

#1 WITH A BULLET POINT
ONE IDEA. ONE FULL CLIP. STILL ONE DOLLAR.

10 FEATS OF FEAR AND FEARLESSNESS

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.



**SUPER
GENIUS
GAMES**

**SUMMER
OF BULLETS**



PATHFINDER

ROLEPLAYING GAME COMPATIBLE

THE HIGH CONCEPT: Feats that allow characters to mitigate the effects of fear and benefit from successfully resisting fear effects.

CENTERED EMOTIONS

As long as you can call upon your ki, you are protected from fear.

Prerequisite: Ki Pool class feature

Benefit: As long as you have at least 1 ki point remaining, no fear effect (of combination of fear effects) can make you frightened or panicked.* If you make a saving throw against a fear effect, for the remainder of the encounter on any round you spend a ki point you gain a +4 bonus to armor class against attacks made by the instigator of the fear effect.

CONSUMMATE PROFESSIONAL

While you are focused on an opponent, you are protected from fear.

Prerequisite: Sneak Attack class feature

Benefit: While you are flanking an opponent, no fear effect (of combination of fear effects) can make you frightened or panicked.* If you make a saving throw against a fear effect, for the remainder of the encounter you may make an Intimidate check to demoralize the instigator of that effect as a swift action whenever you successfully hit him with a sneak attack.

DAUNTLESS FURY

Your anger protects you from fear, and may even spur you on to more rage.

Prerequisite: Rage class feature

Benefit: While you are in a rage, no fear effect (of combination of fear effects) can make you frightened or panicked.* Whenever you successfully make a saving throw against a fear effect, you regain 1 round of rage for the day, up to your maximum daily rounds of rage.

DIVINE COURAGE

As long as you can feel the connection to your deity, you are protected from fear.

Prerequisite: Channel energy class feature.

Benefit: As long as you have at least one use of channel energy remaining, no fear effect (of combination of fear effects) can make you frightened or panicked.* When you channel energy any ally in the effect's area that is frightened or panicked may make an additional saving throw (at the same DC as the fear effect's original DC). If this second save is successful, the ally is only shaken for the fear effect's duration.

ELDRITCH COURAGE

As long as you still have a spell memorized, you are protected from fear.

Prerequisite: Spellcasting ability.

Benefit: As long as you have at least one 1st-level or higher spell prepared or spell slot available, no fear effect (of combination of fear effects) can make you frightened or panicked.* If you make a saving throw against a fear effect, the save DC of all your spells with the fear descriptor increases by 1 until the end of the encounter. This bonus does not stack with itself.

FEARLESS FAMILIARITY

While you are within a favored terrain, you are protected from fear.

Prerequisite: Favored terrain class feature.

Benefit: While you are within a favored terrain, no fear effect (of combination of fear effects) can make you frightened or panicked.* If you successfully make a saving throw against a fear effect from a favored enemy while within your favored terrain, as an immediate action you may make an Intimidate check to demoralize that enemy.

FORBIDDING FORM

You can take on a horrific aspect.

Prerequisites: Mutagen or wild shape class feature.

Benefit: While you are using the mutagen or wild shape class features, the form you take is terrible to behold, giving you confidence that you are more frightening than anything you may encounter. While using either class feature, no fear effect (of combination of fear effects) can make you frightened or panicked.* While in this form you also gain a +5 bonus to Intimidate checks made to demoralize a foe.

SONG IN YOUR HEART

As long as you are still able to sing, you are protected from fear.

Prerequisite: Bardic Performance class ability

Benefit: As long as you have at least one round of Bardic Performance remaining, no fear effect (of combination of fear effects) can make you frightened or panicked.* If you successfully make a saving throw against a fear effect, your regain 1 round of bardic performance for the day, up to your maximum daily rounds of performance.

STRONG FOUNDATION

You can grit your teeth and concentrate on the courage you possess to apply it against other mind-affecting abilities.

Prerequisite: Aura of courage class feature

Benefit: When you would normally be charmed or dominated, as a swift action at the beginning of each round you may choose to instead be staggered for one round. Anything that removes this staggered condition also restores the charm or dominated effect.

