

SATHFINDER ROLEPLAYING GAME COMPATIBLE

PRODUCT NO. FO310

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ABANDONED ARTS® PRESENTS:

# FEATS OF SEDUCTION

TEN NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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### **BODY LANGUAGE**

You can speak volumes without ever opening your mouth.

PREREQUISITES: Cha 13, Diplomacy 1 rank

**BENEFIT:** You can make a Diplomacy skill check to influence the attitude of a character who is (or could be) sexually attracted to you without ever speaking to the character in question. You must be aware of your subject, and the subject must be able to see you clearly, but you may both engage in other activities while you attempt this check.

#### CAPTIVATING ILLUSION

Your figment spells are supernaturally alluring, fascinating those who accept them.

PREREQUISITES: Spell Focus (illusion)

**BENEFIT:** At your option, illusion (figment) spells that you cast can be made to fascinate those that both interact with the illusion and fail their saving throw (if any) against disbelief. Creatures so affected gain the fascinated condition for 1d4 minutes or until a potential threat breaks the condition, as usual.

#### **COMPELLING TOUCH**

A gentle touch lends credibility and sincerity to your enchantments.

PREREQUISITES: Spell Focus (enchantment)

**BENEFIT:** You can touch the target of any enchantment (compulsion) spell that you cast as a part of the action required to cast the spell. If you do, the save DC for that spell is increased by +1. This bonus stacks with Spell Focus and Greater Spell Focus.

#### DISARMING SMILE

With a simple smile, you can win the hearts of others.

**PREREQUISITES: Cha 13** 

**BENEFIT:** Whenever you successfully use the aid another action to aid an ally in making a Bluff, Diplomacy, Intimidate, or Perform skill check, your aid confers a +4 bonus.

**NORMAL:** The aid another action grants a +2 bonus when used to aid a skill check.

#### HEAD TURNER

Your arrival on the scene is an alluring distraction.

PREREQUISITES: Cha 17

**BENEFIT:** When you first encounter one or more non-hostile characters, you can make a single Diplomacy skill check to momentarily distract each character who can see you and who is (or could be) sexually attracted to you. The DC to distract each character is equal to the DC to influence that character's attitude. Creatures remain distracted for 1 round, and the DC of any Perception skill check that a distracted character attempts is increased by +5. Additionally, creatures may attempt to use the Stealth skill to hide from creatures so distracted, even while being observed.

#### IF LOOKS COULD KILL

Your seductive allure and distracting approach catch your victims unaware.

PREREQUISITES: Betrayer, Quick Draw, Persuasive, base attack bonus +5

**BENEFIT:** You gain a +2 bonus on your attack and damage roll whenever you use the Betrayer feat to make a melee attack as an immediate action. If your target is (or could be) sexually attracted to you, these bonuses are increased to +4.

#### LURE OF DISTRACTION

Your ability to distract others is extraordinary.

PREREQUISITES: Cha 13

**BENEFIT:** Creatures interacting with you (by way of conversation, opposed skill checks, or any other direct interaction) incur a penalty equal to your Charisma modifier on all Perception and Sense Motive skill checks.

### SEDUCTIVE PERFORMANCE

Your talents as a performer lend you a sensual social advantage.

PREREQUISITES: Perform (any) 2 ranks

**BENEFIT:** You can use the Perform skill to influence the attitudes of characters who are (or could be) sexually attracted to you, but not for any other purpose or function related to the Diplomacy skill. Furthermore, you can take a -2 penalty on the skill check in order to influence each character who can see you and who is (or could be) sexually attracted to you. Either application of this feat requires the usual 1 minute of interaction required to influence another's attitude.

#### SUPREME CONFIDENCE

Your confidence is difficult to shake.

**PREREQUISITES:** Persuasive

**BENEFIT:** You may oppose an Intimidate skill check made to demoralize you with a skill check of your own. You may use the Diplomacy or Intimidate skills to oppose such a check. If you do, the result of your check replaces the usual DC to demoralize you (even if it is lower than the usual DC would be). Any modifier which would normally increase that DC increases your opposed Diplomacy or Intimidate skill check instead.

#### UNAPPROACHABLE

Your social confidence and unapproachable presence make you difficult to influence.

PREREQUISITES: Wis 13

**BENEFIT:** The DC of any Bluff, Diplomacy, or Intimidate skill check made to influence you is increased by +2.

See the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for details.

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