



Abandoned Arts® Presents  
**Feats of Sin**

Over 70 sinful new feats for use with the Pathfinder® Roleplaying Game including feats of Lust, Envy, Pride, Gluttony, Greed, Wrath and Sloth.



## 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.

FEATS	PREREQUISITES	BENEFITS
Acquisitive	Appraise 3 ranks or one other sin feat	Appraise as a move action, and over a short distance.
Arcane Jealousy	ability to cast arcane spells, Spellcraft 1 rank	Gain a +1 bonus on saving throws vs. spells higher-level than you can cast.
Attended	character level 7th, three other sin feats	Gain a constant unseen servant.
Bask in Adoration	character level 5th, Cha 15	Gain 1d4 temporary hit points when benefitting from an aid another action.
Bellow of Anger	two other sin feats	Bellow in the surprise round to prevent foes from advancing.
Boundless Pride	character level 7th, two other sin feats	Take 6d6 nonlethal damage to re-roll a failed save.
Bulky	Con 11	Gain an increased death by massive damage threshold.
Carnal Satisfaction	–	Gain 1 temporary hp per level after performing a carnal act or touch.
Channel Hate	channel energy 2d6	Add +1 to the DC of channel energy when harming the living.
Choose Your Champion	challenge class feature	Allow an opponent to choose the target of your challenge, forgoing the usual AC penalty.
Combat Procrastinator	–	Gain a +1 morale bonus on checks after delaying.
Conniving Companion	–	Grant your aid another bonus to an ally with this feat.
Consummate Consumer	one other sin feat	Raise the caster level of spells and items that you consume by +2.
Covetous Counterspell	ability to cast prepared spells, two other sin feats	After countering a spell, prepare that spell yourself as an immediate action.
Criminal Mischief	one other sin feat	Gain a +2 bonus on underhanded actions with a variety of skills.
Curse of Cupidity	ability to cast spells, Greater Sunder or three other sin feats	Degrade objects with a touch.
Damnably Desires	–	Gain a +2 Diplomacy bonus when influencing evil creatures.
Expressions of Lust	Damnably Desires or three other sin feats	Describe an erotic torment that keeps listeners from sleeping restfully.
Dazzling Genius	Dazzling Display	Use Dazzling Display just by speaking.

## *Feats of Sin*

<b>FEATS</b>	<b>PREREQUISITES</b>	<b>BENEFITS</b>
Deep Sleeper	Iron Will or one other sin feat	Gain a +10 bonus on Will saves while asleep.
Deny the Gods	–	Gain spell resistance 10 vs. divine spells.
Distract	Cha 11, Bluff 2 ranks or one other sin feat	Use body language to create distraction.
Diving Disarm	Improved Disarm or one other sin feat	Dive prone to grab disarmed objects.
Doomsday Conjurer	bloodrage or rage class feature, Augment Summoning or two other sin feats	Pass your rage to a summoned creature as a full-round action.
Embittering Aura	character level 5th	Gain an aura that strips away bonuses related to companionship, teamwork, or emotion.
Envious Spell	–	Gain temporary hit points when you counter an altered spell with itself.
Feign Innocence	Bluff 5 ranks or one other sin feat	Gain a +2 bonus on Bluff checks to lie about your alignment or your actions.
Furor	–	Gain a +1 bonus on melee damage rolls.
Glittering Greed	Appraise 5 ranks	Gain a +1 morale bonus when attacking opponents wearing 1,000 gp of wealth.
Glory Hog	Combat Reflexes, Improved Critical (any)	Take an attack of opportunity against opponents critically hit by an ally.
Gluttonous Spell	–	Alter a spell so that it consumes creatures it kills.
Greedy Spell	two other sin feats	Extend the duration of a spell by “feeding” other spells to it.
Heart-Eater	chaotic alignment, two other sin feats	Consume part of a dead or dying creature to prevent its resurrection.
Blood Appetite	Heart-Eater or blood drain special attack	Gain goodberry effects when you consume blood.
Hibernate	Deep Sleeper and three other sin feats	Enter a state of suspended animation.
Illusory Invincibility	Spell Focus (illusion) or three other sin feats	Once per day, seem to take no damage from an attack.
Incite Rage	bloodrage or rage class feature	Enrage your allies when you enter a rage.
Inflictor	ability to cast an inflict spell	Gain a +2 bonus on attack and damage rolls with inflict spells.
Intoxicating Presence	Cha 15, character level 7th, two other sin feats	Your presence is considered an addictive substance.
Lustful Spell	Intoxicating Presence or five other sin feats	Alter a spell, making its effects addictive.
It is I!	–	Make a theatrical entrance to penalize opponents’ initiative checks.
Jealous Heart	Intimidate 1 rank or 1 other sin feat	Strip away morale bonuses when you demoralize an opponent.
Lazy Leadership	Leadership, two other sin feats	Grant a cohort or follower your actions.
Leave Him to Me	base attack bonus +1 or one other sin feat	Gain a +1 morale bonus on attack rolls vs. creatures that only you threaten.

