

#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR

7 SINFUL FEATS OF PRIDE

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.



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

BETTER THAN ANYONE (SINFUL)

Your massive pride drives you to overcome anyone you are directly competing against.

Prerequisites: Prideful, Cha 13.

Benefit: When you are making an opposed skill check (such as Stealth against a foe's Perception, or Bluff against a foe's Sense Motive), and you are aware of who is making the check opposing you and what skill they are using, you receive a +3 bonus to your skill check.

For example, Lord Brevic has Better Than Anyone, and is trying to sneak past Lady

Khurva. Since he knows this is his Stealth check opposed by Khurva's Perception check, he receives a +3 bonus. If Lady Khurva attempts to sneak past Lord Brevic, he doesn't know who his Perception check is opposed by, and gains no bonus. If Brevic and Khurva are playing hide-and-seek and the GM rules this is a set of matching opposed Perception and stealth checks, Brevic gains the bonus to both checks.

DRIVE TO SUCCEED (SINFUL)

Your massive ego gives you the drive to overcome failure... but also punishes you if you still fail.

Prerequisites: Prideful, Cha 13.

Benefit: Once per day when you fail on an ability check, skill check, or attack roll, you may choose to reroll the roll. You must take the second result, even if it is worse. If your check or roll still fails, you suffer a -2 penalty on checks or rolls of that type (ability check, skill check, or attack roll) for 12 hours.

I CAN'T ALLOW THAT (SINFUL)

The indignation you feel when others oppose you can fuel a mystic power of refusal.

Prerequisites: Prideful, Cha 13, Improved Counterspell, ability to cast *dispel magic*.

Benefit: You can infuse your *dispel magic* spell with mystic energy drawn from your soul-deep conviction that others should only be allowed to take actions of which you approve. You may use *dispel magic* to counterspell a spell-like or supernatural ability. You must correctly identify the ability with either a Spellcraft check

(setting the DC as if you were identifying a spell of the same level as the spell-like ability) or an appropriate Knowledge check for creatures using supernatural abilities (DC 10 + creature's CR). You must make a caster level check with a DC of 11 + the abilities caster level (if given) or 11 + the hit dice of the creature using the ability. Except as noted above, this ability works as a *dispel magic* used to counterspell a spell.

I DON'T NEED YOU (SINFUL)

Watching your allies fall just proves to you how much better than them you are.

Prerequisites: Prideful, Cha 13.

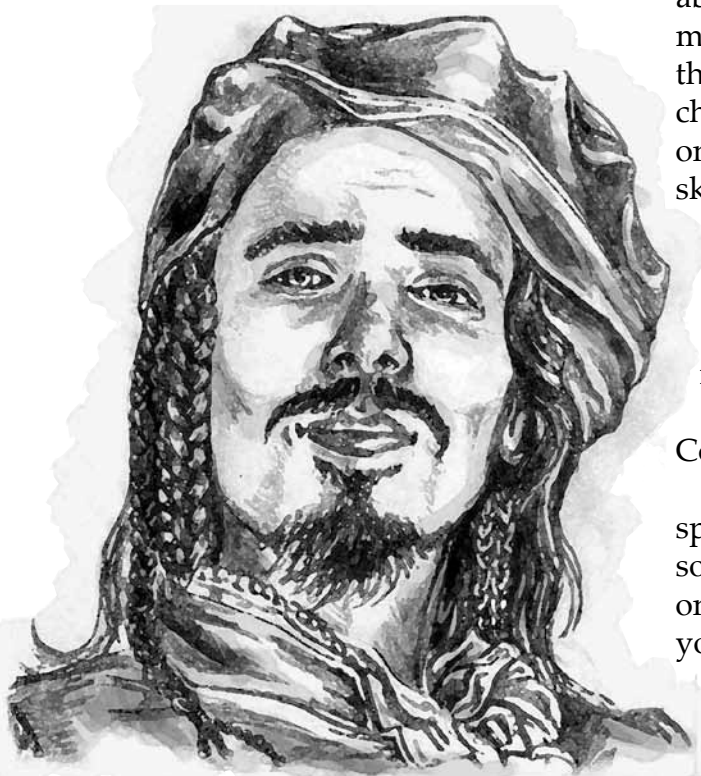
Benefit: When an adjacent ally is dropped to 0 or fewer hit points, you gain temporary hit points equal to 1d8 + ½ your level. These hit points do not stack with themselves – if multiple allies drop you may roll for each but you receive only the highest result. Any unused temporary hit points end if your ally is restored to 1 or more hit points, or when you next regain uses of your daily abilities.

JOYS OF ADULATION (SINFUL)

You love it when people cheer for you.

Prerequisites: Prideful, Cha 13.

