



Abandoned Arts® Presents

Feats of Lust

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.

CARNAL SATISFACTION [SIN]

You draw strength and satisfaction from erotic acts

Benefit: Whenever you perform a carnal act with a Humanoid creature (or one that shares a type with you), you gain 1 temporary hit point per character level. These temporary hit points last for 1d6 hours (your GM should determine the duration in secret). For the purposes of this feat, a carnal act may include even relatively simple acts of lust, such as passionate kissing or erotic touch.

- If you possess two other sin feats, the duration of temporary hit points gained in this way is 2d4 hours.
- If you possess four other sin feats, you gain 2 temporary hit points per character level instead.
- If you possess six other sin feats, the duration of temporary hit points gained in this way is 2d6 hours.

DAMNABLE DESIRES [SIN]

Depraved minds often think alike...

Benefit: The depths of your depravity grant you a +2 profane bonus on Diplomacy skill checks made to influence the attitudes of creatures with the evil subtype, creatures with auras of evil, evil dragons, and evil creatures that embody lust and decadence (subject to GM discretion). By expressing your foul nature to a creature that you are attempting to influence, you may increase this bonus to +4. If you do, your check may influence such a creature's attitude toward "indifferent," but not to "friendly" or beyond; your nature might intrigue or amuse such an entity, but it is unlikely to buy real trust. You must decide how to apply this bonus before rolling.

If you possess five other sin feats, you may apply the same bonus to Intimidate skill checks made to influence the types of creatures described above.

DISTRACT [SIN]

You can capture another's attention (and imagination!) without ever saying a word.

Prerequisites: Cha 11, Bluff 2 ranks or one other sin feat

Benefit: Using only body language, you can distract a single, sexually-compatible creature within 30 ft. as a move action. This distraction lasts for 1 round, though you may renew the effect by spending a move action each round to do so. Each consecutive time that you distract such a creature, observers (including the affected creature) may notice your intention by succeeding on a Sense Motive skill check with a DC equal to 15 minus the number of consecutive times you have distracted the creature. For the purposes of this ability, a sexually-compatible creature is any creature that might find you sexually or romantically attractive.

The DCs of Perception skill checks made by a distracted creature are increased by 5; see the description of the Perception skill for details.

EXPRESSIONS OF LUST [SIN]

You are burdened by despicable desires; and worse: your words can burden others with them, too.

Prerequisites: Damnable Desires or three other sin feats

Benefit: So depraved and vile are the natures of your lustful desires – and so adept are you at expressing them in gruesome detail – that you can unnerve and undermine your opponents simply by describing them. If you spend at least 1 minute describing some erotic torment, you can unsettle listeners in such a way that they may have difficulty sleeping soundly thereafter. Listeners must succeed on a DC 6 Wisdom check the next time they attempt to sleep or rest or recover only half as many hit points as usual. A failed check prolongs the effect; affected creatures must repeat the check until they are successful. Creatures with an aura of evil or the evil subtype are unaffected by this ability.

- If you possess two other sin feats, the Wisdom check DC is increased to DC 9.
- If you possess four other sin feats, the Wisdom check DC is increased to DC 12.
- If you possess six other sin feats, affected creatures may prepare one fewer spell of the highest-level spell that they can cast for as long as they remain

Feats of Lust

affected by your unnerving desires.

Special: If you possess the telepathy special quality, the DC of this special ability is increased by +2 if you convey your dark desires telepathically.

FEIGN INNOCENCE [SIN]

You know how to play the victim – and the saint.

Prerequisites: Bluff 5 ranks or one other sin feat

Benefit: You gain a +2 profane bonus on Bluff checks made to lie about your deeds, as well as on saving throws against spells and effects that would discern or reveal information about your alignment. This bonus also applies against effects that would alter your alignment (like a *helm of opposite alignment*).

If you possess five other sin feats, you gain immunity to effects that would alter your alignment, as well as a constant *misdirections* pell-like ability (caster level 5th).

INTOXICATING PRESENCE [SIN]

The sensuality of your mere presence is supernaturally addictive.

