

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

TWO OPTIONS FOR THE LEADERSHIP FEAT

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: Two options for different ways to handle the Leadership feat, of use to groups who wish to shake things up, feel gaining the use of an entire additional character (a cohort) is unbalancingly powerful for one feat, or think seventy 1st level characters are more annoying than useful.

OPTION 1: ALLIES AND ASSOCIATES

Rather than gain a single cohort and a slew of followers who go adventuring with you, the Leadership feat gives you access to three skilled characters (an artificer, a healer, and a sage) who are willing allies and associates, but explicitly unable or unwilling to risk their lives on front-line adventuring.

HOW IT WORKS: The character with Leadership is considered to have a small team of supporters supporting him from a safe location (be that a friendly city, a guild hall, a king's court, a pirate's ship, a traveler's caravan, or the character's own stronghold). Access to these characters allows the character to have spells cast, magic items created, and research performed – but only when he can make it back to their safe location.

When the character is at this safe location, he can gain any of the following benefits:

- Information or services that can be obtained with any Intelligence-based skill (including all Knowledge skills) with a skill bonus equal to the character's Leadership score (to a maximum of the character's level +8). One skill check can be made each day
- The casting of any spell available to one divine and one arcane spellcasting class (normally a cleric and a wizard) of half the character's Leadership score or less (to a maximum of half the character's level), with a caster level equal to the character's Leadership score (to a maximum of the character's class level). While there is no cost for the spellcasting itself, the character does have to pay for any expensive material components required, and a maintenance fee equal to 2% of the cost of any expensive focus. A total number of spell levels equal to the character's Leadership score may be cast each day.

- The creation of magic items that could be created by one divine and one arcane character class (normally a cleric and a wizard) of a level equal to half the character's Leadership score (to a maximum of half the character's level). All item creation feats available to a spellcaster of this level are considered to be available. Such items must require a Spellcraft check with a DC of 10 + the character's Leadership score or less to create. Items can be created for 75% of the normal cost (allies give the character a discount, but they still must make some profit), but this must be paid in advance. Creation of such items takes the normal enchanting time, but enchanting can continue after the character leaves the safe location (and thus the item may be waiting for the character when he next returns). Only a single item can be on order at a time.

BENEFIT FOR THE CHARACTER: While you don't have the firepower of a cohort standing next to you while adventuring, you do get more between-adventures support than a single cohort could provide you. The ability to have questions answered, afflictions removed, and items crafted gives you a significant benefit, without slowing down adventure encounters. Additionally, while your allies may not be able to directly aid you in combat, they also aren't at risk of being killed (forcing you to spend resources to restore them, or to find a new cohort).

BENEFIT FOR THE GM: You don't have to deal with a cohort in combat, or track where a slew of followers are. While some notes about these allies will aid with roleplaying encounters with them, they do not require a full set of combat-ready character sheets. The safe location selected as home for the character's allies becomes a natural base of operations for the PCs, and if an adventure gets derailed it's easy to use the allies' connections and lore to put the PCs back on the right track without adding a conspicuous or contrived new source of information.

OPTION 2: PATRON COUNTRY

Rather than gain a cohort and slew of followers, you are a local hero of a country that does it's best to support and aid you.

HOW IT WORKS: The character treats the entire country as favored terrain, and treats creatures he knows to be sworn enemies of the country (as defined by the GM) as favored enemies. In both cases these abilities work as the ranger abilities of the same name, except the bonus to appropriate checks and rolls is +1 bonus for every 5 points of his Leadership score. The character also gains this bonus to all Diplomacy checks made with creatures that are friendly or helpful to his patron country.

The character also makes trips through his patron country more quickly (add Leadership score as a percentile bonus to overland speeds), and buys goods and services more cheaply there (gain a percent discount to prices equal to half Leadership score).

BENEFIT TO THE PLAYER: Rather than depend on how your GM will interpret the actions of allied NPCs who are supposed to follow you, you gain a set of solid numerical advantages and know exactly when you can depend on them. Also, it may be possible to convince a GM to allow you to gain this feat at lower level, which may fit your character history better than waiting until 7th level.

BENEFIT TO THE GM: Nothing to keep track of but a few numerical bonuses to the PC, and you gain a strong incentive for the player to stay in or return to a specific geographic location (often useful for starting new adventures and knowing what to prepare for sandbox campaigns). Additionally this version of Leadership isn't overpowering even at low-levels, so you can safely allow even 1st level characters to take it (which works well for some character histories and campaign backgrounds). Also, this version of the feat can be given out as a roleplaying-based reward if the PCs risk themselves to save a country from a major threat.

WE ERR ON THE SIDE OF AWESOME!

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