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Feats of Wrath

14 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.

BELLOW OF ANGER [SIN]

You can instill reluctance in opponents with a primal scream of rage.

Prerequisite: two other sin feats.

Benefit: During the surprise round (or the first round of combat, if there is no surprise round) you can let loose a scream of fury as a move action. Any flat-footed opponents that can see and hear you are overcome with trepidation, and are unable to move closer to you except with a five-foot step for the duration of the surprise round (or first round of combat, as appropriate). Creatures that possess more than 4 Hit Dice than you do are unaffected. An affected creature may still move his full movement speed, but may not end a movement closer to you than it started. This is a mind-affecting fear effect.

- If you possess five other sin feats, affected opponents may not take a five-foot step closer to you, either.



CHANNEL HATE [SIN]

You channel the wrath of the gods.

Prerequisite: channel energy 2d6.

Benefit: When you channel energy to harm a living creature, add +1 to the DC of that ability.

- If you possess five other sin feats, add +2 to the DC instead.

DOOMSDAY CONJURER [SIN]

You will call down the legions that end the world... or at least the ones that end your foes.

Prerequisite: bloodrage or rage class feature, Augment Summoning or two other sin feats

Benefit: While raging, you can spend a full-round action to share your wrath with a summoned creature. If you do, you may grant the benefits of a *rage* spell (caster level equal to the number of sin feats that you possess, up to a maximum equal to your caster level) to a summoned creature under your control. This *rage* effect lasts only as long as you maintain it, spending a full-round action each turn while maintaining your own rage to do so.

FUROR [COMBAT, SIN]

You simmer with barely-contained anger.

Benefit: You gain a +1 bonus on melee damage rolls. This damage is never multiplied on a critical hit.

INCITE RAGE [SIN, TEAMWORK]

Your own fury lends you insight into others' emotional vulnerabilities.

Prerequisite: bloodrage or rage class feature.

Benefit: When you enter a rage, you can incite any number of allies who also possess this feat to enter a rage with you as an immediate action. Any ally that chooses to do so may enter a rage without expending a daily use of that ability.

INFLECTOR [SIN]

You've got a masochistic streak a mile wide.

Prerequisite: ability to cast an *inflict* spell.

Benefit: You can call upon a surge of profane power as a swift action, gaining a +2 profane

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bonus on attack and damage rolls with a single *inflict* spell that you cast before the end of your turn.

MINDFUL WRATH [SIN]

Your mental landscape is maliciously hazardous to telepathic explorers.

Benefit: Whenever any creature contacts your mind with a compulsion, thought-reading, or telepathic mind-affecting ability, spell, or effect, that creature immediately receives 1d8 points of nonlethal damage. No creature may receive damage from this ability more often than once per round.

- If you possess five other sin feats, this damage is increased to 2d8.

PROFANE WRATH [SIN]

Divine fury guides your hand.

Prerequisite: ability to cast divine spells

Benefit: You can sacrifice a prepared divine spell or unused divine spell slot as a swift action to gain a bonus equal to that spell's level on a single critical confirmation roll.

- If you possess two other sin feats, you gain an equal bonus on your damage roll. This bonus damage is not multiplied by the critical hit.
- If you possess four other sin feats, the critical confirmation bonus is equal to twice the spell level sacrificed.
- If you possess six other sin feats, the bonus damage is also equal to twice the spell level sacrificed.

RAVING MAD [SIN]

For you, rage and madness are one and the same.

Prerequisite: bloodrage or rage class feature

Benefit: As long as you are confused, you can use your bloodrage or rage class feature without expending daily uses of that ability.

- If you possess five other sin feats, you may

also gain the benefits of this feat whenever you are dazed.

SLAUGHTERER [COMBAT, SIN]

You leave a trail of death in your wake.

Prerequisite: Strength 15 or one other sin feat

Benefit: Creatures that you drop to -1 hp or less with a melee weapon or an unarmed strike immediately begin to bleed for 1 point of damage per round.



SEETHING [SIN]

Your rage seethes silently before boiling over.

Prerequisite: moment of clarity rage power

Benefit: When you enter a rage, you may simultaneously use your moment of clarity rage power as a free action, suppressing the benefits and penalties of your rage as usual (though you can use rage powers normally during this time). You can maintain this benefit as a free action each round for up to a number of consecutive rounds per rage equal to your Constitution modifier.

VICIOUS STRIKE [COMBAT, SIN]

You have learned to channel your wrath through vicious magical weapons.

Prerequisite: character level 3rd, Arcane Strike or any two other sin feats

Benefit: When you wield a *vicious* weapon, your weapon deals 2d8 points of damage instead of 2d6. The amount of damage that you receive in return is unchanged.

Special: If you possess a *ki* pool and the Improved Unarmed Strike feat, you may spend 1 point of *ki* to grant the *vicious* weapon property to your unarmed strikes for 1 round.

VINDICTIVE STRIKE [COMBAT, SIN]

The price of power is high... but you're willing to pay its wrathful price.

Prerequisite: character level 5th, Vicious Strike

Benefit: When you wield a *vicious* weapon, you may choose for your weapon to deal 2d10 additional points of damage, instead of 2d6. If you do, you receive 2d6 points of damage in return instead of 1d6.

WRATHFUL SPELL [METAMAGIC, SIN]

Your spells shatter violently against the barriers of spell resistance.

Prerequisite: one other sin feat.

Benefit: You may alter a damage-dealing spell so that it harms spell-resistant creatures even if it fails to overcome spell resistance. Only spells that deal hit point damage may be altered in this way. If the altered spell fails to overcome a creature's spell resistance, the spell deals 2 points of damage per spell level to that creature anyway. The damage dealt this way is of the same type that the spell would have dealt. If the spell would deal two kinds of damage, it deals 1 point of each instead. If the spell would deal more than two types of damage, or if the spell deals variable types of damage, choose the type of damage randomly.

A wrathful spell takes up a spell slot one level higher than the spell's actual level.



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