Improved Grave-Touched</i> , character level 9th	Your undead immunities to poison and disease are much strengthened.
Hardened Flesh	Undead type, 3+ HD	Your flesh resists damage and critical hits.
Improved Hardened Flesh	Undead type, 7+ HD	Your resistances grow considerably stronger.
Necrotic Poisoner	Poison Use class ability, Knowledge (Religion) 5+ Ranks	Your poisons can even affect undead.
Reckless Revenant	Must have died, and been returned to life.	You become immune to fear effects.
Redeemed	Undead, non-evil alignment	You are healed by positive energy as a mortal would be.
Scent of the Grave	Favored Enemy (Undead), Perception 3+ ranks, Knowledge (Religion) 3+ ranks	You can smell the undead at a distance.
Scholar of Undeath	Knowledge (Religion) 5+ ranks	You gain insight into the abilities of the undead, and your powers harm them more.
Improved Scholar of Undeath	Scholar of Undeath, Knowledge (Religion) 5+ ranks	Your knowledge and abilities improve even more against the undead.
Greater Scholar of Undeath	<i>Improved Scholar of Undeath</i> , Knowledge (Religion) 10+ ranks	Your knowledge and powers against the undead are unmatched.
Tongues of the Dead	Knowledge (Religion) 3+ ranks, Linguistics 1+ ranks	You can speak the tongue of the dead and gain a bonus on influencing them socially.

Touch of the Undead	Spell Focus (necromancy), ability to cast animate dead or command undead.	Your undead pets can deliver touch spells.
Undead Avoidance	Favored Enemy (Undead) or Knowledge Religion 3+ ranks.	You know how to fight undead and avoid their attacks.
Universal Recipient	Con 15+	You are particularly receptive to necrocrafts.

BONEYARD BORN

You were born into the world through the door most exit. This has marked you, and your magic.

Prerequisites: Dhampir or Undead Sorcerer Bloodline

Benefits: Increase the DC of all necromancy spells you cast by +1. In addition, you gain a +1 bonus on all saves against necromancy or death magic.

Special: The *Eldritch Heritage* feat qualifies you for *Boneyard Born* if you take the undead bloodline.

DARK CONDUIT

The negative energy that gives you a semblance of life seems to have a hunger all its own.

Prerequisites: Must be healed by negative energy like an undead creature.

Benefit: Add your Constitution modifier (or your Charisma modifier if you do not have a Constitution score) to the amount of healing you receive from any negative energy effect. This cannot raise your hit points above their maximum.

DEATHLESS DETERMINATION

Neither fell magics nor terrible wounds will turn you aside before you have obtained your goal.

Prerequisites: *Diehard*, undead bloodline

Benefits: You gain the *Resist Level Drain* ability of the dhampir, meaning you take no penalties from energy drain effects, but can still be killed if you accrue more negative levels than you have Hit Dice. After 24 hours, any negative levels you have accrued are removed without the need for an additional saving throw.

Special: The *Eldritch Heritage* feat qualifies you for *Deathless Determination* if you take the undead bloodline.

FALSE UNLIFE

The taint of the undead that brings you your powers also allows you to pass for one of them.

Prerequisite(s): Dhampir, Ghoul or Undead Sorcerer Bloodline or Undead Bloodrager Bloodline

Benefit: You gain a +10 competence bonus to disguise yourself as an undead. Unintelligent undead will consider you one of their own and will not attack. You, however, detect as undead, and *detect evil* sees you as evil equal to an undead of your HD.

GRAVE-TOUCHED

The dead have marked you as one of their own.

Prerequisites: Dhampir or Undead Sorcerer Bloodline

Benefits: Gain a +4 on Fortitude saves against poisons.

Special: The *Eldritch Heritage* feat qualifies you for *Grave-Touched* if you take the undead bloodline.

GREATER DARK CONDUIT

The negative energy that gives you life replenishes itself from any source it can find... including the life essence of others.

Prerequisites: *Dark Conduit*, *Improved Dark Conduit*, Cha 15+

Benefits: When you kill a living enemy with a melee attack, a portion of their soul is drawn into you. The negative energy inside of you surges, and your flesh becomes whole. You gain fast healing 2 for a number of rounds equal to your charisma modifier. Subsequent killings will not increase your



fast healing amount, but will reset the number of rounds it goes on for.

Special: This fast healing comes from a negative energy source, and thus gains the bonuses from *Dark Conduit*, and any other feats that alter your susceptibility to negative energy.

GREATER GRAVE-TOUCHED

The chill of the grave practically emanates from you.

Prerequisites: *Improved Grave-Touched*, character level 9th

Benefits: Your bonus against diseases changes from +4 to +6, and you gain immunity to diseases spread by undead (like mummy rot), and any disease that comes as a result from being attacked by the undead. You become immune to poisons.

Special: The *Eldritch Heritage* feat qualifies you for *Greater Grave-Touched* if you take the undead bloodline.

GREATER SCHOLAR OF UNDEATH

Your knowledge and experience with undead now goes beyond just knowing their strengths and weakness. You have learned how resist the powers of the unliving as well.

