

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

10 SUBSCHOOL AUGMENTATION 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.



**SUMMER
OF BULLETS**

D&D FINDER
ROLEPLAYING GAME COMPATIBLE

THE HIGH CONCEPT: Ten feats that allow spellcasters who focus on subschools of magic to have a slight advantage with all spells of that subschool, much as summoning specialists gain with Augment Summoning.

AUGMENT CALLING

Your called allies gain some eldritch defenses.

Prerequisite: Spell Focus (conjunction).

Benefit: When you use a conjunction (calling) spell to call a creature, you grant them eldritch protection. This protection gives each called creature energy resistance against one energy type of your choice equal to one half your caster level, and DR/magic equal to one quarter your caster level. The protection lasts as long as the called creature remains on the plane you called it to or 1 hour/level of the calling spell, whichever occurs first.

AUGMENT CHARM

Your charm spells give you greater control over your targets.

Prerequisite: Spell Focus (enchantment).

Benefit: When you make a Charisma check or Charisma-based skill check against a creature you currently have under the effect of an enchantment (charm) spell, you gain a +5 bonus to the check.

AUGMENT COMPULSION

Your eldritch thralls are filled with additional power and verve.

Prerequisite: Spell Focus (enchantment).

Benefit: Each creature you have under the effect of an enchantment (compulsion) spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that controls it.

AUGMENT CREATION

The creatures and items you create are unusually robust.

Prerequisite: Spell Focus (conjunction).

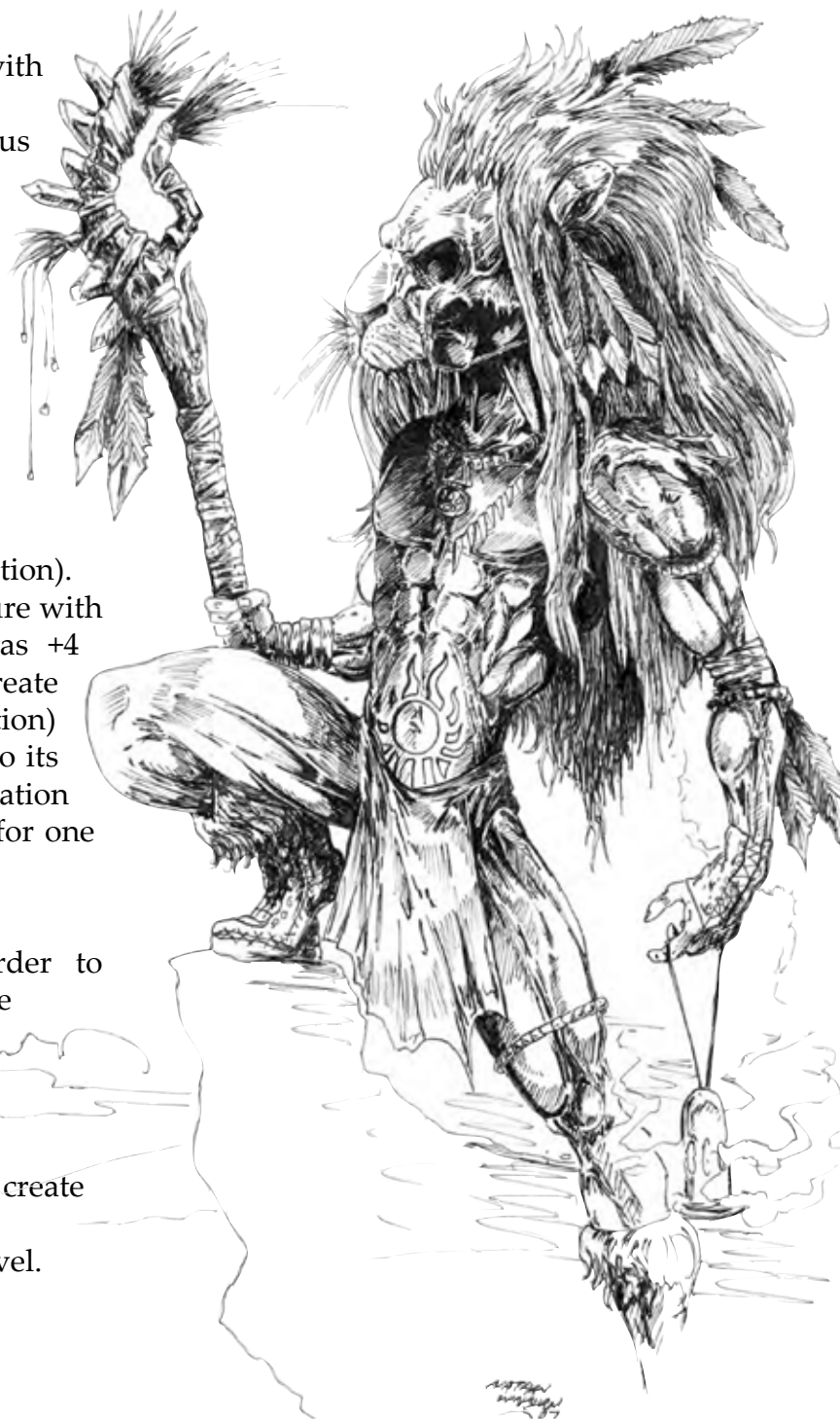
Benefit: When you create a creature with a conjunction (creation) spell, it has +4 Strength and Constitution. If you create an item with a conjunction (creation) spell, it has +4 Hardness and +10% to its hit point total. If the spell has a duration of instantaneous, these benefits last for one hour per spell level, then fade.