Prerequisites: Cha 15, character level 7th, two other sin feats

Benefit: Your presence becomes an addictive substance, as per the rules for addiction described in the *Pathfinder® Roleplaying Game: GameMastery Guide™*. Your presence is a minor addiction with a DC of 10; exposure can be satisfied by a touch (erotic or otherwise), by one minute of conversation, or by one minute of unbroken proximity (5 ft. or less). The addictive properties of your presence affect only creatures with fewer Hit Dice than you have.

Special: If you also possess the Lustful Spell feat, the addictions are combined – exposure to one is equivalent to the other; each addiction satisfies the other.

LUSTFUL SPELL [METAMAGIC, SIN]

Your spells leave beneficiaries begging for more.

Prerequisites: Intoxicating Presence or five other sin feats

Benefit: You may alter a spell with a “harmless” Will saving throw so that it leaves living targets and affected creatures wanting more. The spell becomes addictive, as per the rules for addiction described in the *Pathfinder® Roleplaying Game: GameMastery Guide™*. Your lustful spells comprise a minor addiction with a DC of 10; exposure can be satisfied by any lustful spell; you may use a different spell to satisfy an addiction each time. The addictive properties of your lustful spells affect only

creatures with fewer Hit Dice than you have.

A lustful spell takes up a spell slot one level higher than the spell’s actual level.

Special: If you also possess the Intoxicating Presence feat, the addictions are combined – exposure to one is equivalent to the other; each addiction satisfies the other.

SCANDALOUS DISPLAY [SIN]

You are truly without shame.

Prerequisites: Shameless Display

Benefit: The penalty imposed by your Shameless Display feat is increased to -6, and living creatures whose initiative scores are reduced to 0 or less by that effect are dazed for 1 round.

SHAMELESS DISPLAY [SIN]

You can shock and scandalize opponents with your brazenness.

Prerequisites: Cha 11 or one other sin feat

Benefit: During the surprise round (or the first round of combat, if there is no surprise round) you can perform a shocking act or gesture of brazen eroticism on your turn. Doing so is a move action that provokes an attack of opportunity. When you perform such an action, any opponent that has yet to act takes a -4 penalty to its initiative score, which may change the initiative order for characters that have yet to act. In order to be affected, a creature must have an Intelligence score of 3 or higher and be able to see and hear you. Creatures with an aura of evil or the evil subtype are unaffected by this ability.

UNADULTERATED LUST [SIN, TEAMWORK]

Your unabashed displays of group eroticism distract and enthrall onlookers.

Benefit: As long as you and one or more allies who also possess this feat are all in physical contact with one another, you gain a +2 bonus on Bluff and Diplomacy skill checks made to influence the attitudes of sexually-compatible creatures that can see and hear you. This bonus stacks with itself up to a bonus of +6 (with three allies). For the purposes of this ability, a sexually-compatible creature is any creature that might find you sexually or romantically attractive.

WANTON WILL [SIN]

Your willful brazenness is difficult to deny.

Prerequisites: Iron Will or one other sin feat

Benefit: You gain a +2 profane bonus on Will saving throws against enchantment (compulsion) effects.



Additionally, any sexually-compatible creature that compels you with an enchantment effect must succeed on a DC 20 Will saving throw to compel you to do anything that would cause you immediate, direct harm (though sending you on dangerous assignments requires no such check). For the purposes of this ability, a sexually-compatible creature is any creature that might find you sexually or romantically attractive.

WRIGGLING WRESTLER [COMBAT, SIN]

Your writhing body proves a serious distraction to grapplers.

Prerequisites: Distract or two other sin feats

Benefit: Sexually-compatible creatures that you grapple or who grapple with you are distracted for as long as the grapple is maintained. For the purposes of this ability, a sexually-compatible creature is any creature that might find you sexually or romantically attractive.

The DCs of Perception skill checks made by a distracted creature are increased by 5; see the description of the Perception skill for details.

If you possess five other sin feats, distracted creatures also take a -2 penalty on concentration skill checks.



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