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ABANDONED ARTS[©] PRESENTS:

FEATS OF CHARISMA

EIGHT NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ARMED WITH STYLE [PERFORMANCE]

Your cool composure and casual swagger daunt your opponents. PREREQUISITES: Cha 13, Dazzling Display

BENEFIT: When you spend a swift action to make a performance check, you radiate an intimidating sense of style that helps you to drive home your attacks with deadly force. You may add your Charisma modifier to weapon damage rolls that you make against demoralized or otherwise shaken creatures.

CHARMING

You are adept at compelling and convincing those predisposed to listen. PREREQUISITES: Cha 13

BENEFIT: You gain a +4 bonus on Diplomacy skill checks made against creatures with indifferent or better attitudes, and on opposed Charisma checks made to gain control over a creature suffering from multiple compulsion or mind-controlling effects.

FASCINATING SPELL [METAMAGIC]

You can weave fascinating effects into the spells that you manifest.

BENEFIT: You may alter one non-permanent spell with a non-instantaneous effect so that the effect of the spell causes those who can see it to become fascinated unless they succeed on a Will saving throw against the DC of the spell. Creatures so affected gain the fascinated condition for 1 minute per level of the spell modified, for as long as the spell's effect lasts, until the target receives damage or is otherwise attacked, or until a potential threat (other than any threat that the effect of the spell might pose) breaks the condition as usual, whichever comes first.

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

HYPNOTIC SUGGESTION

You can implant a dormant compulsion in the minds of those who you hypnotize. **PREREQUISITES:** Cha 15, Hypnotist, Sense Motive 9 ranks, Sleight of Hand 9 ranks **BENEFIT:** You can instill a post-hypnotic suggestion in creatures who you hypnotize. The suggestion should be worded in such a way as to seem reasonable, similar to the way that a *suggestion* spell must be worded. The subject is entitled to a DC 20 Will saving throw to ignore the post-hypnotic suggestion, and you are not necessarily privy to the success or failure of the attempt (although you are free to ask the subject if it intends to carry out the instruction). Further attempts to impart same or similar post-hypnotic suggestions after an initial failure automatically fail. Once 24 hours have passed, you may begin another session in order to attempt to impart the suggestion again.

A post-hypnotic suggestion can be worded in such a way as to trigger when a certain stimulus or condition is met, and can lay dormant in the subject's mind for a lifetime without activating. *Modify memory* and similar magic can counteract a post-hypnotic suggestion by causing the target to forget it.

HYPNOTIST

You can hypnotize willing creatures in order to learn what even they do not know. **PREREQUISITES:** Cha 15, Sense Motive 7 ranks, Sleight of Hand 7 ranks

BENEFIT: You have learned a delicate psychological art which allows you to lull a willing creature into a state of deep sleep and suggestive susceptibility. Hypnotizing a creature takes 1 minute of uninterrupted communication. Any distraction or threat interrupting the process foils the attempt. Once hypnotized, the subject enters a deep sleep. Noise and distractions risk waking the subject, who may attempt a DC 20 Will saving throw to wake up if obvious distractions or threats manifest or make themselves known. If the subject is physically harmed or assaulted, the DC to wake up is reduced to 5. When you subject a creature to hypnosis, you may specify some condition or trigger (such as a specific word or sound) which will awaken the subject automatically.

Although a hypnotized creature does enter a deep sleep, the subject can still hear and speak normally. Once hypnotized, the creature answers questions honestly and to the best of its ability. By succeeding at a DC 20 Will saving throw, the subject will even be able to recall memories altered or blocked by amnesia, a *modify memory* spell, or some similar effect. This save should be rolled in secret by your GM, and only one such saving throw is allowed for any given memory during a single hypnosis session. Once 24 hours have passed, the subject may again attempt to recall a suppressed memory if subjected to hypnosis. A hypnotized creature takes a -4 circumstance penalty on Will saving throws against mind-affecting spells and effects.

SMOOTH~TALKER

With a few well-chosen words, you can convince your opponents to hear you out. PREREQUISITES: Improved Initiative, Diplomacy 3 ranks

BENEFIT: As long as you act before any enemy has acted during a surprise round (or the first round of combat, if there is no surprise round), you can attempt to influence an opponent's attitude with the Diplomacy skill as a standard action.

NORMAL: Influencing a creature's attitude requires at least 1 minute of interaction.

TERRIFYING TUNE

Your bardic performance haunts those who hear it. **PREREQUISITES:** frightening tune bardic performance **BENEFIT:** Creatures that save against your frightening tune ability are shaken for 1 round.

TERRIBLE PRESENCE [MONSTER]

The mere sight of you is cause for panic on a grand scale.

PREREQUISITES: frightful presence, Intimidating Prowess, size Huge or larger

BENEFIT: The range of your frightful presence ability is increased to 1 mile. A creature must be able to see you to be affected, and you may activate this ability as a free action by simply flying overhead.

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