

Achievement Feats: Volume 2



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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Achievement Feats: Volume 2

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Great heroes perform great deeds – whether saving the world from annihilation, discovering heretofore unknown continents and planes of existence, unearthing the mysteries of forgotten civilizations, and defending entire cities from hordes of undead. Such acts of heroism, and occasionally villainy, leave their marks upon the souls and bodies of these heroes.

This is what this supplement intends to detail: The effects these grand and epic deeds will have on the player characters of the Pathfinder Roleplaying Game. It is clear that no hero returns from their quests unchanged – what this booklet contains are the rules to model this in-game.

How Achievements Work

As a rule, each player character begins play with one achievement slot. Upon fulfilling the requirements of an achievement, that character's player may then choose to write down that achievement on their character sheet, applying its effects to his character. If that character then fulfills the requirements for a new achievement, he may then choose to replace the old one, losing its effects forever (barring GM generosity if the player regrets his choice), but gaining the effects of the new one.

It is possible to gain additional achievement slots, but unless specifically stated in an ability, it is impossible for any character to have more than 2 at any one time.

Note that every single bonus listed under an achievement is lost if you ever choose to replace it, no matter what. Thus, if you, for example, lose the Grand Cleric achievement, and are a Cleric able to cast 9th-level spells, you lose all 10 of the bonus spells from that achievement.

Also note that unless the achievement itself specifically says so, you may not lose an achievement involuntarily – if you lose your throne, you still keep the Crowned achievement, for instance, because you will still have subjects to retain loyalty to you over their new monarch.

It is recommended that the GM select a certain amount of achievements, whether from the list below or ones she has designed specifically for her campaign, so as not to be overwhelmed by achievements with only tangential relevance to her campaign. And, of course, if a GM dislikes a certain achievement, whether due to some mechanical aspect or simply its concept, she is encouraged to alter or remove that achievement.

Players knowing about these achievements and their requirements might encourage metagaming, where players act against the natural inclinations of their characters, or even against logic itself, in order to get that one achievement they really want. Therefore, the GM might want to consider carefully whether or not to share the list of achievements and their requirements with her players.

Achievements are grand and world-shaking things. They are not designed to be mechanically balanced against each other, and most assume that the character who has it is of a fairly high level. That said, some are easier to qualify for than others, and these are usually less potent. If you are worried about one breaking your game's balance, disallow it.

New Feat

Extra Achievement

The spirit of greatness resides within the hero's mortal shape, inspiring him to ever greater deeds.

Prerequisites: The character must already have gained the effects of an achievement, filling their achievement slot.

Effect: Gain an additional achievement slot. This slot may be filled next time you qualify for an achievement, but not with any achievements that you have in the past discarded in favor of new ones, unless you fulfill the requirements for them one more time.

You may not gain this feat more than once.

Alternate Human Racial Trait

Blood of Heroes/Villains

The generations of human families fly quickly by, and each strives to leave a mark upon this world. Those who succeed sometimes pass on their legacy to their descendants, inspiring them to strive for greatness whether by example and stories or through the mysterious whispers of blood.

These humans gain an additional achievement slot at level 1, which does not stack with slots gained from any other source.

This racial trait replaces the skilled racial trait.

List of Achievements

Adaptable

You have a knack for surviving whatever circumstances the world might throw at you, fostered through long and hard experience.

Requirement: You must have succeeded on Fortitude saves against poison, heatstroke, and frostbite or hypothermia, as well as a Constitution check against starvation or thirst.

Effect: Gain a +2 competency bonus on Survival checks, and gain resistance 1 against acid, fire, force, cold, electricity, and sonic damage.

Admiral

You command your flotillas of ships, whether military, mercantile, pirate, or some other type, deftly and with ease.

Requirement: Own or command at least 3 ships of different types. In order to qualify, a ship must have its own crew, and must be large enough to possess indoor areas (though it doesn't actually need to have one).

