

ACHIEVEMENT FEATS



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Achievement Feats

Achievement feats cannot be taken at character creation. In order to qualify for an achievement feat, your character must first achieve a specific goal or set of goals that requires you to play your character in a certain way or track certain elements of game play.

Due to their nature, achievement feats rely on a certain measure of player honesty. While some GMs won't mind tracking your progress toward a desired achievement, many won't have the time or patience to do so. In this case, that task falls to you, the player. Make sure your GM is okay with using achievement feats in his campaign before you start working toward one.

More than most feats, achievement feats require you to have a relatively good idea of how you want to develop your character—alternatively, you can use a specific achievement feat as a guide for a character's growth. You should decide early on if you want to go for an achievement feat, so you'll have more time to plan for the required achievement.

While some achievement feat requirements are memorable events that are easily tracked and remembered (such as the Graverisen feat), others require a bit of note taking on your part. It's best to set aside a piece of blank paper or part of your character sheet to track your kills, your healing totals, the number of critical hits you land, or whatever achievement you're going for; a simple list of numbers or hash-marks will do, and in so doing you'll have a record of the exact moment you qualify.

Because of the way you qualify for these feats, it is possible to exploit circumstances to easily meet the requirements for some of these feats. For example, you could qualify for the Gifted Mesmerist feat by casting *charm person* on willing party members, or have the party sorcerer knock you out every day with *burning hands* so you qualify for the Flame-Tested Survivor feat. This sort of exploitation goes against the intent of having these feats be the result of actual achievements, and your GM should feel free to discount these attempts when deciding whether or not you qualify for the feat.

A Cog of the Clockwork Goddess (Achievement)

You have drawn the attention of the clockwork goddess and she favors you with the ability to craft her more children.

Requirement: You have crafted at least 10 magical weapons, magical armors or wondrous items with a caster level of at least 10 using the Master Craftsman feat.

Benefit: You are able to use the Master Craftsman feat to use your ranks in your chosen skill to qualify for the feat Craft Construct.



A Friend to Beasts (Achievement)

You are recognized by natural creatures as a friend and defender.

Requirement: You have successfully used wild empathy to improve the attitude of 20 different animal species to friendly.

Benefit: Upon initial encounter with an animal, its initial attitude toward you is always considered one better.

Abundant Fists

(Achievement)

Combat has forged your body into a weapon as potent as a magic sword.

Requirement: You have slain with your unarmed strikes at least 10 creatures possessing DR/magic.

Benefit: Your unarmed strikes are always considered magic for the purposes of overcoming damage reduction.

Addled Wits

(Achievement)

A few concussions have dulled your senses.

Requirement: Suffer at least 10 critical hits from bludgeoning weapons.

Benefit: You gain a +4 inherent bonus to saves to resist fear effects.

All Gnolls Must Die

(Achievement)

Your name is whispered by black lips throughout the badlands as a bringer of death and pain—few are the gnolls who don't quake when they hear stories of your deeds.

Requirement: Deliver the killing blow to 20 gnolls, hyenas, dire hyenas, werehyenas, jackalweres, or minions of the gnollish demon lord.

Benefit: As long as you carry some sort of trophy harvested from a gnoll (a necklace of ears, a set of teeth, a magic weapon taken from a chieftain, etc.), you gain a +2 morale bonus on all Will saves. You also gain a +2 competence bonus on attack rolls and weapon damage rolls against gnolls, hyenas, dire hyenas, werehyenas, jackalweres, and minions of the gnollish demon lord.

Animal Friend

(Achievement)

Your form is very familiar to one type of animal, they recognize you and treat you as one of their own.

Requirement: You have successfully used wild shape to change into the same type of animal 20 times.

Benefit: When you encounter animals of the same type as your common transformation, they automatically treat you as friendly.

Special: Animal friend can be taken multiple times. Each time the requirement must be met.

At Your Fingertips

(Achievement)

After you have cast a spell with a wand enough times, you can summon the arcane energy simply by waving your hand.

Requirement: Cast one spell from a wand at least 100 times.

Benefit: You can cast the spell as a spell-like ability once per day for every 100 times you have cast it using a wand.