Benefit: When you are granted a morale bonus by another character, you treat that bonus as if it was 1 point higher. This does not apply to morale bonuses granted by your own feats, spells, items, or abilities. You can only increase the value of a single morale bonus you receive at a time – if you receive morale bonuses from multiple abilities or sources, you must select which you treat as 1 higher each round.



PRIDEFUL (SINFUL)

You have turned your love of your own sense of accomplishment and self-worth into an art form... and a power.

Prerequisite: Cha 13.

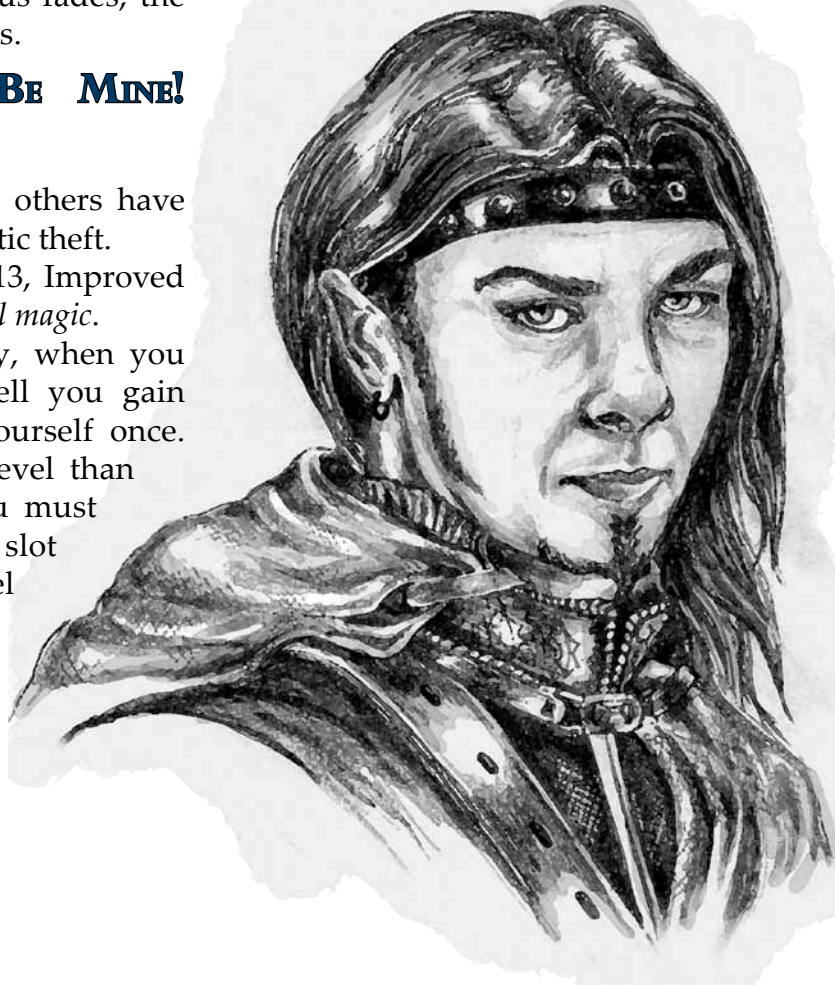
Benefit: Your conviction that you are superior to those around you gives you a major boost of self-confidence whenever you encounter evidence to support your massive sense of self-worth. When you roll a natural 20 on an ability check, skill check, attack roll, or saving throw (the die result is a 20), or a foe rolls a natural 1 on a saving throw against an effect or spell of yours, or on an opposed skill check against you, you receive a +1 morale bonus to one of the following (selected at the time you gain the bonus): ability and skill checks tied to Strength, Dexterity, or Charisma (your choice); caster level; or weapon damage. You can only have one bonus from Proudful in effect at a time, and if you use the ability again before an old bonus fades, the original bonus immediately ends.

THAT POWER SHOULD BE MINE! (SINFUL)

The indignation you feel when others have abilities you do not can fuel mystic theft.

Prerequisites: Proudful, Cha 13, Improved Counterspell, ability to cast *dispel magic*.

Benefit: Three times per day, when you successfully counterspell a spell you gain the ability to use that spell yourself once. The spell must be no higher level than half your caster level, and you must expend a prepared spell or spell slot of the counterspelled spell's level or higher to cast it. You cast the spell using your caster level, and otherwise follow all the normal restrictions and rules of the spell.



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. As he heads to a ceremony to honor him for saving the city, a minor acolyte of his religion asks for his help with rats in the basement. Balantrodoch does not wish to miss the ceremony, and feels an acolyte should be able to deal with rats – they are beneath Balantrodoch's status. He tells the acolyte to man up and deal with the rats himself. When the acolyte is killed by wererats, which then surge into the temple and kill dozens of supplicants, Balantrodoch loses his paladin abilities for this evil act. The GM allows him to trade in Extra Mercy for a Sinful feat focused on pride.

WE ERR ON THE SIDE OF AWESOME!

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