Effect: Whenever you are at or close to the sea, you may spend a Hero Point to have one of your ships, randomly determined (although obviously inappropriate results, such as a river boat appearing in the middle of the ocean, may be discarded at the GMs discretion), show up within 1d10 minutes. It is assumed that no magic is involved – luck and the winds simply favor you today. If it would otherwise be impossible for one of your ships to arrive, assume that magic is involved.

Note: For ease of reference and for the purposes of randomly determining which ship arrives, it might be wise to keep a list of all the vessels you own and their basic nature (merchant vessel, battleship, etc).

Advanced Training

You have a knack for learning. You sit at the side of the very best, and quickly outdo them at their own game.

Requirement: Reach level 10 in a prestige class.

Effect: You retroactively treat that prestige class as a favored class, gaining all the benefits associated with it immediately.

If you replace this achievement, you must remove the same number of skill ranks that you gained. These do not have to be the exact same skill ranks, but you must still qualify for all your feats, prestige classes, etc., after you've removed these skill points.

Note: Write down how many skill ranks, power points, and hit points you've gained as a result of this.

Butcher

Your mass-murdering ways are notorious, and your name is used to frighten children into behaving.

Requirement: Wipe out an entire village, town or city full of intelligent creatures. At least 25% of the population destroyed must have been non-evil.

Effect: You gain a +5 circumstance bonus on all Intimidate checks, Intimidate is always a class skill for you, and you gain a free rank in this skill if it is currently untrained.

Commanding Presence

Your impressive military history fills your comrades-in-arms with the absolute certainty that victory is inevitable, and the fire to push on.

Requirement: Personally command an army to victory against a stronger opponent, whether through trickery and dirty fighting, brilliant tactics and strategies, or sheer force of will. You must have been the sole leader of this army in this battle in order to qualify.

Effect: All your allies who are fighting in the same combat as you and have line of sight to you, or your personal banner if you have one, receive +1 competence bonus to all attack rolls, and a +1 morale bonus on all saves.



Crowned

An entire nation is at your beck and call.

Requirement: Gain sole rulership of a kingdom, empire, or similar.

Effect: Gain the effects of the Leadership feat. If you already have the Leadership feat, your base leadership score (character level + Cha modifier) is doubled. For the purposes of this achievement only, your Cha modifier is considered to be 2 higher than it normally is.

Deep-Delver

You have learned to adapt to the dark by dint of experience and willpower.

Requirement: You must have reached the lowest levels of the deepest, darkest places beneath the world, and lived to tell the tale without having died and been brought back to life at any point during the voyage.

Effect: If you have normal vision, gain low-light vision. If you have low-light vision, gain darkvision out to 60 feet. If you have darkvision, extend its range by 30 feet. In addition, you become immune to the effects of the *darkness* spell so long as its caster level is equal to or lower than your character level, and gain a +1 competence bonus to attack rolls against creatures of the aberration type.

Destroyer of Worlds

You are a larger-than-life figure – destroyer of worlds, they call you, and it is a name well earned, for whether for good reason, by your whim, or for selfish gain, you have laid waste to entire planes. As a result, the primal forces of destruction sizzle wherever you go.

Requirement: Perform an action that directly causes either the destruction of an entire plane, it being rendered uninhabitable, nearly all intelligent life on that plane being wiped out, or a similar consequence.

Effect: Once per day, you may cast one of the following as a spell-like ability: *earthquake*, *meteor swarm*, *tsunami*, *world wave* or *winds of vengeance*. Your effective caster level is equal to your class level or 20, whichever is higher.

Dragonslayer

You have slain a mighty dragon, and learned from the encounter.

Requirement: Land the killing blow, whether by sword, spell, arrow, or another means, on an Ancient Dragon of any color.

Effect: You gain Knowledge (dragons) at 10 ranks, and gain a +2 circumstance bonus on any skill check opposed by any creature of the dragon subtype.

You also get a +2 circumstance bonus on any saving throws against any special attacks, spell-like abilities, and spells used by a dragon, and a +2 dodge bonus to AC against them.

