

FEATS FOR THE SINNERS

You are no stranger to sin, you've met it and accepted it in your heart, no matter how twisted. Each individual has a different experience with sin, but yours is deeper than most.

ENCOUNTERING SIN:

Each of the feat listed here requires the player to succumb to one of the cardinal sins, the exact details of how one succumbs are left to the GM.

LUST

Prerequisite: Having succumbed to Lust

You embody lust, exuding what many desire but don't express, you gain the following benefits:

- Your Charisma score increases by 1 to a maximum of 20.
- When you gain this feat choose your preferred type of humanoid (human, dwarf, elf, Dragonborn, etc...), you can add 1d4 to any Charisma (persuasion) checks you make with members of that race.
- You learn the *charm person* spell, and it is always prepared for you, not counting against your other spells, Charisma is your spellcasting modifier for it. When you cast this spell the creature has no idea it was charmed when the spell ends.

GLUTTONY

Prerequisite: Having succumbed to Gluttony

Your devouring hunger knows no end, you gain the following benefits:

- Your Constitution score increases by 1 to a maximum of 20.
- You have advantage on saving throws against ingested poisons.
- Once per short or long rest, you can spend 1 minute devouring the corpse of a humanoid or undead, you regain a number of hit points equal to 5 times your proficiency modifier, and any excess health gained that should be wasted becomes temporary hit points instead.

GREED

Prerequisite: Having succumbed to Greed

Your hoard rivals that of ancient dragons, or so you dream it, you gain the following benefits:

- Your Wisdom or Intelligence score increases by 1
- You can tell at a single glance whether any money or items of monetary value is counterfeit or not, in addition you have advantage on Dexterity (Sleight of Hand) checks made to steal.
- You are greedy even when fighting, while you have all your spell slots and are not concentrating on a spell, and you cast a cantrip, you can reroll any number of the damage dice, once you reroll a dice you must use the new result.

SLOTH

Prerequisite: Having succumbed to Sloth

Your apathy has no equal, it sometimes seems that nothing can move you out of your constant indifference, not even the world itself.

When you are required to make a saving throw, you can choose to not bother with it. You can choose to succeed it, ignoring any effect or damage if you do so, and reducing your speed to 0 until the end of your next turn. You must choose to do so before seeing the result of the roll. Once you've used this ability you can't use it again until you take a long rest.

WRATH

Prerequisite: Having succumbed to Wrath

Maddening anger takes control of your body, unleashing your devastating emotions on the battlefield, you gain the following benefits:

- Your Strength or Dexterity score increases by 1 to a maximum of 20.
- You can enter a maddening anger, while in this state of anger, you cannot be charmed or frightened, and if you are already charmed or frightened the effect ends. Designate a creature, for 1 minute you gain a bonus to attack and damage rolls against the creature equal to your proficiency bonus. In exchange you have disadvantage on attack rolls against any other creature, and must subtract your proficiency bonus to any damage roll against them. This effect ends early if the creature dies before the end of the duration. You can use this ability once per long rest.

ENVY

Prerequisite: Having succumbed to Envy

You are envious of your neighbors and covet their possessions, which are rightfully yours, it is all rightfully yours. You gain the following benefits:

- When an enemy damages you, you can steal their power. As a reaction to taking damage you can get resistance to it, and claim its power. The next time you deal damage to that creature you inflict additional force damage equal to the damage you have taken. You can use this ability once per short or long rest.
- When deceiving someone to claim what's theirs, or haggle, you have advantage on the Charisma (Deception) check.

PRIDE

Prerequisite: Having succumbed to Pride

You know that you are a cut above the rest, you are better than them and you know it, you gain the following benefits:

- You consider yourself as mighty as the gods, filling you with pride. While at full health you can add 1d6 bonus to any ability checks you make. You can use this ability a number of times equal to your proficiency bonus before needing to take a long rest.
- The first time you take damage while at full health you laugh at the effort, you have resistance to the first instance of damage you take during a day.