

#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR

13 WITCH HEXES



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 (Su): 13 new hexes to give witches a broader range of options.

AUGMENTED HEXES (Su): The range of the witch's hexes that have a range of at least 25 feet is increased by 50%.

BITING SHADOWS (Su): The witch can make a ranged touch attack against any creature within or adjacent to an area of dim or less illumination. This attack deals 3d4 cold damage, +1/2 caster levels. Biting shadows have a maximum range of 30 feet, and deal only half damage to objects.

COME HITHER LOOK (Su): The witch can cast a smouldering glance at a creature within 30 feet, and convince it to move towards her. This functions as the approach option of the *command* spell.

CROCODILE TEARS (Su): The witch can take on a false appearance of extreme sorrow and sincere remorse for any actions taken to anger or damage foes. This functions as the *sanctuary* spell, but potential attackers may make a will save (DC 10 +1/2 witch's level + witch's Intelligence modifier) once per round in order to attack the witch, and any success renders the attacker immune to crocodile tears for 24 hours.

DEAD SEXY (Su): The witch may target undead with spells that normally target humanoids, including mind affecting spells. The witch may also make diplomacy checks on mindless undead.

DIRE HEX (Su): Whenever the witch scores a critical hit against a target, she may also use one of her hexes (but not major hexes or greater hexes) on the target as a swift action. The target need not be within the normal range of the hex, and if the hex requires an attack roll it is considered to have already hit. Once a creature has been affected by a dire hex, it cannot be affected by it again for 24 hours.

ELDRITCH ADVOCATE (Su): While the witch's familiar is in contact with her, her caster level increases by +1.

ELDRITCH PROXY (Su): When the witch casts a patron spell, it may originate from her familiar. The familiar must be within 25 feet, +5 ft./2 levels. If the spell is a touch spell, use the familiar's touch attack.

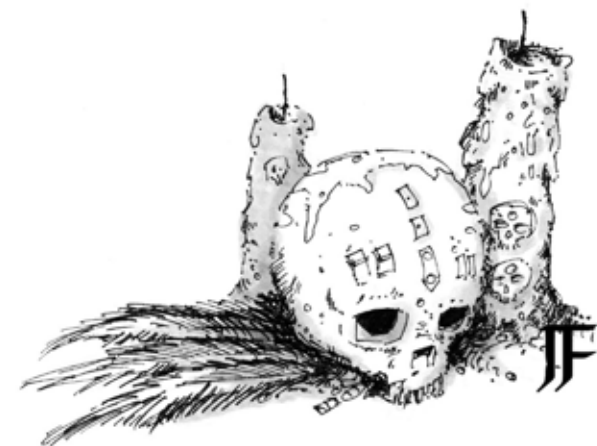
FETCHING (Su): You can grant an ally within 30 feet a +4 bonus to the next attack roll it makes against a specific foe currently threatening you. The attack must be made before the beginning of your next turn. You can only grant each ally this bonus to a specific creature once per day, though you can grant an ally a bonus to different creatures threatening you.

SEAL WIFE (Su): The witch moves comfortably and normally in water. At 1st level, the witch gains Swim as a class skill and may add her Intelligence modifier (rather than her Strength modifier) to Swim checks. At 3rd level, she gains a natural swim speed equal to half her movement rate. At 5th level, she gains a natural swim speed equal to movement rate, and can breathe underwater.

SCORN SCENT (Su): The witch gains the scent ability, but can only use it against creatures that have attacked or harmed the witch within 7 days, or refused a request to perform a service for the witch in return for fair recompense within 24 hours.

SKIN CHANGER (Su): The witch may take the skin of an animal killed within the past minute, and turn it into a cloak. The animal must have had a CR within 5 of the witch's level. The witch may shapechange into the animal by putting on the cloak. This acts as wildshape, using the witch's level as her druid level, but the witch can only assume the form of a creature she has made a cloak from, and each cloak may be used only once. A witch may use this ability for a total number of minutes per day equal to her level.

WOUND DRINKER (Su): The witch may touch an adjacent creature and deal damage to herself equal to 2d8 + 1 per caster level (maximum +10). The creature touched gains healing equal to the damage the witch suffers.



WE ERR ON THE SIDE OF AWESOME!

Designer:

Owen K.C. Stephens

Proofreader:

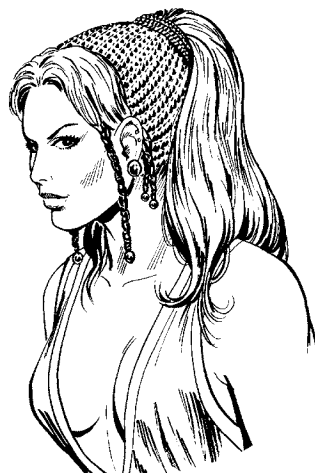
The Geniuses

Art:

Tamás Baranya, Forge Studios and Larry Elmore

Graphic Design and Typesetting:

R. Hyrum Savage



Creative Director:

Stan!

Produced By:

Super Genius Games

www.supergeniusgames.com

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Owen: @Owen_Stephens, Stan: @stannex, and/or

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