Exalted One

Your march to godhood, literal or metaphorical, has begun.

Requirement: Reach level 21.

Effect: Once per day, when an attack or effect would reduce you to 0 or lower hit points, 0 or lower in any ability score, or kill you outright, you may ignore that attack or effect.

Godtouched

You have personally conversed with gods, an experience few creatures escape unchanged. You were not one of them.

Requirement: Meet a true god face-to-face (or equivalent), and survive the encounter.



Effect: Your level counts as 2 higher for the purposes of channeling energy. If you do not have the channel energy class feature, you gain the ability to channel energy as a level 2 cleric, and may choose feats that alter this ability, such as Alignment Channel or Extra Channel.

Note: If you ever choose to replace this achievement and do not have enough levels in a class that grants the channel energy class feature to qualify for them, you lose those feats and must select new ones to replace them. These levels may have been gained after the feats first were selected.

Golemsbane

You have amassed a great wealth of knowledge regarding artificial life forms and how to destroy them.

Requirement: Land the killing blow on at least 2 creatures of the golem subtype.

Effect: Your weapons, including natural attacks, always count as adamantite for the purposes of overcoming the damage reduction of creatures of the construct type. If you have the feat Improved Unarmed Strike, this also applies to your unarmed attacks.

Grand Cleric

Your voice is the will of the Gods, and when you raise it, armies march.

Requirement: Gain leadership of a major religion – this may be one you have founded yourself, although not one that worships you as a god, but it must be a religion that the average person would recognize the name of.

Effect: You gain Knowledge (religion) as a class skill, and get 5 free ranks in it. If you are a spellcaster (whether arcane, divine, or some other type), choose one new spell of every level you can cast – you learn these spells, and may cast them as normal. In addition, so long as you keep your formal position, you may never lose your class features, spell ranks, or similar from a divine class due to breach of the code of conduct.

Gravemarked

You have seen the other side of the veil, and it has left you changed.

Requirement: Die, and return to life by means of the *raise dead* spell.

Effect: You gain resistance 5 against negative energy, or if you take damage from positive energy and healing from negative, you instead receive 5 extra hit points' worth of healing for each exposure. Mindless undead perceive you as one of them and do not attack on their own volition unless they normally attack other undead.

Hermit

You have lived without social contact for a long time, and have learned how to survive when left completely on your own, without any kind of outside help.

Requirement: Spend 1 full year without ever interacting with another creature with an Intelligence of 3 or higher – this includes familiars, mounts, or animal companions, as well as incorporeal beings. You may still pray to your god, provided it doesn't literally speak back.

Effect: You receive a +1 competence bonus to all saves, and a +3 competence bonus to all Survival checks. You never need to roll to find enough food so long as you are in a natural environment.

Hero of Prophecy

Your name figures prominently in ancient writings. It is clear that the fate of the world rests in your hands, whether you choose to save or destroy or conquer it.

Requirement: Learn that you are a vital figure in one or more prophecies.

Effect: You receive a +1 untyped bonus to AC and a +1 untyped bonus to all saves as reality itself strives to keep you alive.

Hold The Line

Your experience in defending beleaguered positions in battle has filled you with a steely, stubborn resolve to persevere, as well as granting you a keen eye for defensive tactics.

Requirement: Successfully defend a village, town, or city of at least 100 people from an all-out attack by an enemy army.

Effect: You receive a +2 competence bonus on Will saves, and +4 on any skill checks to inspect or improve defensive fortifications.

Honorable

Your honor is widely known, and beyond reproach. Whether they agree with your code or not, whether they respect you or not, people still know that you have integrity.

Requirement: Refuse to accept a bargain that would be of great personal value to you, but be against your moral code (this is not necessarily the same as your alignment).

Effect: You gain a +2 circumstance bonus to all Bluff and Diplomacy checks, and if you have the Leadership feat or equivalent, your Leadership score increases by 2.