Beacon of Life

(Achievement)

You have channelled energy to harm undead so often that you continue to radiate positive energy whenever undead are around.

Requirement: You have dealt at least 500 points of damage to undead creatures with your channel energy ability.

Benefit: Any time an undead creature is within your reach it suffers 1d6 points of damage (no save) as if you had channelled energy.



Center of the Whirlwind

(Achievement)

Your generous and peaceful nature shields you from enemies.

Requirement: You have defeated in melee combat at least 10 opponents with non-lethal damage.

Benefit: Three times per day you can invoke the power of *sanctuary*, as the spell, on yourself with a caster level equal to your character level. This is a supernatural ability.

Chainbreaker

(Achievement)

Nothing rouses your fury and makes you more deadly in battle than the sight of slaves cowering before their masters.

Requirement: Over the course of at least five different occasions, free a cumulative total of 50+ sentient beings held in unjust captivity.

Benefit: When in combat with an opponent that you know owns or trades in slaves, once per round you may add a bonus to damage rolls for a melee attack, ranged attack, or targeted spell against that opponent. This bonus damage is +1 for every four Hit Dice you have.

Child of Wonder

(Achievement)

You do not fear the bleaching anymore.

Requirement: You have crafted a *rod of wonder* with at least six alternate effects and successfully used the item 5 times without resulting in your own incapacitation or death.

Benefit: As a gnome, you have become immune to the curse known to gnomes as the bleaching.

Conditioned Rage

(Achievement)

You have raged so much and for so long you have built up your already incredible stamina.

Requirement: Rage in combat for six or more consecutive rounds at least 10 times.

Benefit: You can rage an extra 4 rounds per day. These rounds do not count against the number of rounds you are fatigued after a rage. At the end of a rage you can subtract one or more rounds from the number of rounds you are fatigued but you can not reduce the number of rounds you are fatigued to less than 1. You may subtract up to a total of 4 rounds from your fatigued condition once per day.

Contractually Obligated

(Achievement)

You are so skillful at forging agreements that are to your benefit that Asmodeus himself would be embarrassed by your guile.

Requirement: You have negotiated 10 contracts with others in which you have been on the better end of the deal.

Benefit: Whenever negotiating a contract with another party, you may take 10 on your Bluff check to convince them that they are benefitting more from the process.

Cypher

(Achievement)

Your skill at working with language in both its written and spoken forms has allowed you to recognize patterns that others cannot perceive.

Requirements: You must have used Linguistics to successfully decipher writing of standard text at least 10 times and exotic text at least twice.

Benefit: You use Linguistics to locate and disable magical traps created by *glyphs*, *sigils*, *symbols*, and other magical writings as if you were a rogue with the trapfinding ability.

Deal Maker

(Achievement)

You walk with a presence of calm and peace that calms even hostile foes.

Requirement: Successfully change the attitude of intelligent creatures to friendly with the Diplomacy skill at least 10 times.

Benefit: Upon first encounter with you, any intelligent creature's initial attitude towards you is considered one better as long as it is not hostile. Once per day you may make a Diplomacy skill check as a free action to change the attitude of an intelligent creature even if its attitude is hostile towards you or you are engaged in combat with it.



Destroyer of Works

(Achievement)

You have destroyed the works of man so many times that you can spot hidden weaknesses with ease.

Requirement: You have dealt at least 750 points of damage to objects and constructs.

Benefit: When striking an object, you treat its hardness as one-half the usual value. Additionally, your strikes are considered adamantine for the purpose of bypassing the damage reduction of constructs.

Devil's Foe

(Achievement)

Once you were just another helpless victim, but now even the deepest pits of Hell ring with the lamentations of your adversaries.

Requirement: Face 10 different devils in combat and take damage or suffer some other sort of injury from five or more attacks made by each one without falling unconscious, fleeing, or otherwise becoming unable to strike back at them.

Benefit: Your attacks count as good-aligned for the purposes of bypassing the damage reduction of devils.

Dragonslayer

(Achievement)

Your time fighting dragons has hardened you to their appearance and made you aware of their weaknesses.

Requirement: You have fought at least five different types of true dragons and have landed the killing blow against at least three of adult age category or older.