## Abandoned Arts® Presents...

FEATS	PREREQUISITES	BENEFITS
Lethargic Litany	ability to cast divine spells, Knowledge (religion) 3 ranks	Cause a lullaby effect by speaking.
Mindful Wrath	–	Creatures that read your thoughts receive 1d8 nonlethal damage.
Mine, Mine, Mine!	Improved Steal	Retry failed steal maneuvers at increasingly stiff penalties.
Miserly Paranoia	–	Automatically notice theft after 1 round.
Perilously Paranoid	Iron Will or one other sin feat	When you fail a save vs. a mind-reading spell, your attacker is sickened.
Prideful Spell	ability to cast prepared spells, two other sin feats	Raise the DC of a spell to match the highest DC among same-school spells you've prepared.
Profane Wrath	ability to cast divine spells	Sacrifice prepared divine spell levels to gain an equal critical confirmation bonus.
Pull Apart	bite attack	Allies who possess this feat gain a +1 bonus on bite attacks and aid another checks vs. creatures you grapple.
Rapacious Rager	rage class feature, Improved Steal, one other sin feat	Steal as a move action once per rage.
Raving Mad	bloodrage or rage class feature	Rage for free while confused or dazed.
Rivalry of Pride	–	Successful attacks trade +1 bonus on attack and damage rolls with allies who share this feat.
Rumbling Gut	bite attack	Gain a stacking +1 bite damage bonus with each missed bite attack.
Rancorous Rumbles	bite attack, Rumbling Gut	Roar, gaining your Rumbling Gut bonus on bite attacks and Intimidate checks.
Savage Delight	base attack bonus +3	Deal +1d6 damage to prone creatures.
Scheming Scryer	ability to cast scrying, Appraise 5 ranks	Appraise items via the scrying spell.
Seething	moment of clarity rage power	Enter a rage under the effects of your moment of clarity rage power.
Shameless Display	Cha 11 or one other sin feat	Shock opponents' initiative scores lower during the surprise round.
Scandalous Display	Shameless Display	Creatures whose initiative counts are reduced to 0 by your Shameless Display are dazed.
Show Them How it's Done	ability to prepare spells	Outperform an opponent's spell with your own version of the same.
Sickening Belch	one other sin feat	Expel a sickening 5-ft. cloud.
Silence, Fools!	–	Decline an aid another bonus to gain a +1d4 damage bonus instead.
Slaughter	Strength 15 or one other sin feat	Creatures that you drop in melee automatically bleed.
Slothful Spell	ability to cast prepared spells	Prepare a sloppy spell that can be overwritten easily.
Slothful Sprawl	two other sin feats	Gain a +2 profane bonus to AC when prone.
Sluggish Stroll	–	Gain a +1 bonus to AC while moving no more than 10 ft. per round.

## *Feats of Sin*

<b>FEATS</b>	<b>PREREQUISITES</b>	<b>BENEFITS</b>
Spell Cannibalization	ability to cast prepared spells	Consume a prepared spell for 1d4 temporary hp per spell level.
Spell Hoarder	ability to cast prepared spells	Gain a spell slot in which you may re-prepare uncast spells from the previous day.
Steal the Limelight	base attack bonus +3	Gain a bonus on critical confirmation rolls after an ally confirms a critical hit.
Surrounded by Imbeciles	–	Gain a +2 bonus on a check that you witness another creature fail.
Suspicious Mind	Perception 1 rank, Sense Motive 1 rank	Automatically notice failed attempts to lift an item from your person.
Swallow Whole	bite attack, two other sin feats	Gain a limited swallow whole ability.
Thick as Thieves	Bluff 1 rank	Pass secret messages without speaking.
Thy Will Be Done	Spell Focus (conjuration)	Gain telepathy with creatures you summon.
Tightfisted	–	Obsess over an item to lock it in your grip.
Unadulterated Lust	–	Touch an ally with this feat to gain a +2 bonus when interacting with sexually-compatible creatures.
Vicious Strike	character level 3rd, Arcane Strike or any two other sin feats	A vicious weapon you wield deals 2d8 points of damage instead of 2d6
Vindictive Strike	character level 5th, Vicious Strike	Your vicious weapons deal 2d10 damage, but you receive 1d6 additional damage.
Voracious Gluttony	–	Consume two edible items with a single action.
Wanton Will	Iron Will or one other sin feat	Creatures that would compel you to self-harm must succeed on a Will save to do so.
Wearisome Warrior	base attack bonus +3	Gain a +1 bonus on attack and damage rolls when making the same attack over and over.
Wicked Wish	character level 9th, five other sin feats	Gain a +1 inherent bonus to a single ability score, as the wish spell.
Wrathful Spell	one other sin feat	Alter a spell so that it deals a minimal amount of damage even if it fails to penetrate spell resistance.
Wriggling Wrestler	Distract or two other sin feats	Distract creatures that you grapple.
Yawn	character level 5th, one other sin feat	Yawn to grant a mind blank effect to allies that yawn with you.

