



Abandoned Arts® Presents

Feats of Envy

12 sinful new feats for use with the Pathfinder® Roleplaying Game



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Feats of Sin

This installment of the *More Feats!* product line introduces a new kind of feat: the sin feat. Sin feats are designed to represent a character's vices and moral failings, though they are by no means restricted to evil or non-good characters. Though a few sin feats are supernatural in nature, and some even grant bonuses of the profane type, characters of any faith or alignment may wrestle with sinful vices – grappling with and overcoming such a moral complication often serves to highlight a character's heroism.

Many sin feats provide benefits and effects which scale with the number of sin feats that a character possesses. Where applicable, these scaling bonuses are listed in the description of each feat's benefits. Some sin feats' prerequisites require a character to possess some number of other sin feats first, or may allow a character to bypass other prerequisites if they do. For example, a feat might list "Iron Will or one other sin feat" in the prerequisite line. These feats need not share a theme (like wrath, lust, or greed) with the feat listing the prerequisite; all sin feats are equal to one another for the purposes of fulfilling prerequisites like these.

ACQUISITIVE [SIN]

You are adept at evaluating the worth of other people's possessions.

Prerequisite: Appraise 3 ranks or one other sin feat

Benefit: You gain a +2 profane bonus on Appraise skill checks made to appraise objects that do not belong to you. Additionally, you can attempt to appraise any item as a move action. You need not interact with an object firsthand in order to do so; you may appraise an item by observing it at a distance of 10 ft. or less.

- If you possess five other sin feats, you gain a +2 profane bonus on CMD checks made to disarm or steal an object whose value you have appraised (even if, unbeknownst to you, you appraised its value incorrectly).

Normal: Attempting to appraise an item is a standard action.

ARCANE JEALOUSY [SIN]

You bitterly deny any power greater than your own.

Prerequisite: ability to cast arcane spells, Spellcraft 1 rank

Benefit: You gain a +1 profane bonus on saving throws against arcane spells higher-level than you can cast, yourself. You must successfully identify such a spell in order to apply this bonus against it.

- If you possess five other sin feats, this bonus increases to +2.

CONNIVING COMPANION [SIN, TEAMWORK]

You're a natural schemer.

Benefit: Whenever you would gain a bonus from an allies' aid another action, you may grant that bonus instead to any ally that also possesses this

feat. To do so, you must spend an immediate action scheming and planning, speaking in a language that the designated ally can hear and understand.

COVETOUS COUNTERSPELL [SIN]

You envy your rival's spells.

Prerequisite: ability to cast prepared spells, two other sin feats

Benefit: Once per day, when you successfully counter a spell that appears in your spellbook or on your known spells list, you may prepare that spell in an available spell slot as an immediate action. To prepare a spell in this way, it must be at least one level lower than the highest-level spell that you can prepare.

CURSE OF CUPIDITY [SIN]

You prefer to build yourself up by bringing others down, wielding an avaricious curse.

Prerequisite: ability to cast spells, Greater Sunder or three other sin feats

Benefit: You can make a special sunder check with only a touch. If your check succeeds, your sunder check deals damage equal to 1d6 plus your Wisdom modifier. If the object would gain the broken condition, it is instead subject to your curse of cupidity. An object so affected loses all special properties; a magical or masterwork weapon or piece of armor becomes non-magical, staves become ordinary quarterstaves, potions become ordinary bottles of water, scrolls become non-magical scraps of parchment, gold becomes copper, wondrous items lose all special properties, and so on. Equipment so affected cannot be restored by spells like *mending* or *make whole*, but may be wholly and automatically repaired by a *remove curse* spell.

DENY THE GODS [SIN]

You covet the power of the gods.

Benefit: You gain spell resistance 10 against divine spells.

- If you possess two other sin feats, your spell resistance increases to 12.
- If you possess three other sin feats, this spell resistance increases to 14.
- If you possess four other sin feats, this spell resistance increases to 16.

EMBITTERING AURA [SIN]

An aura of bitterness surrounds you, tearing emotion and joy away from those around you.

Prerequisite: character level 5th

Benefit: You exude a powerful aura of bitter loneliness that strips away benefits and bonuses related to companionship, emotion, and teamwork. Creatures within 5 ft. of you lose the following abilities and benefits, if they possessed them: access to teamwork feats, empathic links or skill bonuses derived from familiar special abilities or bonded mounts, and the effects "harmless" spell effects with the emotion descriptor. Such effects are suppressed for as long as an affected creature remains within the aura.

- If you possess two other sin feats, your embittering aura also suppresses flanking bonuses. Affected creatures may still provide flanking for other creatures, but do not receive a bonus for flanking.
- If you possess three other sin feats, the range of your embittering aura is increased to 10 ft.
- If you possess four other sin feats, your embittering aura suppresses all positive morale bonuses (except for morale bonuses granted by a *rage* spell or the rage class feature).

ENVOUS SPELL [METAMAGIC]

You are eager to prove the superiority of your spells over that of your rivals.

Benefit: You may alter a spell so that it may serve you better in countering instances of that very same spell. Whenever you use an envious spell to counter another instance of that same spell (for example, if you use an *envious fireball* to counter a *fireball* spell), you gain temporary hit points equal to the level of that spell. Temporary hit points gained in this way do not stack.

An envious spell takes up a spell slot one level

higher than the spell's actual level.

- If you possess five other sin feats, the temporary hit points granted by this feat increase to twice the spell level of the altered spell.

JEALOUS HEART [SIN]

You take pleasure in putting others down.

Prerequisite: Intimidate 1 rank or 1 other sin feat

Benefit: Whenever you successfully demoralize an opponent with the Intimidate skill, that opponent loses any morale bonuses that it benefits from, (except for morale bonuses granted by a *rage* spell or the rage class feature). When you strip away a morale bonus in this way, you gain a +2



morale bonus on ability checks, saving throws, and skill checks for 1 minute.

PERILOUSLY PARANOID [SIN]

Your thoughts crawl and seethe with jealousy and paranoia.

Prerequisite: Iron Will or one other sin feat

Benefit: Whenever you fail a saving throw against a mind-affecting effect that would detect or “read” your thoughts (including any effect which would compel or control your actions or thoughts in any way), your mind turns on your attacker instinctively. As long as the effect lasts, your opponent is sickened by a skin-crawling sense of unease and unwelcome.

STEAL THE LIMELIGHT [COMBAT, SIN]

You can't stand it when an ally steals the show.

Prerequisite: base attack bonus +3

Benefit: Whenever an ally confirms a critical threat roll, you gain a +2 profane bonus on critical threat confirmation rolls for 1 hour, or until you confirm a critical threat, whichever comes first.

- If you possess two other sin feats, this bonus is increased to +3.
- If you possess three other sin feats, this bonus is increased to +4.
- If you possess four other sin feats, you also gain +4 bonus on damage rolls after confirming a critical hit modified by this bonus. This bonus is applied only once; it is not multiplied by the critical hit.

WICKED WISH [SIN]

So intense is your desire for what others have that the gods have heard your wish.

Prerequisite: character level 9th, five other sin feats

Benefit: You gain a +1 inherent bonus to a single ability score, as though you had used a *wish* spell to improve that score. This bonus counts against the +5 limit for inherent ability scores (see the *wish* spell description for details).



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Abandoned Arts Presents: Feats of Envy 2015, Daron Woodson; Author: Daron Woodson; Artist: Rick Hershey; Layout: Troy Daniels.