Benefit: As long as you carry a trophy from a dragon you have slain (such as dragonhide armor), you are immune to the Frightful Presence of any dragon you are under or dragon type you have previously fought. Additionally, your attacks will bypass the damage reduction of any dragon you face.

Elemental Preference

(Achievement)

Your form is very familiar to one type of elemental subtype, they recognize you and treat you as one of their own.

Requirement: You have successfully used wild shape to change into the same type of elemental 20 times.

Benefits: When you encounter elementals of the same subtype (air, earth, fire, water) as your common transformation they automatically treat you as friendly. Other creatures with the same elemental subtype, but that are not elementals, will treat you as indifferent. However, elementals of the opposing subtype will always treat you as unfriendly.

Flame-Tested Survivor

(Achievement)

You have burned in the hottest flames, and your flesh bears the proof—fire holds little fear for you anymore.

Requirement: Knocked unconscious or killed by fire damage at least 10 times.

Benefit: Your history with fire has attracted the attention of a powerful but mysterious guardian spirit from the Elemental Plane of Water. This spirit grants you fire resistance 5, and you gain a +2 bonus on all saving throws made to resist fire effects.

Four Walls (Achievement)

Your audacity in escaping from the clutches of authorities has brought you the blessing of God of Liberty.

Requirement: You must have been thrown in prison on 10 occasions in different cities and escaped from each prison.

Benefit: You can use *knock* twice per day as a spell-like ability. Your caster level equals your character level. Additionally you can attempt to open locks with Disable Device at no penalty if you do not possess lockpicking tools.

Get Out Of My Way

(Achievement)

You have learned how to use your armor and weight to batter and crush opponents.

Requirement: You have successfully performed either bull rush or overrun combat maneuvers at least 50 times.

Benefit: Whenever you successfully perform a bull rush or overrun combat maneuver the target takes damage equal to your armor's armor check penalty plus your Strength modifier plus any enhancement bonus the armor possesses.

Giant Killer (Achievement)

Large creatures are slow. You have learned how to exploit that.

Requirement: You have slain twenty or more creatures at least two size categories larger than you.

Benefit: The first attack you make against a creature with the giant subtype in an encounter is made against that creature's touch AC. You may only use this ability once per round.



Gifted Illusionist (Achievement)

You have mastered the art of altering the perceptions of others so that you can now manifest the effect as a spell-like ability.

Requirement: Successfully affect 25 different targets with figment or glamer spells.

Benefit: Choose any one figment or glamer spell you can cast. You can use this spell once per day as a spell-like ability. Your caster level and DC for this spell-like ability is the same as if you were casting the spell. Each time you gain a level in a spellcasting class, you may replace your current figment or glamer spell-like ability with a new one.

Gifted Mesmerist (Achievement)

Your magic knows the pathways of the mind, and you have become so skilled at casting a certain mind-affecting spell that you can cast it as a spell-like ability.

Requirement: Successfully affect 25 different targets with charm or compulsion spells.

Benefit: Choose any one charm or compulsion spell you can cast. You can use this spell once per day as a spell-like ability. Your caster level and DC for this spell-like ability is the same as if you were casting the spell. Each time you gain a level in a spellcasting class, you may replace your current charm or compulsion spell-like ability with a new one.

Graverisen

(Achievement)

Death is no stranger to you, for you have risen from the grave to continue your quest many times.

Requirement: Die and be brought back at least twice.

Benefit: You gain a single-use supernatural ability to save yourself from death. The next time you would be killed (by something besides natural causes), you may use this ability, leaving you alive and otherwise unaffected by the damage or effect that would have killed you, even against effects with no saving throw. This does not require an action, and works even if you are helpless or unconscious. If you die and are brought back to life, you gain another single use of this ability. You can only have one use of this ability unspent at any time; any others you might accrue beyond the first are lost.

Healer's Touch

(Achievement)

The magic of life flows through your body like a river.

Requirement: Cure a cumulative total of 1,000 points of damage for other creatures using healing spells. Dealing damage slows progress toward this goal achievement; for every 1 point of damage you deal to another creature, reduce your cumulative healing total by 2.

Benefit: When you cast a healing spell to heal a target other than yourself, the spell is maximized as though using the Maximize Spell effect. This does not increase your casting time for the spell. When you cast a healing spell to damage a target, the spell is not maximized but its saving throw DC increases by +4.