### ACQUISITIVE [SIN]

---

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

**Prerequisites:** Appraise 3 ranks or one other sin feat

**Benefits:** 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.*

**Prerequisites:** ability to cast arcane spells, Spellcraft 1 rank

**Benefits:** : 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.

### ATTENDED [SIN]

---

*You are attended by a lowly, invisible servant.*

**Prerequisites:** character level 7th, three other sin feats

**Benefits:** You gain a constant unseen servant spell-like ability with a caster level equal to your character level. This invisible force is a manifestation of your sloth and lethargy, performing menial tasks for you as you verbally direct. If your unseen servant is dispelled or otherwise destroyed, you can renew it as a free action.

### BASK IN ADORATION [SIN]

---

*The approval of others sustains you.*

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

**Benefits:** Whenever another creature uses the aidanother 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.

### BELLOW OF ANGER [SIN]

---

*You can instill reluctance in opponents with a primal scream of rage.*

**Prerequisite:** two other sin feats.

**Benefit:** During the surprise round (or the first round of combat, if there is no surprise round) you can let loose a scream of fury as a move action. Any flat-footed opponents that can see and hear you are overcome with trepidation, and are unable to move closer to you except with a five-foot step for the duration of the surprise round (or first round of combat, as appropriate). Creatures that possess more than 4 Hit Dice than you do are unaffected. An affected creature may still move his full movement speed, but may not end a movement closer to you than it started. This is a mind-affecting fear effect.

- If you possess five other sin feats, affected opponents may not take a five-foot step closer to you, either.

### BLOOD APPETITE [SIN]

---

*No act gives you more pleasure than indulging your thirst for blood.*

**Prerequisites:** Heart-Eater or the blood drain special attack

**Benefits:** Whenever you use your Heart Eater feat or drain blood from a living creature with your blood drain special attack, you gain the effects of a goodberry, as described in the goodberry spell. As per the spell effect, you may not recover more than 8 hit points per day in this way.

- If you possess two other sin feats, you may choose to gain the effects of two goodberries whenever you gain the benefits of this feat.
- If you possess four other sin feats, you gain the effects of a death knell spell whenever you slay a living creature with your blood drain special attack, or whenever you use your Heart-Eater feat to slay a dying creature with a coup-de- grace.
- If you possess six other sin feats, you may choose to gain the effects of 2d4 goodberries whenever you gain the benefits of this feat.

### BOUNDLESS PRIDE [SIN]

---

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

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

**Benefits:** 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.

## Feats of Sin

### BULKY [SIN]

*Your overlarge and almost grotesque physique imparts one grim advantage*

**Prerequisites:** Con 11

**Benefits:** You add your Constitution score to your total maximum hit points when determining how much damage you can sustain from a single attack before you are at risk of death from massive damage. Normal: Using the optional massive damage rules, if you ever sustain a single attack that deals an amount of damage equal to half your total hit points (minimum 50 points of damage) or more and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points.

### 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

### CHANNEL HATE [SIN]

*You channel the wrath of the gods.*

**Prerequisite:** channel energy 2d6.

**Benefit:** When you channel energy to harm a living creature, add +1 to the DC of that ability.

- If you possess five other sin feats, add +2 to the DC instead.

### CHOOSE YOUR CHAMPION [SIN]

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

**Prerequisites:** challenge class feature

**Benefits:** 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.

### COMBAT PROCRASTINATOR [COMBAT, SIN]

*Though you are hesitant in battle, you always get the job done eventually.*

**Benefits:** When you use the delay action to significantly reduce your initiative result, you gain a +1 morale bonus on attack rolls, ability checks, and skill checks until the end of your turn. In order to



gain this benefit, you must delay your action by an initiative count of at least 15, and at least one other character (ally or enemy) must act in-between your original initiative count and your new one.

- If you possess two other sin feats, you need only delay by an initiative count of 12 in order to gain these benefits.
- If you possess four other sin feats, you need only delay by an initiative count of 9 in order to gain these benefits.
- If you possess six other sin feats, you need only delay by an initiative count of 6 in order to gain these benefits.

---

### CONNIVING COMPANION [SIN, TEAMWORK]

---

*You're a natural schemer.*

**Benefits:** 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.

---

### CONSUMMATE CONSUMER [SIN]

---

*The taste of magic is your favorite flavor.*

**Prerequisites:** one other sin feat

**Benefits:** When you consume an edible magic item (like a potion of cure light wounds or an elixir of fire breath), or an edible spell effect (like a goodberry or your share of a heroes' feast), the effective caster level of that item or spell effect is increased by 2 with respect to its effects on you.

- If you possess five other sin feats, the caster level of such an effect is increased by 4 instead.

