

#1 WITH A BULLET POINT

ONE IDEA. ONE PAGE. ONE DOLLAR

3 NEW SUPERNATURAL MONSTER ABILITIES



Sometimes RPG rules supplements seem to have as much world setting information as they do game mechanics. 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 want 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: New supernatural monster abilities allow you to customize monsters by slapping new powers on them, each giving full game mechanics and a suggested CR modifier for monsters with the ability.

**Beguiling Voice (Su):* As a move action, the monster can speak to one target within 60 feet, urging it to love and cherish the monster. This makes it difficult for foes to focus on any action that might harm or upset the monster. The target suffers penalties to attack rolls and damage dealt against the monster, saving throws against the monster's abilities, and skills made to oppose the monster equal to 1d4 per 4 HD (or fraction thereof) of the monster. A Will save (DC 10 + 1/2 monster's HD, + monster's Cha modifier) halves the penalties taken. All penalties last 1 minute/monster's HD. Penalties from multiple uses of this ability stack (but see below), and if the penalties ever exceed the target's HD, the target must make another Will save at -4 or be charmed (as per the *charm monster* spell).

While the monster can use beguiling voice on foes multiple times, it cannot target a creature it has already affected if there is a hostile target in range it has not effected. (The monster must seek out new targets to woo prior to using this attack multiple times on the same foe.) This is a language-dependent, mind-affecting, enchantment effect.

CR Modifier: +1 for monsters with 11 or less Charisma, +2 for 12-19 Charisma, +3 for 20 or greater Charisma.

**Camouflage (Su):* The monster is constantly changing color to match its surroundings nearly perfectly. It may make a Stealth check as a free action once per round. Creatures wishing to locate the monster must make a Perception check at the beginning of each round as a free action. If a creature's Perception check does not exceed the monster's Stealth check, the monster has full concealment against that creature until the next round. Creatures adjacent to the monster always know what space it is in, even when it has total concealment.

Spells and abilities that allow foes to see invisible creatures (such as *see invisibility*) do not work against camouflage, as the creature has actually changed its coloration. Spells and abilities that make invisible targets visible (such as *glitterdust*) do negate the camouflage ability.

CR Modifier: +2.

**Doubling Regeneration (Su):* At the beginning of its turn after one of the monster's limbs is severed, two limbs grow back in its place. A limb is considered to have been severed anytime a slashing weapon scores a critical hit, deals more damage than the monster's Constitution score, the first time a slashing weapon damages it after the monster is below half hit points, and any time a rule effect specifies a limb has been severed (as may be the case when using critical hit card decks or charts). Determine which limb is severed randomly.

Each additional limb gained by the monster gives it one additional secondary

attack. These are equal to its best limb-based attack (normally a melee weapon, slam, or claw attack), but have an attack bonus equal to the monster's best melee attack bonus -5, and add only half the monster's Strength bonus to damage dealt.

Slashing damage from sources that also deal acid or fire damage (such as a *flaming weapon*) do not cause two limbs to grow back when they sever a limb. After a limb has been severed but before it grows back (at the beginning of the monster's next turn), a foe may deal fire damage to the monster in the hopes of preventing two limbs from growing back. The monster must make a Reflex save (DC 10 + 1/2 points of fire damage dealt) to successfully regrow two limbs if it takes fire damage after a limb is severed.

CR Modifier: +1



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