



Abandoned Arts® Presents

Feats of Greed

13 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.

CRIMINAL MISCHIEF [SIN]

You boast a diverse criminal resume.

Prerequisite: one other sin feat

Benefit: You gain a +2 profane bonus on Bluff skill checks to create a diversion to hide, Disable Device skill checks made to open locks, and Sleight of Hand skill checks made to pick pockets or lift objects from another's person.

- If you possess two other sin feats, you gain the same profane bonus on Disguise skill checks made to change or hide minor details only.
- If you possess four other sin feats, you gain the same profane bonus on Escape Artist skill checks made to move through tight spaces.
- If you possess six other sin feats, you gain the same profane bonus on Stealth skill checks performed after sniping.

DIVING DISARM [COMBAT, SIN]

You can snatch up disarmed opponents' items quickly.

Prerequisite: Improved Disarm or one other sin feat

Benefit: When you successfully disarm an opponent, you can dive into the prone position as an immediate action, grabbing the dropped item as a part of that same action (even if you used a weapon to perform the disarm). If you do not have a free hand in which to hold the item, you may drop any number of held items as a part of the same action.

GLITTERING GREED [SIN]

You've divvied up your opponent's booty long before his body hits the floor.

Prerequisite: Appraise 5 ranks

Benefit: When you attack an opponent wearing or carrying at least 1,000 gp worth of equipment, you gain a +1 morale bonus on the attack roll. You must use the Appraise skill to successfully appraise at least 1,000 gp worth of equipment carried or worn by that opponent in order to gain this benefit. If the opponent drops or otherwise loses equipment that would reduce the appraised total below 1,000 gp, you lose this bonus

until the apparent value of that opponent's equipment equals or exceeds 1,000 gp again.

GLORY HOG [COMBAT, SIN]

Steal the kill, and you steal the glory.

Prerequisite: Combat Reflexes, Improved Critical (any)

Benefit: Whenever another creature scores a critical hit against a creature that you threaten, you may attempt an attack of opportunity against the target of that critical hit. This attack of opportunity takes a -5 penalty.

GREEDY SPELL

[METAMAGIC, SIN]

You can extend the life of a spell, albeit at a steep price.

Prerequisite: two other sin feats

Benefit: You can alter a spell so that it lasts much longer than usual, but to do so the altered spell must drink up the power of other spells stored in your mind. By sacrificing a prepared spell of an equal or higher-level spell slot, you can extend the duration of your spell by 100% of its original duration. There is no limit to how many times you can extend the duration of a spell in this way, though a spell with a duration of "concentration," "instantaneous," or "permanent" may not be extended in this way. Using this ability is a free action.

A greedy spell takes up a spell slot one level higher than the spell's actual level. Any spell sacrificed to extend the duration of a greedy spell must have a spell level equal to or higher than the greedy spell's final, modified spell level.

MINE, MINE, MINE! [COMBAT, SIN]

You'll scramble desperately for the object of your desire.

Prerequisite: Improved Steal

Benefit: When you attempt a steal maneuver as a standard action but fail to steal an item, you may immediately retry as a move action, taking a -2 penalty on your CMB check. If this second attempt fails, you may try a third time as a swift action, taking a -4 penalty on the attempt.

Feats of Pride

- If you possess five other sin feats, these penalties are reduced to -1 and -2, respectively.

Special: If you possess the Greater Steal feat, you gain no secondary benefit from that feat when you perform a steal maneuver in this way; creatures that you steal an item from immediately notice the theft, as usual.

MISERLY PARANOIA [SIN]

You are profoundly paranoid about your possessions.

Benefit: If any creature steals an item from your person – even a single copper piece – you automatically realize the theft one round later. This benefit applies even if an opponent uses the Greater Steal feat to steal an object without your realizing it. Note that this benefit applies only to items that you wear or carry on your person; you gain no insight about the theft of possessions kept or stored elsewhere.

RAPACIOUS RAGER [COMBAT, SIN]

Killing and ravaging are all well and good... but nothing beats a little looting!

Prerequisite: rage class feature, Improved Steal, one other sin feat

Benefit: Once per rage, you can attempt a steal combat maneuver as a move action.

- If you possess five other sin feats, you can attempt the maneuver as a swift action instead.

SCHEMING SCRYER [SIN]

Using scrying magic, you plan the perfect heist.

Prerequisite: ability to cast scrying, Appraise 5 ranks

Benefit: You can use the Appraise skill to evaluate an object that you view through a scrying spell, and can even determine if an item is magical if your check succeeds by 5 or more, as usual.

Additionally, if you have successfully appraised an item belonging to the target of a scrying spell that you cast, that creature takes a penalty on its saving throw as though you had a “possession or garment” belonging to the creature (assuming that the item in question still belongs to the target).

SPELL HOARDER [SIN]

All that glitters is not gold. Nothing glitters the way that magic does!

Prerequisite: ability to cast prepared spells

Benefit: You gain an additional spell slot of the highest-level that you can cast, but you may only use this spell slot to re-prepare an uncast spell from the previous day's spell preparations. The uncast spell is transferred to this special spell slot. Transferring an uncast spell in this way takes as long as it would ordinarily take to prepare the

spell normally.

Special: You can gain this feat up to three times. Its effects stack. The second time you select this feat, you must possess at least three other sin feats. The third time you select this feat, you must possess at least six other sin feats.

Each time you gain this feat, you gain an additional spell slot of the highest level that you can cast at the time that you select this feat. The level of this spell slot does not change thereafter.

SUSPICIOUS MIND [SIN]

You are inherently suspicious of others' intentions.

Prerequisite: Perception 1 rank, Sense Motive 1 rank

Benefit: Whenever a character attempts to steal an item from you using the Sleight of Hand skill and fails, you automatically notice the attempt. Additionally, if you successfully use the Sense Motive skill to gain a “hunch” about a character, you

gain a +5 profane bonus on Perception checks made to



notice the successful theft of an item on your person via the Slight of Hand skill. This bonus lasts for as long as you can see the character about whom your "hunch" applies.

Normal: A character is aware of an attempt to steal an item from his person only if his Perception check exceeds the thief's Sleight of Hand check (even if the attempted theft is unsuccessful).

THICK AS THIEVES

[SIN, TEAMWORK]

A single word or a simple nod is enough to convey a timely message to your savvy band of thieves.

Prerequisite: Bluff 1 rank

Benefit: You can pass simple secret messages to an ally who also possesses this feat without the need for a Bluff skill check. Additionally, you can pass a complex message with a DC 15 Bluff check.

Alternately, you can use gestures to pass a secret message to such an ally within 30 ft. without speaking at all, provided that ally can see you. Passing a message in this way requires the usual skill check, though an observer must be within 30 ft. and able to see you in order to attempt to decipher such a message in the usual way.

TIGHTFISTED [SIN]

Your foes will have to pry your most prized possession from your cold, dead hands. And even then...

Benefit: You can spend 1 minute obsessing over an object in order to gain special benefits against opponents that would take it from you. You gain a +10 bonus to your CMD to keep from being disarmed of that object, or to keep it from being stolen. This bonus does not stack with the bonus granted by a locked gauntlet. If the object is hidden on your person using the Sleight of Hand skill, opponents searching you take a -2 penalty on Perception checks to find it.

Additionally, you will not drop such an object if you are holding it when you are stunned, rendered unconscious, or even killed. Opponents attempting to pry the item from your hand by force must succeed at a Strength check with a DC equal to 10 + your size modifier, even if you are helpless, unconscious, or dead.

You may obsess over only one object at a time. Obsessing over another object in order to gain this benefit ends the benefit as it applies to any previously-affected object.

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