



Feats of Gluttony

12 sinful new feats for use with the Pathfinder® Roleplaying Game



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Feats of Sin

This installment of the *More Feats!* product line introduces a new kind of feat: the sin feat. Sin feats are designed to represent a character's vices and moral failings, though they are by no means restricted to evil or non-good characters. Though a few sin feats are supernatural in nature, and some even grant bonuses of the profane type, characters of any faith or alignment may wrestle with sinful vices – grappling with and overcoming such a moral complication often serves to highlight a character's heroism.

Many sin feats provide benefits and effects which scale with the number of sin feats that a character possesses. Where applicable, these scaling bonuses are listed in the description of each feat's benefits. Some sin feats' prerequisites require a character to possess some number of other sin feats first, or may allow a character to bypass other prerequisites if they do. For example, a feat might list "Iron Will or one other sin feat" in the prerequisite line. These feats need not share a theme (like wrath, lust, or greed) with the feat listing the prerequisite; all sin feats are equal to one another for the purposes of fulfilling prerequisites like these.

BLOOD APPETITE [SIN]

No act gives you more pleasure than indulging your thirst for blood.

Prerequisite: Heart-Eater or the blood drain special attack

Benefit: Whenever you use your Heart Eater feat or drain blood from a living creature with your blood drain special attack, you gain the effects of a *goodberry*, as described in the *goodberry* spell. As per the spell effect, you may not recover more than 8 hit points per day in this way.

- If you possess two other sin feats, you may choose to gain the effects of two *goodberries* whenever you gain the benefits of this feat.
- If you possess four other sin feats, you gain the effects of a *death knell* spell whenever you slay a living creature with your blood drain special attack, or whenever you use your Heart-Eater feat to slay a dying creature with a coup-de-grace.
- If you possess six other sin feats, you may choose to gain the effects of 2d4 *goodberries* whenever you gain the benefits of this feat.

BULKY [SIN]

Your overlarge physique imparts one grim advantage.

Prerequisite: Con 11

Benefit: You add your Constitution score to your total maximum hit points when determining how much damage you can sustain from a single attack before you are at risk of death from massive damage.

Normal: Using the optional massive damage rules, if you ever sustain a single attack that deals an amount of damage equal to half your total hit points (minimum 50 points of damage) or more and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points.

CONSUMMATE CONSUMER [SIN]

The taste of magic is your favorite flavor.

Prerequisite: one other sin feat

Benefit: When you consume an edible magic item (like a *potion of cure light wounds* or an *elixir of fire breath*), or an edible spell effect (like a *goodberry* or your share of a *heroes' feast*), the effective caster level of that item or spell effect is increased by 2 with respect to its effects on you.

- If you possess five other sin feats, the caster level of such an effect is increased by 4 instead.

GLUTTONOUS SPELL [METAMAGIC, SIN]

Your spells are as ravenous as you are.

Benefit: You may alter a spell with a duration of "instantaneous" so that any creature that it kills or puts down is consumed by its magical energies with an echoing belch. Any creature slain or reduced to -10 hit points or less by a gluttonous spell is wholly consumed and destroyed, leaving behind no remains. If such a creature possesses a death throes special attack, that ability is not activated by this kind of destruction. Additionally, such a creature may not be raised or resurrected except by a *true resurrection* spell.

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

- If you possess five other sin feats, your gluttonous spells also consume any creature reduced to -1 hit points or less by their effects.

HEART-EATER [SIN]

Your profane hunger takes a turn for the macabre.

Prerequisite: chaotic alignment, two other sin feats

Benefit: As a full-round action, you can consume the heart of a dead or dying Humanoid or Monstrous Humanoid creature (as a coup-de-grace with an unarmed strike) in a grisly act that prevents the

Feats of Pride

creature from being raised or resurrected except by a *true resurrection* spell. Alternately, you may consume only part of the creature's heart in a more symbolic ritual.

PULL APART

[COMBAT, SIN, TEAMWORK]

You and your allies descend upon your prey like a flock of carrion crows upon a fresh carcass.