---

### COVETOUS COUNTERSPELL [SIN]

---

*You envy your rival's spells.*

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

**Benefits:** 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.

---

### CRIMINAL MISCHIEF [SIN]

---

*You boast a diverse criminal resume.*

**Prerequisites:** one other sin feat

**Benefits:** 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.





## CURSE OF CUPIDITY [SIN]

---

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

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

**Benefits:** 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.

## DAMNABLE DESIRES [SIN]

---

*Depraved minds often think alike...*

**Benefits:** 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.

## DAZZLING GENIUS [SIN]

---

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

**Prerequisites:** Dazzling Display

**Benefits:** 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.

## DEEP SLEEPER [SIN]

---

*You sleep like the dead.*

**Prerequisites:** Iron Will or one other sin feat

**Benefits:** You gain a +10 profane bonus on Will saving throws while you are asleep or otherwise unconscious.

## DENY THE GODS [SIN]

---

*You covet the power of the gods.*

**Benefits:** 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.

## 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

**Benefits:** 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.

## DIVING DISARM [COMBAT, SIN]

---

*You can snatch up disarmed opponents' items quickly and with deft grace.*

**Prerequisites:** Improved Disarm or one other sin feat

**Benefits:** 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.

### **DOOMSDAY CONJURER [SIN]**

*You will call down the legions that end the world... or at least the ones that end your foes.*

**Prerequisite:** bloodrage or rage class feature, Augment Summoning or two other sin feats

**Benefit:** While raging, you can spend a full-round action to share your wrath with a summoned creature. If you do, you may grant the benefits of a rage spell (caster level equal to the number of sin feats that you possess, up to a maximum equal to your caster level) to a summoned creature under your control. This rage effect lasts only as long as you maintain it, spending a full-round action each turn while maintaining your own rage to do so.

### **EMBITTERING AURA [SIN]**

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

**Prerequisites:** character level 5th

**Benefits:** 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).

### **ENVOIOUS SPELL [METAMAGIC]**

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

**Benefits:** 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.

### **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

**Benefits:** 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 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

**Benefits:** 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 spell-like ability (caster level 5th).

### **FUROR [COMBAT, SIN]**

*You simmer with barely-contained anger.*

**Benefit:** You gain a +1 bonus on melee damage rolls. This damage is never multiplied on a critical hit.

### GLITTERING GREED [SIN]

---

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

**Prerequisites:** Appraise 5 ranks

**Benefits:** 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.*

**Prerequisites:** Combat Reflexes, Improved Critical (any)

**Benefits:** 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.

### GLUTTONOUS SPELL [METAMAGIC, SIN]

---

*Your spells are as ravenous as you are.*

**Benefits:** You may alter a spell with a duration of "instantaneous" so that any creature that it kills or puts down is consumed by its magical energies with an echoing belch. Any creature slain or reduced to

-10 hit points or less by a gluttonous spell is wholly consumed and destroyed, leaving behind no remains. If such a creature possesses a death throes special attack, that ability is not activated by this kind of destruction. Additionally, such a creature may not be raised or resurrected except by a true resurrection spell.

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

If you possess five other sin feats, your gluttonous spells also consume any creature reduced to -1 hit points or less by their effects.



## GREEDY SPELL [METAMAGIC, SIN]

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

**Prerequisites:** : two other sin feats

**Benefits:** 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.

## HEART-EATER [SIN]

*Your profane hunger takes a turn for the macabre.*

**Prerequisites:** chaotic alignment, two other sin feats

**Benefits:** As a full-round action, you can consume the heart of a dead or dying Humanoid or Monstrous Humanoid creature (as a coup-de-grace with an unarmed strike) in a grisly act that prevents the creature from being raised or resurrected except by a true resurrection spell. Alternately, you may consume only part of the creature's heart in a more symbolic ritual.

## HIBERNATE [SIN]

*You can enter a state of magical hibernation.*

**Prerequisites:** Deep Sleeper and three other sin feats

**Benefits:** Whenever you enjoy a full night's rest and sleep for at least 12 unbroken hours, you may unconsciously choose to enter a state of supernatural hibernation. In this magical sleep state, you exist in suspended animation, and require no food or water. While hibernating, divinatory search by a crystal ball, locate person spell, and similar scrying magic will not detect you, but a discern location spell will. You can remain in this state for a number of months equal to your Constitution score, and may choose to wake as a free action at any time (though you retain a sense of the passage of time, you are no more aware of your surroundings as any other unconscious person would be). After 1 day of hibernation, you gain fast healing 1 until you wake, and a +4 profane bonus on saving throws against disease and poison.



### INCITE RAGE [SIN, TEAMWORK]

*Your own fury lends you insight into others' emotional vulnerabilities.*

**Prerequisite:** bloodrage or rage class feature.

**Benefit:** When you enter a rage, you can incite any number of allies who also possess this feat to enter a rage with you as an immediate action. Any ally that chooses to do so may enter a rage without expending a daily use of that ability.

### INFLICTOR [SIN]

*You've got a masochistic streak a mile wide.*

**Prerequisite:** ability to cast an inflict spell.

**Benefit:** You can call upon a surge of profane power as a swift action, gaining a +2 profane bonus on attack and damage rolls with a single inflict spell that you cast before the end of your turn.

### ILLUSORY INVINCIBILITY [SIN]

*Never let them see you bleed!*

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

**Benefits:** 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.

### INTOXICATING PRESENCE [SIN]

*The sensuality of your mere presence is supernaturally addictive.*

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

**Benefits:** 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.

### IT IS !! [SIN]

*You like to make a great first impression.*

**Benefits:** 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).

### JEALOUS HEART [SIN]

*You take pleasure in putting others down.*

**Prerequisites:** Intimidate 1 rank or 1 other sin feat

**Benefits:** 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.

### LAZY LEADERSHIP [SIN]

*Your followers ought to do as you say, and not as you do.*

**Prerequisites:** Leadership, two other sin feats

**Benefits:** As a full-round action, you can instruct a cohort or follower within 30 ft. who can see, hear, and understand you. If you do, you are staggered for 1 round and that cohort or follower may immediately take a single standard action, as you direct.

