



Abandoned Arts® Presents

Feats of Sloth

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



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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.

ATTENDED [SIN]

You are attended by a lowly, invisible servant.

Prerequisite: character level 7th, three other sin feats

Benefit: You gain a constant *unseen servant* spell-like ability with a caster level equal to your character level. This invisible force is a manifestation of your sloth and lethargy, performing menial tasks for you as you verbally direct. If your *unseen servant* is dispelled or otherwise destroyed, you can renew it as a free action.

COMBAT PROCRASTINATOR [COMBAT, SIN]

Though you are hesitant in battle, you always get the job done eventually.

Benefit: When you use the delay action to significantly reduce your initiative result, you gain a +1 morale bonus on attack rolls, ability checks, and skill checks until the end of your turn. In order to gain this benefit, you must delay your action by an initiative count of at least 15, and at least one other character (ally or enemy) must act in-between your original initiative count and your new one.

- If you possess two other sin feats, you need only delay by an initiative count of 12 in order to gain these benefits.
- If you possess four other sin feats, you need only delay by an initiative count of 9 in order to gain these benefits.
- If you possess six other sin feats, you need only delay by an initiative count of 6 in order to gain these benefits.

DEEP SLEEPER [SIN]

You sleep like the dead.

Prerequisite: Iron Will or one other sin feat

Benefit: You gain a +10 profane bonus on Will saving throws while you are asleep or otherwise unconscious.

HIBERNATE [SIN]

You can enter a state of magical hibernation.

Prerequisite: Deep Sleeper and three other sin feats

Benefit: Whenever you enjoy a full night's rest and sleep for at least 12 unbroken hours, you may unconsciously choose to enter a state of supernatural hibernation. In this magical sleep state, you exist in suspended animation, and require no food or water. While hibernating, divinatory search by a *crystal ball*, *locate person* spell, and similar scrying magic will not detect you, but a *discern location* spell will. You can remain in this state for a number of months equal to your Constitution score, and may choose to wake as a free action at any time (though you retain a sense of the passage of time, you are no more aware of your surroundings as any other unconscious person would be). After 1 day of hibernation, you gain fast healing 1 until you wake, and a +4 profane bonus on saving throws against disease and poison.

LAZY LEADERSHIP [SIN]

Your followers ought to do as you say, and not as you do.

Prerequisite: Leadership, two other sin feats

Benefit: As a full-round action, you can instruct a cohort or follower within 30 ft. who can see, hear, and understand you. If you do, you are staggered for 1 round and that cohort or follower may immediately take a single standard action, as you direct.

LETHARGIC LITANY [SIN]

Your droning, monotonous verse is enough to lull and stupefy listeners.

Prerequisite: ability to cast divine spells, Knowledge (religion) 3 ranks

Benefit: Reciting rote dogma and religious verse relevant to your divine patron, you can lull opponents into a lethargic stupor. By speaking for one full round, opponents within 60 ft. who can see and hear you

Feats of Pride

must succeed on a DC 10 Will saving throw or suffer the effects of a *lullaby* spell with a caster level equal to your character level. Each consecutive round that you maintain this performance, the DC of this effect is increased by +1. This is a supernatural ability.

- If you possess two other sin feats, the DC for this *lullaby* effect starts at 11.
- If you possess four other sin feats, each consecutive round adds +2 to the DC instead.
- If you possess six other sin feats the DC for this *lullaby* effect starts at 12.

SLOTHFUL SPELL [METAMAGIC, SIN]

Your shorthand is sinfully sloppy.

Prerequisite: ability to cast prepared spells

Benefit: You may prepare a spell in such a sloppy, shorthanded way that it becomes easy to mentally overwrite or edit. A slothful spell, if cast normally, is not altered or improved in any way by this metamagic feat. The spell slot that a slothful spell occupies, however, is considered to be an empty spell slot for the purposes of preparing a new spell in its place. If a new spell is written into a slothful spell's slot, the slothful spell is erased from your mind and the new spell is prepared in its place in the usual way.

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

SLOTHFUL SPRAWL [SIN]

Your sin shields you from harm, and from effort.

Prerequisite: two other sin feats

Benefit: You can settle into a lazy, lounging prone position as a move action. If you are already prone, you may also settle into a more luxurious position as a move action. While you rest comfortably prone in this way, you gain a +2 profane bonus to your Armor Class against melee attacks. You need not rest prone on the ground in this way; for example, servants might carry your prone form upon a throne or sedan chair.

SLUGGISH STROLL [SIN]

You can't be bothered to pick up the pace.

Benefit: As long as you move no more than 10 ft. on your turn and make no attacks, cast no spells, and take no actions which would break an *invisibility* spell, your idle calm lends you a sense of confidence and severity, granting you a +1 profane bonus to Armor Class until the start of your next turn, and on Bluff and Intimidate skill checks made before the start of your next turn. If you cast a spell or take any action that would break an *invisibility* spell before that time, you lose these benefits immediately.

If you possess five other sin feats, the Armor Class bonus granted by this spell is increased to +2.

WEARISOME WARRIOR [COMBAT, SIN]

Slogging away at your opponent, you rain blow after blow down with a monotonous rhythm.

Prerequisite: base attack bonus +3

Benefit: As long as you perform the same attack over and over again, you gain a +1 profane bonus on attack and damage rolls when making such an attack. In order to gain this benefit, you must perform a melee attack which is identical to the last melee attack that you performed. The attack must be against the same



target, made with the same weapon, executed with the same feats (Combat Expertise, Power Attack, etc.), and in the same way (using a combat maneuver, fighting defensively, etc.) as the last melee attack that you made, which must have been made by no more than 1 round before.

THY WILL BE DONE [SIN]

Your conjured servants carry out your bidding without instruction.

Prerequisite: Spell Focus (conjuration)

Benefit: You gain a special form of telepathy with summoned creatures that you control, ensuring that such creatures obey your commands without a spoken word, even if you do not share a language with such a creature. Moreover, this special telepathy allows you to communicate even with mindless creatures that you summon and control.

YAWN [SIN, TEAMWORK]

Your mind is lethargic, and difficult for hostile forces to navigate.

Prerequisite: character level 5th, one other sin feat

Benefit: You can yawn as a standard action, gaining the partial benefits of a *mind blank* spell until the start of your next turn. The bonus granted by this spell begins at +2. When you yawn, any ally that also possesses this feat that can see and hear you may also yawn as an immediate action, gaining the same benefits. For each ally that yawns with you, the bonus granted by this feat is increased by +2, to a maximum of +8.



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