Prerequisite: bite attack

Benefit: Whenever you grapple an opponent, any allies who also possess this feat gain a +1 profane bonus on bite attacks against that opponent, and on checks to aid your grapple with an aid another action.

RANCOROUS RUMBLES [SIN]

Your hunger inspires profane fits of frustrated rage.

Prerequisite: bite attack, Rumbling Gut

Benefit: As long as your Rumbling Gut feat grants you a bonus on damage rolls, you can perform a roar of ravenous frustration as an immediate action, gaining you a profane bonus equal to the bonus granted by your Rumbling Gut feat on attack rolls with bite attacks, as well as on Intimidate skill checks made to demoralize opponents that you have bitten or attacked with a bite attack within the past hour.

RUMBLING GUT [SIN]

With each nip and snap, your hunger grows more intense.

Prerequisite: bite attack

Benefit: Whenever your bite attack misses an opponent, you gain a stacking +1 damage bonus on the next bite attack that you make against any creature within 1 round. This bonus scales and stacks with itself, and each missed attack refreshes the one-round duration of this bonus. For example, if you perform three missed bite attacks across three rounds of combat, your next bite attack gains a +3 damage bonus. When you successfully damage a creature with a bite attack, this damage bonus is immediately reset to 0.

- If you possess five other sin feats, each missed bite attack grants a stacking +2 damage bonus to your next successful bite, instead.

SICKENING BELCH [SIN]

You can expel a rotten, sickening belch.

Prerequisite: one other sin feat

Benefit: As a standard action, you can expel a terrible cloud of bacteria, food particles, foul-smelling gasses, and spittle into an adjacent 5-ft. square. This cloud dissipates at the end of the turn. Any creature exposed to the cloud must succeed on a Fortitude

saving throw (DC 10 + one-half your Hit Dice + your Constitution modifier) or be sickened for 1 round. Any creature that you have grappled receives no saving throw against this effect.

- If you possess two other sin feats, the DC of this effect is increased by +1.
- If you possess four other sin feats, affected creatures are sickened for 1 additional round for every 5 points by which they failed the saving throw against the belch effect. Grappled creatures are sickened for the duration of the grapple, instead.
- If you possess six other sin feats, any affected creature that is already sickened is nauseated by your belch for 1 round instead.

SPELL CANNIBALIZATION [SIN]

You can cannibalize your own spellcasting power, devouring the magic with gluttony.

Prerequisite: ability to cast prepared spells

Benefit: You can consume the energies of one of your prepared spells as a full-round action. If you do, you gain a number of



temporary hit points equal to 1d4 plus the level of the cannibalized spell. Temporary hit points gained in this way do not stack.

SWALLOW WHOLE [SIN]

You can snatch a pixie out of the air and swallow it in a single bite.

Prerequisite: bite attack, two other sin feats

Benefit: You gain a limited version of the swallow whole special attack. When you begin your turn with an opponent two or more size categories smaller than your own grappled, you may attempt a new combat maneuver check (as though attempting to pin that opponent) to shove it into your mouth and swallow it whole. The creature receives bite damage as per the swallow whole special ability, and is transferred to your stomach, where it may attempt to cut or grapple its way free as usual. Your stomach has hit points equal to 1/10 of your maximum hit point total, and an Armor class equal to 10 + half of your natural armor bonus (do not apply size or Dexterity modifiers). If a swallowed creature cuts its way out of you, you may not use your swallow whole ability again until the damage is healed. If the swallowed creature escapes with a grapple check, it is simply expelled into an adjacent space of your choice.

VORACIOUS GLUTTONY [SIN]

Never one for savoring the moment, you really know how to stuff your face, fast.

Benefit: You can consume two potions (or other magic items consumable as a standard action) with a single standard action. If you could ordinarily consume such an item as a move action, you can consume two such items as a move action, instead. Note that you must still be able to draw and hold two items at once in order to consume them together.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.; System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Buhlman, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Buhlman, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Buhlman, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Buhlman, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.