AUGMENT FIGMENT

Your illusionary allies are harder to hit, and can automatically change themselves to appear to ignore attacks that should bounce off their armor.

Prerequisite: Spell Focus (illusion).

Benefit: The AC of figments you create with illusion (figment) spells is 10 + the figment's size + 1/2 your caster level.



AUGMENT GLAMER

Your illusions hold together briefly, even after the magic powering them ends or is disbelieved.

Prerequisite: Spell Focus (illusion).

Benefit: If an illusion (glamer) or illusion (pattern) spell you cast ends before its normal spell duration, it continues to exist and retains its full effectiveness until the end of your next round.

AUGMENT HEALING

Your conjuration (healing) spells restore more damage than most.

Prerequisite: Spell Focus (conjuration).

Benefit: When you roll dice to heal hit point damage with a conjuration (healing) spell, you roll twice and take the best of the two results.

AUGMENT POLYMORPH

Your transmutation (polymorph) spells can leave a few choice things unchanged.

Prerequisite: Spell Focus (transmutation).

Benefit: When you affect a target with a transmutation (polymorph) spell (including yourself), you may choose to not remove extraordinary and supernatural abilities that depend on the target's original form (such as keen senses, scent, and darkvision), as well as any natural attacks and movement types possessed by your original form. This includes leaving features needed for class features that depend upon form, including the ability to speak, cast spells, and have hands capable of fine manipulation.

AUGMENT SCRYING

The sensors you create with your scrying spells are particularly powerful and subtle.

Prerequisite: Spell Focus (divination)

Benefit: When you cast a divination (scrying) spell, you gain a +5 bonus to all Perception checks made in regard to the spell, or Knowledge checks made in regard to things perceived through the spell. Additionally, the DC to notice the sensors you create with your divination (scrying) spells is 5 higher than normal.

AUGMENT SHADOW

Your eldritch shadows are surprisingly real.

Prerequisite: Spell Focus (illusion).

Benefit: When an effect or value created by an illusion (shadow) spell you cast is defined as a percentage of some other creature, spell, or effect, you increase its percentage by 10%

NOTE:

The feat Augment Teleportation can be found in #1 *With a Bullet Point: 6 Teleportation Spell Feats*. It is used as a prerequisite for other feats in that product, and is thus provided there rather than here.



WE ERR ON THE SIDE OF AWESOME!

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