Note: There may be an opposite version of this feat allowing casters using negative energy to heal undead.

History of Scars

(Achievement)

Your scars bear witness to countless battles.

Requirement: Take a cumulative total of 1,000 points of damage. Magical healing offsets this running total; for every 5 points of magical healing you receive, reduce your cumulative damage total by 1.

Benefit: Your thick scars impart a -2 penalty on all Charisma-based skill checks, but increase your natural armor bonus by +2.

Inherent Smite

(Achievement)

Your desire to destroy evil is so strong it causes your body to radiate with good energy.

Requirement: You have slain at least 10 evil creatures with your smite evil ability.

Benefit: The target of your smite evil ability takes 1d6 + your Charisma modifier damage each time it strikes you with a melee attack. Against an outsider with the evil subtype, an evil-aligned dragon, or an undead creature the damage increases to 1d8. This damage bypasses any damage reduction the creature may possess.

Ingrained Casting

(Achievement)

You have cast a spell so many times you never forget it.

Requirement: Cast one specific spell from a scroll at least 25 times.

Benefit: Choose a spell you have cast from a scroll at least 25 times. You may cast this spell once per day as a spell-like ability. Your caster level equals your character level and the DC for this spell-like ability is the same as if you were casting the spell.



Look Over There

(Achievement)

Distraction is your best ally when making a sneak attack.

Requirement: You have successfully used sneak attack against a foe made flat-footed by your feinting in combat at 20 times.

Benefit: Whenever you strike a foe made flat-footed by a successful feint you have performed, your weapon's critical threat range doubles.

Lycanthropic Bane

(Achievement)

You have hunted lycanthropes all through the vale and can sense their mannerisms even as they hide in the form of men.

Requirement: You have slain 20 lycanthropes and once have been inflicted with the curse of lycanthropy.

Benefit: As long as you carry a bunch of wolfsbane, you gain a +2 bonus to attack and damage against all lycanthropes. Additionally, when you encounter a lycanthrope in humanoid form you may make a DC 25 Sense Motive check to identify them as a lycanthrope.

The Magic in Music

(Achievement)

After years of practice, you can weave a spell into the notes you play.

Requirement: You have successfully cast an offensive spell while maintaining bardic music at least 25 times.

Benefit: Three times per day, you may cast one spell you have available on the same round you begin your bardic music performance.

Master Alchemist

(Achievement)

Practical field tests have allowed you to craft more damaging offensive materials.

Requirement: You have slain at least 10 creatures with an alchemical weapon you created.

Benefit: When crafting alchemist fire, you can choose to allow it to deal +1d6 fire or +1d6 acid damage. In addition, all alchemist fire you create gains a bonus to its fire damage equal to your Intelligence modifier at the time of creation.

Master Healer

(Achievement)

You are skilled at healing deadly wounds.

Requirement: You have used the Heal skill to successfully treat 25 patients with deadly wounds.

Benefit: When treating deadly wounds, you may add your level to the patient's level to determine the number of hit points they will recover. It only costs you one use of a healer's kit to treat deadly wounds.

Master Slayer

(Achievement)

You have hunted and killed your quarry type so often they fall like wheat before a scythe.

Requirement: You have slain a favored enemy of one type at least 20 times.

Benefit: Whenever you successfully hit a creature of this favored enemy type, you roll damage twice and take the higher result.

Master of Wands

(Achievement)

You have mastered the crafting of wands and are able to squeeze extra magical energy out of them.

Requirement: You have crafted at least 15 different kinds of magical or divine wands.

Benefit: Three times a day, you may ignore the charge cost to use any wand you have crafted.

Mouse Stomper

(Achievement)

Though they might be fast, vermin are easy to crush.

Requirement: You have slain twenty or more creatures at least two size categories smaller than you.

Benefit: Whenever you engage in melee combat against creatures two size categories smaller than you and you make a full-attack action, you gain an extra melee attack at your full base attack bonus.

My Senses Are Tingling

(Achievement)

You no longer need your eyes to sense the presence of a creature that is near.