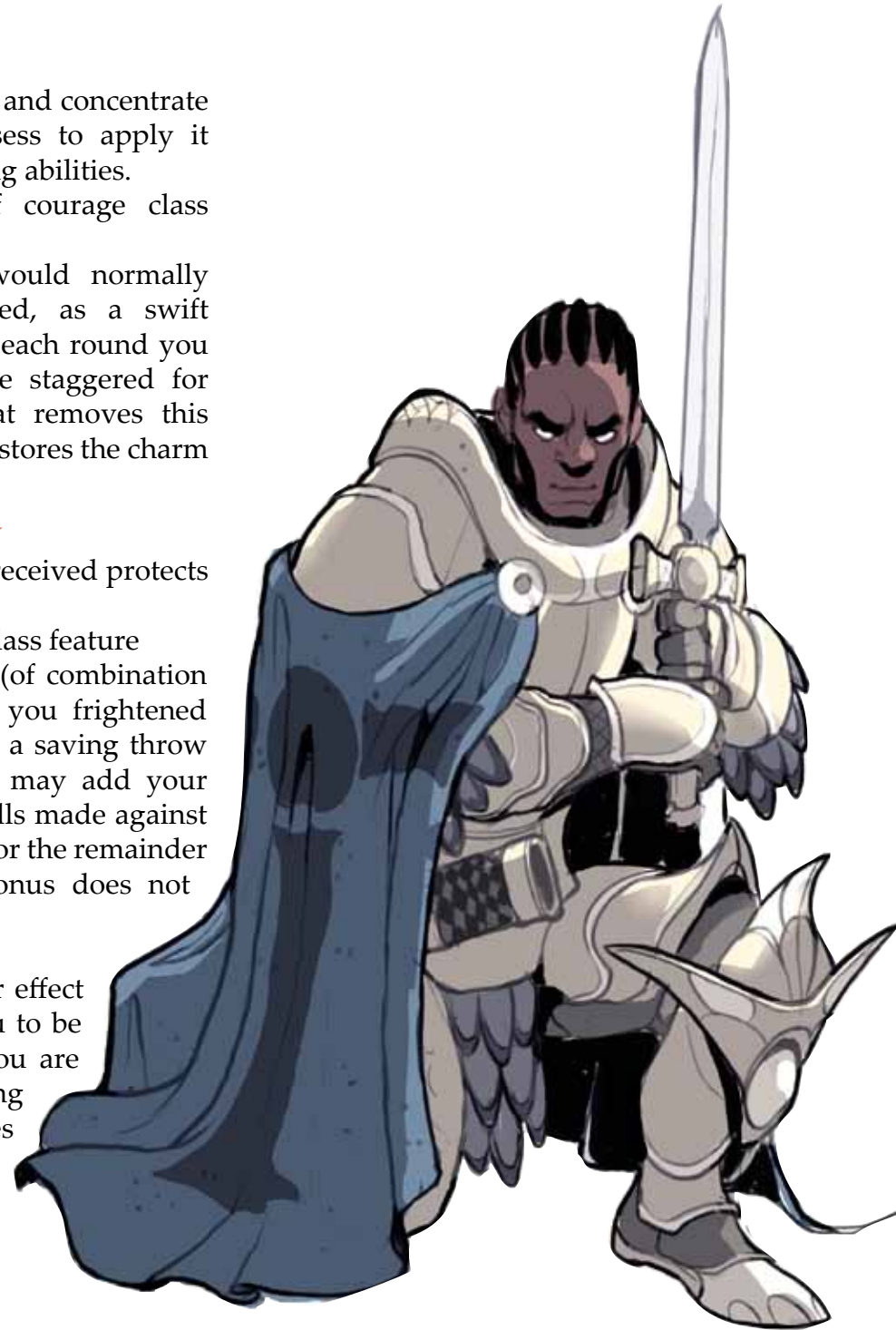
UNSHAKABLE BRAVERY

The training you have received protects you from fear.

Prerequisite: Bravery class feature

Benefit: No fear effect (of combination of fear effects) can make you frightened or panicked.* If you make a saving throw against a fear affect, you may add your bravery bonus to attack rolls made against the instigator of the effect for the remainder of the encounter. This bonus does not stack with itself.

* If any check, spell, or effect would normally cause you to be frightened or panicked, you are instead merely shaken. Being shaken multiple times does not stack, you just remain shaken for the duration of the longest effect.



WE ERR ON THE SIDE OF AWESOME!

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