

#1 WITH A BULLET POINT
ONE IDEA. ONE FULL CLIP. STILL ONE DOLLAR.

7 SINFUL FEATS OF GLUTTONY

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



**SUPER
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**SUMMER
OF BULLETS**

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THE HIGH CONCEPT: Seven new feats based on the classic sin of gluttony, to make villains more interesting and let PCs express their own sins with panache.

BIG MOUTH (SINFUL)

You've shoved so much into your mouth, it has monstrously strengthened your jaws and teeth.

Prerequisites: Con 13, Gluttonous, base attack bonus +1.

Benefit: You gain a bite attack (1d4 Small, 1d6 Medium). This is a primary attack if it is the only attack you make in a round, otherwise it is a secondary attack. You do not threaten any space with your bite attack and cannot use it to make attacks of opportunity, though you can make attacks against creatures within your normal reach on your turn.

FEAST HEALING (SINFUL)

You can restore your body through the consumption of food.

Prerequisites: Con 13, Gluttonous.

Benefit: When, over the course of 15 minutes, you eat enough food to sustain a typical creature of your size for a whole day (per the Gluttonous feat) you receive the benefits of 1 day of natural healing. You may gain this healing a number of times per day equal to your Con bonus.

GLUTTONOUS (SINFUL)

You have turned stuffing yourself into an art form... and a power.

Prerequisite: Con 13.

Benefit: You can eat and drink much more than a typical creature of your race and size. Over the course of 15 minutes you can, without suffering any ill effects, eat enough food to sustain a typical creature of your size for a whole day. For six hours after doing so you are inspired by the gratification you receive from stuffing yourself. You receive a +1 morale bonus to one of the following (selected at the time you end your meal): ability and skill checks tied to Strength, Constitution, or Intelligence (your choice); caster level; or weapon damage. You can only have one bonus from Gluttonous in effect at a time, and if you use the ability again before an old bonus fades, the original bonus immediately ends.

You also gain a +3 bonus on Fortitude saves against ingested diseases and poisons (but not other kinds of diseases and poisons), and every day you go without eating counts as 2 days without food for purposes of the starvation rules.

GNAW (SINFUL)

You can work on something too tough for the teeth of others.

Prerequisites: Con 13, Big Mouth, Gluttonous, base attack bonus +1.

Benefit: You can slowly chew through something too tough for you to bite clean through. If you spend an hour gnawing on something with a hardness or DR no greater than double your maximum bite damage, you can reduce its hardness/DR by 1. Every additional 1 reduction takes twice as long to achieve.

Special: Creatures with a natural bite attack may take this feat without having Big Mouth as a prerequisite.

STOMACH RESERVE (SINFUL)

Your stomach is normally so full, and your control over it so great, you can keep an imbibed potion inert until you wish to use it.

Prerequisites: Dex 13, Con 13, Gluttonous, Slurp It Down.

Benefit: When, over the course of 15 minutes, you eat enough food to sustain a typical creature of your size for a whole day (per the Gluttonous feat) you may also ingest 1 or 2 potions (or other consumables at the GM's discretion) that do not take effect immediately. Soaked up into the vast quantities of food you've eaten, the potions remain inert in your stomach until you use your abdominal muscles to churn your stomach contents around to access the potions (a swift action for each potion), or 6 hours pass, whichever comes first. You can never have more than 2 potions suspended in your stomach in this manner at a time.

SLURP IT DOWN (SINFUL)

You can guzzle potables with amazing speed and voraciousness.

Prerequisites: Dex 13, Con 13, Gluttonous.

Benefit: You can drink two potions (or similar potables at the GM's discretion) as a single standard action (gaining the normal effect of each). You must prepare each potion separately, but may use double-chambered potion bottles (cost 1gp each in addition to the cost of potions used, allows you to prepare two potions at once, but both must be drunk at the same time) to prepare and drink two potions in the time normally required for one.

Normal: It's a standard action to drink a single potion, and multiple potions cannot be drunk together.

SUCK IT UP (SINFUL)

You can force a target to expend more eldritch energy to fill your voracious gluttony when you are affected by a magic ability.

Prerequisites: Con 13, Gluttonous, any 2 additional sinful feats.

Benefit: To use Suck It Up, you must take a ready action to absorb energy from the next spell, spell-like ability, or supernatural ability that affects you. When you are targeted by such an ability while readied, you may choose to fail any saving throw the ability allows in order to Suck It Up. The creature affecting you must make a Will save (DC 10 +1/2 your HD

+ your Con modifier). On a failed check, the ability uses additional energy to fill your supernatural appetite. If the magic ability was a spell or spell-like ability, the attacker loses one additional spell slot or prepared spell of the same level or higher. If the ability can normally be used once in a limited time period (such as once every 1d4 rounds, or once a day), instead the recharge time is doubled. If the ability can normally be used at will, the attacker cannot use it for 1d4 rounds.

At 8th level on a failed save you force the attacker to spend three spell slots, prepared spells, or uses per day (or triple a recharge time). At 16th level on a failed save you force the attacker to spend four spell slots, prepared spells, or uses per day (or quadruple a recharge time).

THE SINFUL FEAT TYPE

While sinful feats are not restricted to evil characters (you don't have to be entirely without sin in order to be a good person), and using them is not an inherently evil act (like most abilities, how you use such feats determines if the act is evil) they do draw on the power of sin itself. As a result characters who gain power in part from having a good alignment (such as paladins, who must remain lawful good) cannot gain or use sinful feats. If such a character loses his alignment and the power that comes with it as a result of an act tied to one of the seven deadly sins (avarice, envy, gluttony, lust, pride, sloth, and wrath) the GM may choose to

allow the character to swap out any feats relating to the lost power for sinful feats linked to the appropriate sin.

For example, Balantrodoch is a paladin with the Extra Mercy feat. He is tempted by a vast feast that grants magic bonuses and decides to spend more time eating than is wise, stuffing himself to the point of being in pain and failing to report to his post on time. As a result, his post is overrun by goblins while he is missing. Balantrodoch loses his paladin abilities for this evil act, and the GM allows him to trade in Extra Mercy for a Sinful feat focused on gluttony.



WE ERR ON THE SIDE OF AWESOME!

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