### LEAVE HIM TO ME!

#### [COMBAT, SIN]

*If you want it done right...*

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

**Benefits:** 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.

## LETHARGIC LITANY [SIN]

*Your droning, monotonous verse is enough to lull and stupefy listeners.*

**Prerequisites:** ability to cast divine spells, Knowledge (religion) 3 ranks

**Benefits:** Reciting rote dogma and religious verse relevant to your divine patron, you can lull opponents into a lethargic stupor. By speaking for one full round, opponents within 60 ft. who can see and hear you must succeed on a DC 10 Will saving throw or suffer the effects of a lullaby spell with a caster level equal to your character level. Each consecutive round that you maintain this performance, the DC of this effect is increased by +1. This is a supernatural ability.

- If you possess two other sin feats, the DC for this lullaby effect starts at 11.
- If you possess four other sin feats, each consecutive round adds +2 to the DC instead.
- If you possess six other sin feats the DC for this lullaby effect starts at 12.

## LUSTFUL SPELL [METAMAGIC, SIN]

*Your spells leave beneficiaries begging for more.*

**Prerequisites:** Intoxicating Presence or five other sin feats

**Benefits:** 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.

## MINE, MINE, MINE! [COMBAT, SIN]

*You’ll scramble desperately for the object of your desire.*

**Prerequisites:** Improved Steal

**Benefits:** 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.

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.

## MINDFUL WRATH [SIN]

*Your mental landscape is maliciously hazardous to telepathic explorers.*

**Benefit:** Whenever any creature contacts your mind with a compulsion, thought-reading, or telepathic mind-affecting ability, spell, or effect, that creature immediately receives 1d8 points of nonlethal damage. No creature may receive damage from this ability more often than once per round.

- If you possess five other sin feats, this damage is increased to 2d8.

## MISERLY PARANOIA [SIN]

*You are profoundly paranoid about your possessions.*

**Benefits:** 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.

## PERILOUSLY PARANOID [SIN]

*Your thoughts crawl and seethe with jealousy and paranoia.*

**Prerequisites:** Iron Will or one other sin feat

**Benefits:** 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.

## PRIDEFUL SPELL [METAMAGIC, SIN]

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

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

**Benefits:** 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

## Feats of Sin

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.

### PULL APART [COMBAT, SIN, TEAMWORK]

---

*You and your allies descend upon your prey like a flock of carrion crows upon a fresh carcass*

**Prerequisites:** bite attack

**Benefits:** Whenever you grapple an opponent, any allies who also possess this feat gain a +1 profane bonus on bite attacks against that opponent, and on checks to aid your grapple with an aid another action.

### PROFANE WRATH [SIN]

---

*Divine fury guides your hand.*

**Prerequisite:** ability to cast divine spells

**Benefit:** You can sacrifice a prepared divine spell or unused divine spell slot as a swift action to gain a bonus equal to that spell's level on a single critical confirmation roll.

- If you possess two other sin feats, you gain an equal bonus on your damage roll. This bonus damage is not multiplied by the critical hit.
- If you possess four other sin feats, the critical confirmation bonus is equal to twice the spell level sacrificed.
- If you possess six other sin feats, the bonus damage is also equal to twice the spell level sacrificed.

### RANCOROUS RUMBLES [SIN]

---

*Your hunger inspires profane fits of frustrated rage.*

**Prerequisites:** bite attack, Rumbling Gut

**Benefits:** As long as your Rumbling Gut feat grants you a bonus on damage rolls, you can perform a roar of ravenous frustration as an immediate action, gaining you a profane bonus equal to the bonus granted by your Rumbling Gut feat on attack rolls with bite attacks, as well as on Intimidate skill checks made to demoralize opponents that you have bitten or attacked with a bite attack within the past hour.

### RAPACIOUS RAGER [COMBAT, SIN]

---

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

**Prerequisites:** rage class feature, Improved Steal, one other sin feat

**Benefits:** 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.

### RAVING MAD [SIN]

---

*For you, rage and madness are one and the same*

**Prerequisite:** bloodrage or rage class feature

**Benefit:** As long as you are confused, you can use your bloodrage or rage class feature without expending daily uses of that ability.

- If you possess five other sin feats, you may also gain the benefits of this feat whenever you are dazed.

### RIVALRY OF PRIDE [SIN, TEAMWORK]

---

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

**Benefits:** 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 possess 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

### RUMBLING GUT [SIN]

---

*With each nip and snap, your hunger grows more intense.*

**Prerequisites:** bite attack

**Benefits:** Whenever your bite attack misses an opponent, you gain a stacking +1 damage bonus on the next bite attack that you make against any creature within 1 round. This bonus scales and stacks with itself, and each missed attack refreshes the one- round duration of this bonus. For example, if you perform three missed bite attacks across three rounds of combat, your next bite attack gains a +3 damage bonus. When you successfully damage a creature with a bite attack, this damage bonus is immediately reset to 0.