Prerequisite(s): *Improved Scholar of Undeath*, Knowledge (Religion) 10+ ranks

Benefit: You gain a +2 insight bonus to saving throws against all supernatural and extraordinary abilities of undead creatures. Also save DCs for your Channel Energy, Command, or Turn Undead are increased by +4.

HARDENED FLESH

Your aged undead flesh grants you a measure of protection against critical hits.

Prerequisite(s): Undead type, 3+ HD

Benefit: Your AC is treated as +2 points higher for the purposes of confirming critical hits. You also gain DR 1/-.

IMPROVED DARK CONDUIT

The energy that infuses you is tenacious.

Prerequisites: *Dark Conduit*, Cha 13+

Benefit: You gain resistance 5 against positive energy.

IMPROVED GRAVE-TOUCHED

Though you may not know why the dead have placed their mark on you, that mark has manifested in ways you can no longer hide.

Prerequisites: Undead bloodline, *Grave-Touched* character level 5th

Benefits: You gain a +4 bonus on Fortitude saves made against diseases. Your bonus against poisons improves from +4 to +6.

Special: The *Eldritch Heritage* feat qualifies you for *Improved Grave-Touched* if you take the undead bloodline.

IMPROVED HARDENED FLESH

Your ancient flesh is like hardened marble.

Prerequisite(s): Undead type, 7+ HD

Benefit: Your AC is treated as +4 points higher for the purposes of confirming critical hits. In addition, your damage reduction increases to DR 3/-.

IMPROVED SCHOLAR OF UNDEATH

You've moved past the base knowledge of common undead. Your exploration into the world of the unliving has grown deeper—and darker.

Prerequisite(s): Scholar of Undeath, Knowledge (Religion) 5+ ranks

Benefit: Your bonus to lore checks for undead is increased to +10. Also save DCs for Channel Energy, Command, or Turn Undead are increased by +3.

NECROTIC POISONER

Your knowledge of the undead has given you insight into concocting poisons that eat away at necrotic flesh.

Prerequisite(s): Poison Use class ability, Knowledge (Religion) 5+ Ranks

Benefit: Contact and injury poisons that that you craft, which deal physical ability damage, can now affect undead.

Normal: Undead are immune to poisons and Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength).

RECKLESS REVENANT

You have seen the worst the grave has to offer. Now you laugh in the face of death.

Prerequisites: Must have died, and been returned to life.

Benefits: You are immune to fear effects.

Special: If a character would have died due to negative hit points, but was saved by the spell *breath of life*, that character also qualifies for this feat.

REDEEMED

Though you were resurrected by unnatural means, your form is not held together by negative energy.

Prerequisite(s): Undead, non-evil alignment

Benefits: You gain healing from positive energy the same way a living creature would. You are also hurt by negative energy, just like living beings.

Special: This feat cannot be combined with the *Dark Conduit* feat tree.

SCENT OF THE GRAVE

The undead have a very distinct smell. Your olfactory senses are attuned to this stench and you have learned to sniff them out.

Prerequisite(s): Favored Enemy (Undead), Perception 3+ ranks, Knowledge (Religion) 3+ ranks

Benefit: You gain the scent ability with regard to undead only.

SCHOLAR OF UNDEATH

Whether you seek to destroy or control the undead, knowledge of their strengths and weaknesses is essential. You have poured over many tomes and have a greater breadth of experience with the living dead.

Prerequisite(s): Knowledge (Religion) 5+ ranks

Benefit: You gain a +5 insight bonus to all lore checks to identify undead and their abilities. Also your save DCs for the Channel Energy, Command, or Turn Undead are increased by +2.

TONGUES OF THE DEAD

The drives of the undead are vastly different from the living, but you have managed to have a greater understanding of their thought processes.

Prerequisites: Knowledge (Religion) 3+ ranks, Linguistics 1+ ranks

Benefits: You gain the ability to speak Necril as a language. You also add +2 to Bluff, Intimidate, Diplomacy and Sense Motive when dealing with intelligent undead.

TOUCH OF THE UNDEAD

You've gained a connection to the undead that you create, control or command. These creatures are so attuned to your being that much like a familiar, they can deliver your touch spells.

Prerequisite(s): Spell Focus (necromancy), ability to cast animate dead or command undead.

Benefit: Allows undead you command or control to deliver touch spells for you.

UNDEAD AVOIDANCE

You've learned not only to press your advantage in combat but also to defend yourself from deadly blows and debilitating touch attacks of the undying.

Prerequisite(s): Favored Enemy (Undead) or Knowledge Religion 3+ ranks.

Benefit: You gain a +2 dodge bonus to AC against undead. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

UNIVERSAL RECIPIENT

Your body takes to necrografting extremely well. The trauma normally experienced when attaching an undead body part is not as pronounced for you.

Prerequisite(s): Con 15+

Benefit: The Fortitude save DC for attaching necrografts is reduced by 2 to DC 16. Also the Con damage for necrografting surgery is reduced to 1.

Normal: Recipient of a necrograft must make a successful DC 18 Fortitude save or the part is rejected. Whether the Fortitude save fails or succeeds the would-be patient suffers 2 points of Con damage.

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