



Abandoned Arts® Presents

# Feats of Pride

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.

### BASK IN ADORATION [SIN]

*The approval of others sustains you.*

**Prerequisite:** character level 5th, Cha 15

**Benefit:** Whenever another creature uses the aid another action to assist you, that creature may choose to appeal to your pride instead of providing the usual benefit. If they do, you gain 1d4 temporary hit points. Temporary hit points gained in this way last for 24 hours and do not stack.

- If you possess two other sin feats, these bonus hit points increase to 1d6.
- If you possess four other sin feats, these bonus hit points increase to 1d8.
- If you possess six other sin feats, these bonus hit points increase to 1d10.

### BOUNDLESS PRIDE [SIN]

*You refuse to lose face or suffer embarrassment in front of an opponent.*

**Prerequisite:** character level 7th, two other sin feats

**Benefit:** Once per day, whenever you would fail a Reflex or Will saving throw, you may choose to take 6d6 points of nonlethal damage in order to reroll the save and take the new result.

### CHOOSE YOUR CHAMPION [SIN]

*You prefer for the fate of the battle to rest on the shoulders of your foes' greatest champion.*

**Prerequisite:** challenge class feature

**Benefit:** When you use your challenge class feature, you may allow your opponents to choose the target of your challenge, inviting them to choose a champion. A creature must be able to hear and understand you in order for you to gain a benefit from this feat. If any creature verbally elects or indicates itself or one of its allies as the target of your challenge, you suffer no penalty to Armor Class against attacks made by other targets. If no creature elects a champion, you may select your own challenger as usual.

**Normal:** While challenging an opponent, you take a

-2 penalty to Armor Class except against attacks made by the target of your challenge.

### DAZZLING GENIUS [SIN]

*Your charisma and intellect are enough to dazzle your foes.*

**Prerequisite:** Dazzling Display

**Benefit:** You can use your Dazzling Display feat even without a weapon in hand. You must be able to speak in order to use that feat in this way, and opponents to be affected must be able to hear and understand you.

If you possess five other sin feats, the range of your Dazzling Display feat is increased to 40 ft.

### ILLUSORY INVINCIBILITY [SIN]

*Never let them see you bleed!*

**Prerequisite:** Spell Focus (illusion) or three other sin feats

**Benefit:** Once per day, you can produce a supernatural illusion as an immediate action after receiving at least 1 point of damage, making it appear as though the attack dealt no damage at all. This ability does not actually reduce the damage that you receive. Injuries you receive from the attack become visible after 24 hours. This is a supernatural ability.

- If you possess five other sin feats, you may use this ability twice per day.

### LEAVE HIM TO ME! [COMBAT, SIN]

*If you want it done right...*

**Prerequisite:** base attack bonus +1 or one other sin feat

**Benefit:** You gain a +1 morale bonus on melee attack rolls against opponents that you threaten, who are not threatened by any other creature (including its own allies).

- If you possess five other sin feats, you also gain a +1 morale bonus on melee damage rolls against such an opponent.

## PRIDEFUL SPELL [METAMAGIC, SIN]

*The most minor of spells can match the power of your enemies' and rivals' most potent ones.*

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

**Benefit:** You may alter a prepared spell requiring a saving throw, enabling that spell to rise up to a level of power it could not otherwise possess. The saving throw DC for spells prepared this way is always equal to the highest DC among prepared spells of the same school that you also currently have prepared. For example, the saving throw DC for a *prideful color spray* would equal the highest DC among illusion spells that you currently have prepared.

A prideful spell takes up a spell slot two levels higher than the spell's actual level.

## RIVALRY OF PRIDE [SIN, TEAMWORK]

*It's important to you that your allies know just how much more capable you are than they.*

**Benefit:** Whenever you and an ally who also possesses this feat both threaten the same creature, you gain a +1 morale bonus on melee attack and damage rolls against it. You lose this bonus with respect to any given creature if any of your allies damages that creature. Once this bonus is lost as it applies to any given creature, you may only regain it by successfully dealing damage to it.

**Special:** If you also possess the Leave Him to Me! feat, opponents who also possesses Rivalry of Pride do not cause you to lose the benefits of Leave Him to Me! when they threaten your opponent. You welcome your rivals' meddling, if only so that you can show him up and steal the glory for yourself!

## IT IS II! [SIN]

*You like to make a great first impression.*

**Benefit:** When you intentionally reveal yourself to opponents who were previously unaware of you, you can make yourself known in a dramatically theatrical way. You may attempt a DC 20 Acrobatics, Intimidate, or Perform skill check. If your check is successful, opponents that witness your dramatic entrance take a -4 penalty on the first initiative check they make within the next minute. If you are flying or wearing a disguise when you reveal yourself, you may make a Fly or Disguise skill check instead.

If you execute your dramatic entrance by way of an especially theatrical deed, such as by crashing through a window or by employing smoke and pyrotechnics, you gain a +4 morale bonus on the skill check (subject to GM approval).

## SAVAGE DELIGHT [SIN]

*Dying or groveling, it makes no difference; there's no more satisfying a time to kick a man than when he's down.*

**Prerequisite:** base attack bonus +3

**Benefit:** As an immediate action, you may add +1d6 points of damage to a successful melee attack that you perform against a prone creature. This damage is not multiplied on a critical hit.

## SHOW THEM HOW IT'S DONE [SIN]

*That's not a fireball. THIS is a fireball...*

**Prerequisite:** ability to prepare spells

**Benefit:** Whenever another creature targets you with or includes you in the area of a spell that you are also capable of casting, you may prepare that spell in an empty spell slot as an immediate action. If you do, that creature receives a -1 penalty on saving throws against that particular spell for 1 minute.

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



## SILENCE, FOOLS! [SIN]

*You don't require your fool allies' advice.*

**Benefit:** Whenever you would receive an aid another bonus to your attack rolls or Armor Class, you may decline the assistance as an immediate action. If you do, you gain a +1d4 morale bonus on the first weapon damage roll that you make before the end of your next turn. This bonus damage is not multiplied on a critical hit.

- If you possess five other sin feats, the bonus damage increases to +1d6.

## SURROUNDED BY IMBECILES [SIN]

*It seems that you are ever surrounded by idiots.*

**Benefit:** Whenever you observe another creature fail a check that takes at least 1 standard action to complete (for example: an attack roll, or a Climb skill check), you may verbally chide or disparage that creature as an immediate action. The creature need not be able to hear you, though you must speak in a firm voice. If you do, you gain a +2 morale bonus on that same type of check for 1 minute, or until you next succeed at that type of check (whichever comes first). You may not apply this bonus to the same type of check more than once per minute.

- If you possess two other sin feats, this morale bonus increases to +3.
- If you possess four other sin feats, you may apply the benefits of this feat to any action that takes at least 1 move action to complete (for example: a Perception skill check).
- If you possess six other sin feats, this morale bonus increases to +4.



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