- If you possess five other sin feats, each missed bite attack grants a stacking +2 damage bonus to your next successful bite, instead.



### 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.*

**Prerequisites:** base attack bonus +3

**Benefits:** 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.

### SCANDALOUS DISPLAY [SIN]

*You are truly without shame.*

**Prerequisites:** Shameless Display

**Benefits:** 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.

### SCHEMING SCRYER [SIN]

*Using scrying magic, you plan the perfect heist.*

**Prerequisites:** ability to cast scrying, Appraise 5 ranks

**Benefits:** 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).

### SEETHING [SIN]

*Your rage seethes silently before boiling over.*

**Prerequisite:** moment of clarity rage power

**Benefit:** When you enter a rage, you may simultaneously use your moment of clarity rage power as a free action, suppressing the benefits and penalties of your rage as usual (though you can use rage powers normally during this time). You can maintain this benefit as a free action each round for up to a number of consecutive rounds per rage equal to your Constitution modifier.

### SHAMELESS DISPLAY [SIN]

*You can shock and scandalize opponents with your brazenness.*

**Prerequisites:** Cha 11 or one other sin feat

**Benefits:** 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.

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

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

**Prerequisites:** ability to prepare spells

**Benefits:** 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.

### SICKENING BELCH [SIN]

*You can expel a rotten, sickening belch.*

**Prerequisites:** one other sin feat

**Benefits:** As a standard action, you can expel



a terrible cloud of bacteria, food particles, foul-smelling gasses, and spittle into an adjacent 5-ft. square. This cloud dissipates at the end of the turn. Any creature exposed to the cloud must succeed on a Fortitude saving throw (DC 10 + one-half your Hit Dice + your Constitution modifier) or be sickened for 1 round. Any creature that you have grappled receives no saving throw against this effect.

- If you possess two other sin feats, the DC of this effect is increased by +1.
- If you possess four other sin feats, affected creatures are sickened for 1 additional round for every 5 points by which they failed the saving throw against the belch effect. Grappled creatures are sickened for the duration of the grapple, instead.
- If you possess six other sin feats, any affected creature that is already sickened is nauseated by your belch for 1 round instead.

### SILENCE, FOOLS! [SIN]

---

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

**Benefits:** 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.

### SLOTHFUL SPELL [METAMAGIC, SIN]

---

*Your shorthand is sinfully sloppy.*

**Prerequisites:** ability to cast prepared spells

**Benefits:** You may prepare a spell in such a sloppy, shorthanded way that it becomes easy to mentally overwrite or edit. A slothful spell, if cast normally, is not altered or improved in any way by this metamagic feat. The spell slot that a slothful spell occupies, however, is considered to be an empty spell slot for the purposes of preparing a new spell in its place. If a new spell is written into a slothful spell's slot, the slothful spell is erased from your mind and the new spell is prepared in its place in the usual way.

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

### SLOTHFUL SPRAWL [SIN]

---

*Your sin shields you from harm, and from effort.*

**Prerequisites:** two other sin feats

**Benefits:** You can settle into a lazy, lounging prone

position as a move action. If you are already prone, you may also settle into a more luxurious position as a move action. While you rest comfortably prone in this way, you gain a +2 profane bonus to your Armor Class against melee attacks. You need not rest prone on the ground in this way; for example, servants might carry your prone form upon a throne or sedan chair.

### SLUGGISH STROLL [SIN]

---

*You can't be bothered to pick up the pace.*

**Benefits:** As long as you move no more than 10 ft. on your turn and make no attacks, cast no spells, and take no actions which would break an invisibility spell, your idle calm lends you a sense of confidence and severity, granting you a +1 profane bonus to Armor Class until the start of your next turn, and on Bluff and Intimidate skill checks made before the start of your next turn. If you cast a spell or take any action that would break an invisibility spell before that time, you lose these benefits immediately.

- If you possess five other sin feats, the Armor Class bonus granted by this spell is increased to +2.

### SPELL CANNIBALIZATION [SIN]

---

*You can cannibalize your own spellcasting power, devouring the magic with gluttony.*

**Prerequisites:** ability to cast prepared spells

**Benefits:** You can consume the energies of one of your prepared spells as a full-round action. If you do, you gain a number of temporary hit points equal to 1d4 plus the level of the cannibalized spell. Temporary hit points gained in this way do not stack.

### SPELL HOARDER [SIN]

---

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

**Prerequisites:** ability to cast prepared spells

**Benefits:** 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.

### STEAL THE LIMELIGHT [COMBAT, SIN]

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

**Prerequisites:** base attack bonus +3

**Benefits:** 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.

### SURROUNDED BY IMBECILES [SIN]

*It seems that you are ever surrounded by idiots*

**Benefits:** 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.

### SUSPICIOUS MIND [SIN]

*You are inherently suspicious of others' intentions.*

**Prerequisites:** : Perception 1 rank, Sense Motive 1 rank

**Benefits:** 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

## Feats of Sin

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).

