

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

# 7 SINFUL FEATS OF LUST

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.

**SUMMER  
OF BULLETS**



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

### BRAZEN (SINFUL)

The way you act, dress, and move takes others by surprise.

**Prerequisite:** Lustful, Cha 13.

**Benefit:** As long as you are dressed in something that shows off your form you gain bonuses in your interactions with others. You must be dressed in a courtier's outfit, entertainer's outfit, noble's outfit, tear-away clothing, or nothing. You also cannot be wearing medium or heavy armor (unless it is magically enchanted to increase your appeal, such as *alluring* armor from *Krazy Kragnar's Black Market Magic Items*). As long as this is the case, you gain a +2 bonus to Charisma checks and Charisma-based skill checks against creatures with an Int of 3 or more. As a result of the confidence you feel being yourself, you also gain a +2 bonus to Initiative checks.

### LUSTFUL (SINFUL)

You have turned your enjoyment of sex into an art form... and a power.

**Prerequisite:** Cha 13.

**Benefit:** You can use your sex appeal to relate to any creature with an Int of 2 or higher, allowing you to make Diplomacy checks to change a creature's attitude without being able to share a language with it. If you reject an amorous advance from a creature you have used this ability to improve the attitude of, its attitude reverts to its original level. Additionally, for four hours after slating your desire for physical affection you are inspired by the gratification you receive from such encounters. You receive a +1 morale bonus to one of the following (selected at the time you end your encounter): ability and skill checks

tied to Dexterity, Constitution, or Charisma (your choice); caster level; or weapon damage. You can only have one bonus from Lustful in effect at a time, and if you use the ability again before an old bonus fades, the original bonus immediately ends.

### MASOCHIST (SINFUL)

You can satisfy your sexual urges by being hurt.

**Prerequisite:** Cha 13, Lustful.

**Benefit:** When a critical hit is scored against you, you take damage while grappled, pinned, or helpless, or are affected by a pain effect (such as *pain strike* and *symbol of pain*, or anything else considered a pain effect for the *delay pain* spell), you gain a bonus from your Lustful feat. This bonus lasts for 1 round per HD of the creature that hurt or affected you, and is separate from (and stacks with) any normal bonus you might have from Lustful, or other feats that give you access to the bonus from Lustful. Additionally, you gain a +1 bonus to concentration checks and a +1 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running, avoid nonlethal damage from a forced march, to hold your breath, or to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments or to resist damage from suffocation.

### SADIST (SINFUL)

You can satisfy your sexual urges by hurting others.

**Prerequisite:** Cha 13, Lustful.

**Benefit:** When you score a critical hit against a target, or damage a helpless target, or affect a creature with a pain effect (such as *pain strike* and *symbol of pain*, or anything else considered a pain effect for the *delay pain* spell), you gain a bonus from your Lustful feat. This bonus lasts for 1 round per HD of the creature you hurt or affected, and is separate from (and stacks with) any normal bonus you might have from Lustful, or other feats that give you access to the bonus from Lustful. Additionally, you gain a +1 bonus to attack rolls made to confirm critical hits, and your caster level for pain effects is 1 higher than normal.

### WANTON (SINFUL)

You are always interested in amorous encounters, and as a result of wantonly accepting this sin into yourself its hard for others to resist you.

**Prerequisite:** Lustful, Cha 13.

**Benefit:** You embody the sin of lust. For purposes of Diplomacy checks and enchantment spells, any effort to get you to engage in an amorous encounter (that does not have obviously harmful consequences) is treated as being in the same category as "giving simple advice or directions." Conversely, your strong aura of sex appeal applies to all races and genders and alters their choices as well. If a creature has you in its power (when you are a prisoner, charmed, helpless, and so on) it must make a Will save (DC 10 +1/2 your level + your Charisma modifier) to take any act that would cause you serious physical harm or place you where the creature cannot visit you daily. You also gain a +5 bonus to Diplomacy checks to request a creature spend time with you in an



area it believes to be private (not observed or inhabited by other creatures), may make such requests even against hostile creatures, and may make this request once a day even if previous requests to the same creature have failed.

### WRIGGLE (SINFUL)

You can distract creatures pressed up against you.

**Prerequisites:** Lustful, Writhe, Dex 13.

**Benefit:** When you are in a grapple or pinned, as a standard action you may attempt to distract any one creature in the same grapple or that is pinning you. The target must make a Will save (DC 10 +1/2 your level + your Charisma modifier) or suffer a -2 penalty on all attack rolls, ability checks, skill checks, and

Will saves, and a -4 penalty on concentration checks. This penalty lasts for 1 round per point of your Charisma bonus (minimum 1 round). Unlike most such penalties, penalties from this ability stack, to a maximum number of times equal to your Charisma bonus.

### WRITHE

You are expert in maneuvering while in tight spaces.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +10 bonus to concentration checks made to cast a spell while grappled or pinned.

## 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 courtesan who invites him to her chambers to study a holy tome. Although he tells himself he is interested only in her religious interests, he spends more time in her company than is wise as a result of her charm and beauty. As a result, he fails to report to his post on time, and assassins from the courtesan's country sneak in and kill a priest 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 lust.



# WE ERR ON THE SIDE OF AWESOME!

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