Jack of All Trades

You can do a little bit of everything, and you can usually do so quite well, using your experience in one field to aid you in another.

Requirement: Be able to cast divine and arcane spells, have a power point pool, be proficient with heavy armor, and have the sneak attack class feature.

Effect: You gain one extra spell slot per day for one arcane and one divine caster class. This slot can be of any level you can normally cast. You also reduce your armor check penalty by 2, may increase your sneak attack damage by 1d6 a number of times per day equal to your class level in whatever class granted you the sneak attack, and get 2 additional power points.

Lifebringer

You are skilled at the art of bringing the dead back to life, and your great exploits in this area have changed your very nature in such a manner that your essence conquers even the vile corruption of the undead.

Requirement: Have successfully cast *raise dead*, *resurrection* and *true resurrection* on different targets.

Effect: When you cast one of these 3 spells, you may target an undead creature. The target creature is resurrected as if it had been destroyed first. It may make a Will save against your spell save DC to attempt to resist.

Liberator

Your stance on slavery is publically known: You abhor it and will do anything to end the institution once and for all, and to free those suffering in unjust captivity. And through sheer force of will, you are usually able to.

Requirement: On at least 2 occasions, free one or more slaves at personal risk or cost without standing to gain from it.

Effect: Once per day, as a spell-like ability, you may cast *freedom*, as the wizard spell. You may not cast it on yourself.

Nameless One

Your true identity is unknown, and this serves you well – since someone without an identity is harder to find.

Requirement: No person alive or undead on your home plane knows your real name.

Effect: You receive a +1 inherent bonus on all Will saves. You may also cast *mind blank* once per day as a spell-like ability, but you may only target yourself, and the effect only lasts 1 hour. The effective caster level of this ability equals your character level.

Obsessive

You have devoted yourself fully to the study of one particular area, gaining thorough and in-depth knowledge of that field at the cost of versatility – and, some say, your sanity.

Requirement: When you gain a new level, spend all of your skill points on only one skill. You must receive a minimum of 3 skill points that level to qualify.

Effect: You receive a bonus to this skill equal to the bonus you would receive from Skill Focus.

Note: This bonus stacks with the bonuses received from the Skill Focus feat, if you have it.

Planeswalker

Having seen more of the multiverse than most, you have learned to recognize the patterns of the planes, allowing you to orient yourself and recognize planar portals for what they are.

Requirement: Deliberately and willingly travel to at least 2 different planes, other than your home plane, and spend the night there.

Effect: You may make a Survival check, with a DC of 15 for a plane you know intimately (having spent at least 1 year there), 20 for a plane you are acquainted with (having spent at least 1 night), and 25 for a plane you are unfamiliar with - this DC increases by +5 if the plane opposes your alignment or element, if applicable, and a further +5 if the plane you are on is hazardous for you (such as being on the Plane of Water when you are unable to breathe water). If this check succeeds, you discover the location of the nearest planar portal that has not been deliberately hidden, as the spell *discern location*.

If you wish to locate a portal to a specific plane, the DC increases by a further +5 if the plane is a neighbour plane, +10 if it is in the same ring, +15 if it is outside the plane's ring, and +20 if it is outside the known multiverse.

As a full-round action, when you are located right next to a planar portal, you may attempt to discern the portal's destination and portal key. This is a Knowledge (planes) check. To discover the destination is a DC 15 check, +5 if you are unfamiliar with the location; to discover the key is a DC 20 check; and to discover both is a DC 25 check. Only one of the 3 may be attempted. In addition, you receive a +2 competence bonus on Knowledge (planes) checks.



Psychic Null

Your soul has a hole in it, rendering you highly resistant to psionic and mind-controlling powers.

Requirement: Suffer the effect of a *soul bind* spell or equivalent, or otherwise suffer a successful attack or damage upon your very soul itself.

Effect: Gain power resistance equal to 11 plus your class level, and the same in spell resistance against mind-affecting spells and spell-like abilities.