### SWALLOW WHOLE [SIN]

---

*You can snatch a pixie out of the air and swallow it in a single bite.*

**Prerequisites:** bite attack, two other sin feats

**Benefits:** You gain a limited version of the swallow whole special attack. When you begin your turn with an opponent two or more size categories smaller than your own grappled, you may attempt a new combat maneuver check (as though attempting to pin that opponent) to shove it into your mouth and swallow it whole. The creature receives bite damage as per the swallow whole special ability, and is transferred to your stomach, where it may attempt to cut or grapple its way free as usual. Your stomach has hit points equal to 1/10 of your maximum hit point total, and an Armor class equal to 10 + half of your natural armor bonus (do not apply size or Dexterity modifiers). If a swallowed creature cuts its way out of you, you may not use your swallow whole ability again until the damage is healed. If the swallowed creature escapes with a grapple check, it is simply expelled into an adjacent space of your choice.

### 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.*

**Prerequisites:** Bluff 1 rank

**Benefits:** 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.

### THY WILL BE DONE [SIN]

---

*Your conjured servants carry out your bidding without instruction.*

**Prerequisites:** Spell Focus (conjunction)

**Benefits:** You gain a special form of telepathy with summoned creatures that you control, ensuring

that such creatures obey your commands without a spoken word, even if you do not share a language with such a creature. Moreover, this special telepathy allows you to communicate even with mindless creatures that you summon and control.

### TIGHTFISTED [SIN]

---

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

**Benefits:** 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.

### UNADULTERATED LUST [SIN, TEAMWORK]

---

*Your unabashed displays of group eroticism distract and enthrall onlookers.*

**Benefits:** 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.

### VICIOUS STRIKE [COMBAT, SIN]

---

*You have learned to channel your wrath through vicious magical weapons.*

**Prerequisite:** character level 3rd, Arcane Strike or any two other sin feats

**Benefit:** When you wield a vicious weapon, your weapon deals 2d8 points of damage instead of 2d6. The amount of damage that you receive in return is

unchanged.

**Special:** If you possess a ki pool and the Improved Unarmed Strike feat, you may spend 1 point of ki to grant the vicious weapon property to your unarmed strikes for 1 round.

### VINDICTIVE STRIKE [COMBAT, SIN]

---

*The price of power is high... but you're willing to pay its wrathful price.*

**Benefit:** When you wield a vicious weapon, you may choose for your weapon to deal 2d10 additional points of damage, instead of 2d6. If you do, you receive 2d6 points of damage in return instead of 1d6.

### VORACIOUS GLUTTONY [SIN]

---

*Never one for savoring the moment, you really know how to stuff your face, fast.*

**Benefits:** You can consume two potions (or other magic items consumable as a standard action) with a single standard action. If you could ordinarily consume such an item as a move action, you can consume two such items as a move action, instead. Note that you must still be able to draw and hold two items at once in order to consume them together.

### WANTON WILL [SIN]

---

*Your willful brazenness is difficult to deny.*

**Prerequisites:** Iron Will or one other sin feat

**Benefits:** 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.

### WEARISOME WARRIOR [COMBAT, SIN]

---

*Slogging away at your opponent, you rain blow after blow down with a monotonous rhythm.*

**Prerequisites:** base attack bonus +3

**Benefits:** As long as you perform the same attack over and over again, you gain a +1 profane bonus on attack and damage rolls when making such an attack. In order to gain this benefit, you must perform a melee attack which is identical to the last melee attack that you performed.

The attack must be against the same target, made

with the same weapon, executed with the same feats (Combat Expertise, Power Attack, etc.), and in the same way (using a combat maneuver, fighting defensively, etc.) as the last melee attack that you made, which must have been made by no more than 1 round before.

### WICKED WISH [SIN]

---

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

**Prerequisites:** character level 9th, five other sin feats

**Benefits:** 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).

### WRATHFUL SPELL [METAMAGIC, SIN]

---

*Your spells shatter violently against the barriers of spell resistance.*

**Prerequisite:** one other sin feat.

**Benefit:** You may alter a damage-dealing spell so that it harms spell-resistant creatures even if it fails to overcome spell resistance. Only spells that deal hit point damage may be altered in this way. If the altered spell fails to overcome a creature's spell resistance, the spell deals 2 points of damage per spell level to that creature anyway. The damage dealt this way is of the same type that the spell would have dealt. If the spell would deal two kinds of damage, it deals 1 point of each instead. If the spell would deal more than two types of damage, or if the spell deals variable types of damage, choose the type of damage randomly. A wrathful spell takes up a spell slot one level higher than the spell's actual level.

### WRIGGLING WRESTLER [COMBAT, SIN]

---

*Your writhing body proves a serious distraction to grapplers.*

**Prerequisites:** Distract or two other sin feats

**Benefits:** 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.

**YAWN [SIN, TEAMWORK]**

*Your mind is lethargic, and difficult for hostile forces to navigate.*

**Prerequisites:** character level 5th, one other sin feat

**Benefits:** You can yawn as a standard action, gaining the partial benefits of a mind blank spell until the start of your next turn. The bonus granted by this spell begins at +2. When you yawn, any ally that also possesses this feat that can see and hear you may also yawn as an immediate action, gaining the same benefits. For each ally that yawns with you, the bonus granted by this feat is increased by +2, to a maximum of +8.



