

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

10 MAGE ARMOR FEATS

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.



THE HIGH CONCEPT: Ten feats that allow spellcasters using the classic and venerable *mage armor* spell (and some other defensive spells) to have as many options as characters who use material armor.

DEFENSIVE SPELL FOCUS

You can maximize the benefit of your defensive spells.

Prerequisites: Spell Focus (abjuration), caster level 4.

Benefit: When you cast a spell that grants you a bonus to AC, that bonus is increased by 1. Only you gain this bonus (even if the spell affects multiple targets), and you can only gain this bonus on a single spell at a time (even if you have multiple spells granting you AC bonuses).

DEFLECTIVE ARMOR

Your defensive force spells can cause attacks to slide off it before they get close enough to have touched you.

Prerequisites: Dex 13, Dodge, ability to cast *mage armor*.

Benefit: When you cast a force effect spell on yourself, and it gives you a bonus to armor class, that bonus adds to your AC against all touch attacks.

ELDRITCH ARMOR

You can attune your defensive force spells to protect against efforts to dismiss your personal magic.

Prerequisites: Spell Focus (abjuration or conjuration) or Spell Penetration.

Benefit: As a swift action you can attune a force spell that grants you a bonus to AC (such as *mage armor* or *shield*) to deflect

antimagic energies, making it more difficult to dismiss magic within the spell's defensive aura (spells affecting you personally and items held or worn by you). If a spell affects you and other targets, only the magic on you gains this protection. The DC of caster level checks to dispel or destroy magic and magic items on your person (such as with *dispel magic* or *greater dispel magic*) are increased by the armor bonus granted by the attuned spell, while Will saves you make to prevent magic effects and items on your person from being destroyed or suppressed (such as when resisting a *mage's disjunction*) gain a bonus equal to the armor bonus granted by the attuned spell. Bonuses granted by multiple attuned force spells do not stack. You may also end a spell's attunement with a swift action.

EXPLOSIVE MAGE ARMOR

You can dispel your *mage armor* in a wave of outward force.

Prerequisites: Magical Aptitude or Skill Focus (Spellcraft)

Benefit: As a swift action you can dispel a force spell that grants you a bonus to AC (such as *mage armor* or *shield*), causing it to push away from you in all directions. This ends the spell's duration. The pushing force of the spell's end can give you a bonus to a CMB check made to escape a pin or grapple, an Escape Artist check, or an Acrobatics check made to jump. This bonus is equal to the force spell's bonus to AC.

HEIGHTEN MAGE ARMOR (METAMAGIC)

You can cast more effective versions of *mage armor* as higher-level spells.

Prerequisite: Ability to cast *mage armor*, caster level 3.

Benefit: A heightened *mage armor* spell has a higher spell level than normal (up to a maximum of 9th level). For every level higher than 1st of the *mage armor* spell, its armor bonus to AC is increased by 1. Unlike other metamagic feats, *Heighten Mage Armor* actually increases the effective level of the spell that it modifies. **Level Increase:** The heightened *mage armor* is as difficult to prepare and cast as a spell of its effective level.

MAGE ARMOR PROPERTIES

You can add the magic properties of magic armor to your *mage armor* spell.

Prerequisite: Craft Magic Arms & Armor, ability to cast *mage armor*, caster level 5.

Benefit: When you cast *mage armor*, you can reduce the armor bonus to AC it grants you in order to add magic armor properties to the effect of the spell. When you add properties, you reduce the AC bonus of the *mage armor* spell by an amount equal to the bonus cost of the property. You cannot reduce the *mage armor's* armor bonus by more than 50% in this way. If the target of the *mage armor* gains an armor bonus to AC from other source that is greater than the armor bonus granted by the *mage armor* spell, the magic armor properties of the spell do not function. The magic properties of any armor (but not shield) worn by the target that grants an armor bonus to AC less than that of the *mage armor* spell are suppressed for the duration of the spell. You may add the following magic properties to your *mage armor* spell: *fortification* (light, moderate, or heavy), *invulnerability*, or *spell resistance*.

SHAPEABLE *MAGE ARMOR*

You can alter and mold the shape of your *mage armor*.

Prerequisites: Craft (armor) 1 rank, ability to cast *mage armor*.

Benefit: You can change the shape of a *mage armor* spell as you cast it. You can shift its protection to focus more heavily on vital areas of the target's body – for every 1 point reduction in the *mage armor*'s armor bonus to AC, the *mage armor* spell gives a +2 armor bonus to the target's AC against attack rolls made to confirm a critical hit. Additionally, you may give the *mage armor* the properties of armor spikes and/or a locked gauntlet.

Alternatively, you may cast a *mage armor* spell to upgrade a target's existing armor – filling in gaps in the target's current armor coverage. Rather than grant an armor bonus to AC, when *mage armor* is cast in this way it increases the armor bonus of the targets current armor by 1.

SLICK *ARMOR*

Your *mage armor* makes you hard to grasp.

Prerequisites: Ability to cast *mage armor*.

Benefit: You can cast *mage armor* so its outer surface is slick and rubbery, making it difficult for foes to grip it. Casting the spell in this way is a minimum of a full-round action (though a spontaneous spellcaster doing this with a *mage armor* spell he is also applying a metamagic feat to still takes only a full-round to cast it.)



When you do this, the *mage armor* spells also grants its subject a bonus to CMD against grapple checks and to Escape Artist checks the subject makes. These bonuses are equal to the armor bonus of the spell.

SUMMONER *ARMOR*

You can conjure armor to protect your conjured allies.

Prerequisites: Augment Summoning, ability to cast *mage armor*.

Benefit: When you cast *mage armor* on a creature you have summoned, the spell gains a range of short (25 ft. +5 ft./2 levels). Additionally, when you summon a creature, you may cast *mage armor* on it as a swift action on the same round or the next round..

WITCH *ARMOR*

Your *mage armor* is also effective against supernatural forces.

Prerequisites: Ability to cast *mage armor*, one or more supernatural (Su) class features.

Benefit: Your *mage armor* spells also grant their subjects a resistance bonus to saving throws against supernatural abilities equal to half the spell's armor bonus.

WE ERR ON THE SIDE OF AWESOME!

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