Saint

Your kind heart and willingness to give of yourself for others has gained wide renown, and you take comfort and strength in this.

Requirement: Put yourself at risk in order to save a life without standing to make any personal gains from it.

Effect: You may use *shield* as a spell-like ability once per day – you may choose to cast it on another creature as a touch-only spell, or on yourself. You may also cast *cure serious wounds* or *restoration* once per day as a spell-like ability. Your effective caster level for these abilities equals your character level.

Savior

The world owes its continued existence to you and this knowledge buoys you to ever greater feats of heroism.

Requirement: Knowingly and willingly perform an action, at personal risk or cost, that leads to the salvation of the entire world from tyranny or destruction.

Effect: Gain a +2 morale bonus on all saving throws and AC, and a +2 typeless bonus to Intimidate and Diplomacy skill checks.

Scholar

Your wisdom and knowledge are widely famed and others flock to you to learn about your field of expertise, bestowing upon you in trade their own knowledge.

Requirement: Write and publish a scholarly tome that either founds a brand-new branch of academics, revolutionizes an old one, or has a similar degree of impact.

Effect: Gain 1 rank in every Knowledge skill, or 10 in one of your choice in which you do not already have any ranks.

Scientist

All great heroes change the world – in your case, however, you chose to do so in a peaceful manner: through research. Your name may not be widely known, or maybe it decorates a burnished brass plate in every home, but your invention still stands as a tribute to your ingenuity and dedication.

Requirement: Research a new spell or invent a new tool, mechanical device, potion, piece of clothing, etc., that becomes popular enough to see widespread use over a large area (a nation or equivalent).

Effect: You gain a +4 competence bonus to all Craft skill checks, and a +4 bonus to all Diplomacy checks to gather information among the academically inclined and among those who use your invention in everyday life.



Scourge of Hell

You have fought fiends within Hell itself and lived to tell the tale.

Requirement: Visit any fiend-dominated plane and kill its ruler. You do not have to land the killing blow, but merely be present.

Effect: As a swift action, you may bellow out your name. Any intelligent creatures affiliated with fiends who have heard about your reputation and any evil outsider must make a Will save versus fear at a DC equal to 10 + half your character level + your Cha modifier – if they fail, they become panicked; if they succeed, they are shaken for 1 round. This ability targets all creatures who can hear you.

Unkillable

The world has borne witness to your penchant to survive despite incredible odds. Whispers say that you're immortal – some call you an avatar of the gods. Whatever the case, though, one thing is certain – your enemies have their work cut out for them.

Requirement: Survive, by the luck of the dice, an event that by all rights should have killed you.

Effect: The next time you die, you wake up some hours after your death but are severely wounded (1d12 hit points left).

Note: When this ability has been used once, you lose this achievement.

Creating Achievements

As was stated on page 1, it is quite likely that the GM will want to select which of the above are appropriate for her game, and which ones are not. However, many GMs may wish to use this system to reward players for particularly heroic or grand deeds they perform in her game. There are two basic ways to do this: The ad-hoc achievement, or the pre-made achievement. All the achievements detailed above are pre-made.

When it comes to achievements, less can often be more. If your players qualify for one every session, they quickly stop being exciting and instead become a routine part of your games. It should be reiterated that achievements are supposed to be rewards for doing something truly special – “lesser” achievements are usually best used as surprises, and especially early on.

Ad-Hoc Achievements

An ad-hoc achievement is one made up on the spur of the moment, to commemorate a specific, usually unplanned, event. For instance, if your players cleverly strike down the foul lich at level 1, when you expected them to struggle against him until level 15 at least, this is good cause for an ad-hoc achievement.

Name: A good way to name an ad-hoc achievement is by taking an in-game name and adding an element – if the players raid the Temple of Alexander, consider calling the achievement Scourge of Alexander; if they slay the evil dragon Viletooth, consider calling it Viletooth's Bane, etc.