# INDEX OF ALL FEATS BY BOOK

Title	Feat Name
Feats of Envy	ACQUISITIVE
Feats of Envy	ARCANE JEALOUSY
Feats of Sloth	ATTENDED
Feats of Pride	BASK IN ADORATION
Feats of Wrath	BELLOW OF ANGER
Feats of Gluttony	BLOOD APPETITE
Feats of Pride	BOUNDLESS PRIDE
Feats of Gluttony	BULKY
Feats of Lust	CARNAL SATISFACTION
Feats of Wrath	CARNAL SATISFACTION
Feats of Wrath	CHANNEL HATE
Feats of Pride	CHOOSE YOUR CHAMPION
Feats of Sloth	COMBAT PROCRASTINATOR
Feats of Envy	CONNIVING COMPANION
Feats of Gluttony	CONSUMMATE CONSUMER
Feats of Envy	COVETOUS COUNTERSPELL
Feats of Greed	CRIMINAL MISCHIEF
Feats of Envy	CURSE OF CUPIDITY
Feats of Lust	DAMNABLE DESIRES
Feats of Pride	DAZZLING GENIUS
Feats of Sloth	DEEP SLEEPER
Feats of Envy	DENY THE GODS
Feats of Lust	DISTRACT
Feats of Greed	DIVING DISARM
Feats of Wrath	DOOMSDAY CONJURER
Feats of Envy	EMBITTERING AURA
Feats of Envy	ENVIIOUS SPELL
Feats of Lust	EXPRESSIONS OF LUST
Feats of Lust	FEIGN INNOCENCE
Feats of Wrath	FUROR
Feats of Greed	GLITTERING GREED
Feats of Greed	GLORY HOG
Feats of Gluttony	GLUTTONOUS SPELL
Feats of Greed	GREEDY SPELL
Feats of Gluttony	HEART-EATER
Feats of Sloth	HIBERNATE
Feats of Pride	ILLUSORY INVINCIBILITY
Feats of Wrath	INCITE RAGE
Feats of Wrath	INFLECTOR
Feats of Lust	INTOXICATING PRESENCE
Feats of Pride	IT IS !
Feats of Envy	JEALOUS HEART

Feats of Sloth	LAZY LEADERSHIP
Feats of Pride	LEAVE HIM TO ME!
Feats of Sloth	LETHARGIC LITANY
Feats of Lust	LUSTFUL SPELL
Feats of Wrath	MINDFUL WRATH
Feats of Greed	MINE, MINE, MINE!
Feats of Greed	MISERLY PARANOIA
Feats of Envy	PERILOUSLY PARANOID
Feats of Pride	PRIDEFUL SPELL
Feats of Wrath	PROFANE WRATH
Feats of Gluttony	PULL APART
Feats of Gluttony	RANCOROUS RUMBLES
Feats of Greed	RAPACIOUS RAGER
Feats of Wrath	RAVING MAD
Feats of Pride	RIVALRY OF PRIDE
Feats of Gluttony	RUMBLING GUT
Feats of Pride	SAVAGE DELIGHT
Feats of Lust	SCANDALOUS DISPLAY
Feats of Greed	SCHEMING SCRYER
Feats of Wrath	SEETHING
Feats of Lust	SHAMELESS DISPLAY
Feats of Pride	SHOW THEM HOW IT'S DONE
Feats of Gluttony	SICKENING BELCH
Feats of Pride	SILENCE, FOOLS!
Feats of Wrath	SLAUGHTERER
Feats of Sloth	SLOTHFUL SPELL
Feats of Sloth	SLOTHFUL SPRAWL
Feats of Sloth	SLUGGISH STROLL
Feats of Gluttony	SPELL CANNIBALIZATION
Feats of Greed	SPELL HOARDER
Feats of Envy	STEAL THE LIMELIGHT
Feats of Pride	SURROUNDED BY IMBECILES
Feats of Greed	SUSPICIOUS MIND
Feats of Gluttony	SWALLOW WHOLE
Feats of Greed	THICK AS THIEVES
Feats of Sloth	THY WILL BE DONE
Feats of Greed	TIGHTFISTED
Feats of Lust	UNADULTERATED LUST
Feats of Wrath	VICIOUS STRIKE
Feats of Wrath	VINDICTIVE STRIKE
Feats of Gluttony	VORACIOUS GLUTTONY
Feats of Lust	WANTON WILL
Feats of Sloth	WEARISOME WARRIOR
Feats of Envy	WICKED WISH
Feats of Wrath	WRATHFUL SPELL
Feats of Lust	WRIGGLING WRESTLER
Feats of Sloth	YAWN

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game

Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.;

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Buhlman, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Buhlman, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Buhlman, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Buhlman, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

**Abandoned Arts Presents: Feats of Sin**, 2016, Daron Woodson; Author: Daron Woodson; Artist: Rick Hershey; Layout: Troy Daniels.