

# 10 FEATS OF HAMMER AND THUNDER



Sometimes rules supplements read like the world-setting bible of frustrated novelists. Although 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, and each one gives the bare bones of a set of related options. It might 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—they 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.



**THE HIGH CONCEPT:** Ten feats designed to allow characters get extra utility out of bludgeoning weapons and electricity effects as if they were Thor, God of Thunder.

### HAMMER BLOCK

You can spin a bludgeoning weapon in great arcs, making yourself more difficult to hit.

**Prerequisites:** Weapon Focus (any bludgeoning), base attack +1.

**Benefit:** As a move action you can spin your bludgeoning weapon rapidly, creating a virtual shield. You gain a +2 shield bonus to AC for 1 round, and you can also confer this bonus to an adjacent ally.

### HAMMER CHARGE

You can throw yourself behind your bludgeoning weapon, gaining momentum.

**Prerequisites:** Improved Bull Rush, Weapon Focus (any bludgeoning), base attack +1.

**Benefit:** When you use a bludgeoning weapon with a charge attack, you can use your attack bonus with the bludgeoning weapon (rather than an Acrobatics check) for any jump required for the charge. If your charge damages the target, you can immediately perform a Bull Rush as a swift action, with a +2 bonus to your CMB check.

### RANGED CRUSH

You can throw blunt objects hard enough to disarm foes, or knock them off their feet.

**Prerequisites:** Str 13, at least one “Improved combat maneuver” feat.

**Benefit:** As a standard action, you can attack a single target with a thrown weapon. If your attack strikes the target and deals damage, you can also affect it with any of the following combat maneuvers for which you have the Improved feat: bull rush, disarm, trip, sunder.

### SACRED HAMMER

You can imbue a bludgeoning weapon with holy impact.

**Prerequisites:** Str 13, Cha 13, Channel Smite, Selective Channeling, channel energy class ability.

**Benefit:** As a swift action, you can expend a charge of your channel energy ability to gain a sacred bonus to attack rolls and damage rolls on all melee attacks you

make with bludgeoning weapons for 1 minute. The bonus is equal to +1 for every 2d6 of your channel energy ability (minimum +1).

### SMASHING SMITE

You can imbue a bludgeoning weapon with holy force.

**Prerequisites:** Wis 13, Cha 13, smite evil class feature.

**Benefit:** When you are using a bludgeoning weapon, as a standard action you can choose to perform a combat maneuver against the target of your smite evil ability. You can perform a bull rush, disarm, trip, or sunder. This combat maneuver does not provoke an attack of opportunity. You gain a bonus to your CMB check for the maneuver equal to the level of the class that provides you with the smite evil class feature. Once you have successfully used Smashing Smite to perform a specific combat maneuver against a foe, you cannot use it for the same maneuver against that foe for 24 hours.

### STUNNING HAMMER

You can use bludgeoning weapons to hit foes so hard that they are stunned.

**Prerequisites:** Str 13, Weapon Focus (any bludgeoning weapon), base attack +8.

**Benefit:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Hammer forces a foe you damage with a bludgeoning attack to make a Fortitude saving throw (DC 10 + one-half your character level + your Wisdom modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character can’t take actions, loses any Dexterity bonus to AC, and takes a –2 penalty to AC. You can attempt a stunning attack once per day for every four levels you have attained, and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

### THROWN SLAM

You can throw a bludgeoning weapon to hit multiple foes.

**Prerequisite:** Con 13.

**Benefit:** As a standard action, you can make an area attack with a thrown bludgeoning weapon. The attack is a line, originating adjacent to you, with a length of 30 feet. Make a single thrown attack roll at a –5 penalty to every target in the line, dealing normal thrown weapon damage to any target you hit.

### THUNDER CLAP

You can invoke thunder whenever you deal electric or sonic damage.

**Prerequisite:** Con 13.

**Benefit:** When you deal electricity or sonic damage to a target, as a swift action you can also force that target to make a Fortitude saving throw (DC 10 + one-half your level + your Constitution modifier) or be deafened for 1d6 rounds.

### THUNDERING SMITE

You can use your smite evil ability to deal sonic damage.

**Prerequisites:** Wisdom 13, Charisma 13, smite evil class feature.

**Benefit:** When you smite evil, you can choose to have the additional damage from the smite evil ability be sonic damage.

### UNBELIEVABLE THROW

**Prerequisites:** Str 13, Dex 13, Ranged Crush, Thrown Slam, at least one “Improved combat maneuver” feat.

**Benefit:** As a standard action, you can make an area attack with a thrown bludgeoning weapon. The attack is a line, originating adjacent to you, with a length of 60 feet. Make a single thrown attack roll at a –5 penalty to every target in the line, dealing normal thrown weapon damage to any target you hit. You can also affect the last target in the line with any of the following combat maneuvers for which you have the Improved feat: bull rush, disarm, trip, sunder.

# WE ERR ON THE SIDE OF AWESOME!

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