Requirement: An ad-hoc achievement is tailored to the players' actions, meaning that the requirements can usually be ignored – the rule is “you know it when you see it.” However, some ad-hoc achievements can be made up because you realize where an adventure is headed. In that case, all you need is some vague idea of what courses of events would be considered achievement-worthy, and which ones would not.

Effect: In general, an achievement should be stronger than a feat, and more powerful the harder it is to qualify for. An achievement's effects should strike a balance between utility and flavor – the Scourge of Alexander

achievement might give them bonuses in combat against followers of Alexander or a defilement-themed power, whereas Viletooth's Bane might give them an experience-related bonus when fighting other black dragons or a reputation-based one in social settings.

For an ad-hoc achievement, consider simply copying the effects of a pre-made one and perhaps altering the details a bit. Note that you should avoid giving out equipment as part of an achievement – although you should feel quite free to give it out alongside one.

Pre-Made Achievements

A pre-made achievement is usually made because you foresee a potential major event in your campaign, and want to reward it. These are often created to commemorate specific milestones in your campaign, such as a character making Captain of the Guard or the sorcerer reuniting with his lost family, which are hard or impossible to prepare generic achievements for. Such achievements can add a lot of flavor to a campaign, but care should be taken so that you don't end up having designed 14 achievements for a city that your players subsequently decide to ignore.

One thing to keep in mind is whether or not you intend your players to know what achievements are available beforehand – doing so gives the players a glimpse of what is to come, and the possibilities of the campaign, which can be exciting (if you list the Scourge of Hell achievement, along with its requirements and effects, your players will certainly know that they're in for a ride). However, it might also make them feel railroaded – if you already know where the campaign is headed, and have the documents to prove it, what does it matter what they do?

It could also encourage metagaming, as mentioned earlier – like the rogue who spends all her time writing academical tomes because she wants those Knowledge (religion) ranks before the party sets out to explore the haunted castle, or even the fighter who asks the cleric to cast *raise dead* instead of *true resurrection* because he wants negative energy resistance.

Name: A name that ties your achievement specifically to your campaign or setting, or even to a specific character, can help make the entire achievement system seem more organically integrated into the game. With a pre-made achievement, you have time to prepare – consider looking at the titles of pulp fantasy novels or movies, old RPG



modules, etc., for inspiration. Try to make the name one that a player will want on their character sheet.

Requirement: The best place to insert a pre-made achievement is where you see an obvious, major event that would alter the events of a campaign.

You need to make the choice of whether you will allow the entire party to qualify, or only one specific person – achievements that 3 out of 4 players qualify for can often feel very unfair for the one left out. Such events have their place, but should be used with caution. Few things ruin the fun of a game quite so fast as the impression of GM favoritism.

Effect: It is worth stating again: In general, an achievement should be stronger than a feat, and more powerful the harder it is to qualify for; and an achievement's effects should strike a balance between utility and flavor.

In the example of a player becoming Captain of the Guard, you should consider – what does she get out of it? What perks does the rank of Captain of the Guard entail – socially, materially, mentally? You should be very careful, though, not to simply give the players something they would get anyway – if the effect of the Captain of the Guard achievement is the ability to command the local city guards, what good is it? Consider less obvious bonuses – does the Captain of the Guard get a bonus to Sense Motive because of how often she deals with crime and criminals? To gathering information because she “keeps her ear to the ground?” Friends in high places who can be called on X times per month to get her out of trouble? Or a bonus on Will saves to represent her jadedness?

In general, avoid giving a character physical objects – whether gold, land, or magic items. These are things player character can often end up with plenty of, which makes a little bit more of it not feel like much. In addition, if a player trades away an achievement, how do you explain the sudden disappearance of their shiny new magic shield? Reputations fade, followers depart as the golden dreams of glory at the side of a hero fade into the dreary monotony of everyday life, but items usually last. That is not to say that you can't give them such rewards in conjunction with an achievement – merely that they shouldn't be considered part of the achievement itself, and that they most emphatically should not be the only thing the character gets.

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