Requirement: You have been attacked at least 10 times by creatures you could not see. This could have occurred due to invisibility or just an inability to see, like being in the dark.

Benefit: You gain Blindsight at 10 feet for every 10 times you have been attacked by a creature you did not see.

Pathfinder

(Achievement)

Being lost in the wilderness, you swore never to let it happen again.

Requirement: You have gotten lost in a wild area at least 10 times or have lived in the wilderness for at least a year.

Benefit: You gain a +4 insight bonus to Survival skill checks to avoid getting lost or to avoid natural hazards.



Planewalker

(Achievement)

Your experience traveling through planar portals has made you keenly aware of their resonant energies, portal keys, and planar traits.

Requirement: You have traveled to other planes of existence at least 20 times and each time must be through a portal or conduit you have not previously used.

Benefit: You can automatically sense the existence of a planar portal within 1 mile of your current location. It is a basic question for you to identify the portal's key and the traits of the plane on the other side with Knowledge (planes).

Relentless Butcher

(Achievement)

You revel in the glory of dismemberment and maiming.

Requirement: Confirm at least 50 critical hits.

Benefit: When you confirm a critical hit, that opponent must make a Fortitude save (DC = 10 + your Strength or Dexterity modifier) or be stunned for 1 round.

Self-Made Hero

(Achievement)

News of your greatness that is spread by your own chronicles leads others to treat you with deference.

Requirement: You must have authored at least 10 books of your exploits and have had your adventures translated into at least two other languages.

Benefit: When negotiating a price for services, the sale of your treasures or fees for services you render, you receive a +5 bonus to Diplomacy. (Everyone wants a hero to work with and merchant's can fetch a high price for items once wielded by Donalon, Scourge of the Northlands.)



Taint of the Other Side

(Achievement)

Death may have come for you, but now you come for others.

Requirement: You have died and been resurrected at least three times.

Benefit: Whenever you score a critical hit, the target must succeed on a Fortitude save (DC 10 + base attack bonus) or gain a negative level for 24 hours.

Traps Can't Touch Me

(Achievement)

You have triggered many traps in your life and each time you come out relatively unscathed.

Requirement: You must have successfully triggered 20 traps that have not resulted in your death.

Benefit: Having triggered so many traps, you have developed a sixth sense for the presence of mechanical and magical traps. Whenever you are within 10 feet of a trap trigger, you are allowed an immediate Perception check to locate the trap (as if you had trapfinding). You may add your Wisdom modifier to your AC to avoid trap attacks and to save vs. trap effects.

Vital Life Force

(Achievement)

Your body pulses with a life force that is difficult to extinguish.

Requirement: You have suffered 30 points of ability damage that has healed naturally and at least 2 points of ability drain. The ability drain may be healed through magic.

Benefit: You heal all ability damage at twice the normal rate and are allowed a Fortitude saving throw to convert ability drain to ability damage.

Wave Touch

(Achievement)

You have fought underwater so many times you have learned to sense an enemy's approach simply by the ripples they create.

Requirement: Survive ten melee combats in water at least waist depth.

Benefit: You gain tremorsense 30 ft. whenever you are in water.

Weak Life Force

(Achievement)

You have been so close to death so many times that even the dead cannot tell you are alive.

Requirement: Knocked unconscious or killed by undead at least 10 times.

Benefit: Your wavering life force makes it difficult for undead to discern your existence. This manifests as a constant spell-like ability of *hide from undead* with a caster level equal to your character level.

Whip Master

(Achievement)

Even though a whip can't pierce armor, you still know how to use it to hurt an opponent.

Requirement: Confirm at least 10 critical hits with a whip.

Benefit: When you confirm a critical hit with a whip the opponent must make a Fortitude save (DC = 10 + your base attack bonus) or be blinded for 1 round.

Without Warning

(Achievement)

You've been caught off guard so many times you swear it will never happen again.

Requirement: Lose initiative in melee combat at least 20 times.

Benefit: Once per day, before rolling for initiative in melee combat, you may instead choose to strike first, catching your opponent flat-footed. You may use this ability against a creature that cannot be caught flat-footed, but the creature is not considered flat-footed for the purposes of AC or sneak attacks. You may not use this ability to strike first if you are surprised.

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