

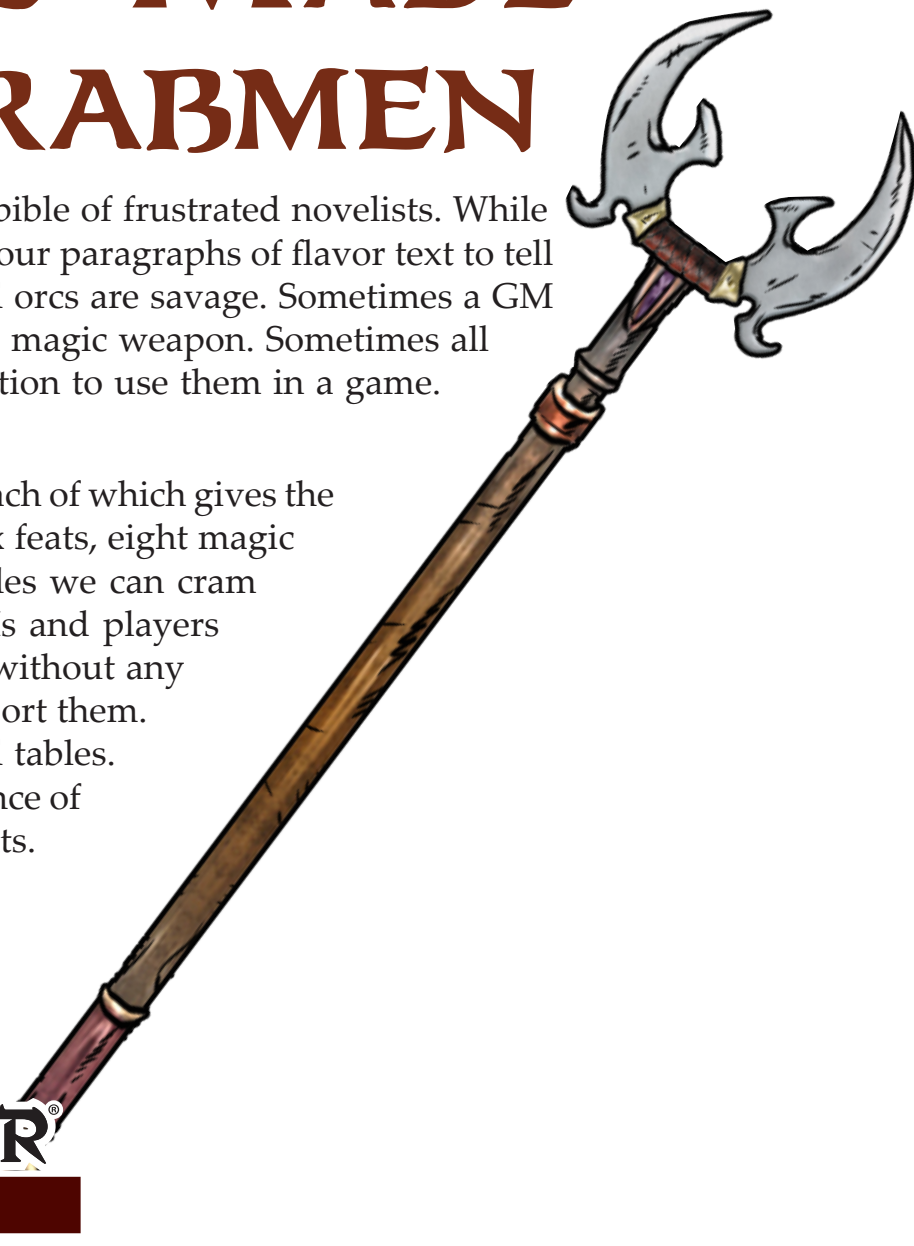
#1 WITH A BULLET POINT

ONE IDEA. ONE PAGE. ONE DOLLAR

3 THINGS MADE FROM CRABMEN

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: Two new pieces of equipment (and a new Special Material) created from bits and pieces of crabmen, for GMs who want to add a creepy element to their seaside economies (or are, perhaps, using the pdf *Christina Stiles Presents: Waysides – Didjer’s Crab Shack.*)

ALCHEMICAL GILL

Cost: 100 gp; **Weight:** 2 lbs.

An alchemical gill is the preserved gill of a crabman, infused with reagents that allow it to draw air from water. The gill is dried and inert until it is fully submerged in water, at which point it produces air for one hour before its alchemical reagents are expended. A gill can be hand-held (allowing it to support up to two Medium or four Small creatures, that share it) or strapped to the face of one Large or smaller creature. If worn, it can be targeted by a sunder or steal combat maneuver (hardness 2, hp 4).

PINCER-POLE

Cost: 450 gp; **Weight:** 10 lbs.

A pincer-pole is a special kind of mancatcher created by mounting a preserved crabman claw (with its tendons and muscles intact and dried to form tight natural springs) on a long pole. A pincer-pole is always masterwork, and if it ever gains the broken condition it requires magic (such as the *mend* spell) to be restored to full function.

A pincer-pole is built to capture a creature of its size or up to one size larger. Thus a Medium pincer-pole can be used on a creature Large or smaller. Make a touch attack to hit an opponent and a combat maneuver check to grapple him (without the –4 penalty for not having two hands free); success means you and the target are grappled, but you do not move into the same space. Once the target is grappled, you can perform a move or damage grapple action against him.

The pincer-pole has hardness 8 and 12 hit points; it requires a DC 24 Strength check to break it. If you drop the pincer-pole, the target can free himself as a standard action.

SPECIAL MATERIAL: CARAPACE

Cost: Special; **Weight:** Special

It’s possible to harvest materials from crabmen to make excellent nonmetallic armors, often popular with aquatic creatures and druids operating near seas and large lakes. The tough carapace can be used to replace the hard plates of rigid armor, while the inner lining of the exoskeleton can be turned into a fine leather and used to replace the materials for flexible armors (leather-based or flexible weaves of metal such as chain or scale mail). While the amount of carapace required is often thicker than standard hide or metal, the lighter weight of crabman carapace, and the slight flexibility of it, allows it to offer protection just as good.

Because the materials made from crabman carapaces are lighter than water, they create modestly bouyant armor. This buoyancy is not enough to actually lift a creature wearing such armor (though empty carapace armor does float), but it does counteract the general bulkiness of armor for those trying to swim. As a result, carapace armor never applies its armor check penalty to swim checks.

Weapons and other gear can also be made of crabman carapace, and also float. Armor, equipment, shields, and weapons made of crabman carapace weigh 90% of the same gear made from normal materials. Because crabman carapace is more difficult to work with, and can only be harvested in limited areas, gear made from it has double the normal gp cost. This modifier is before any add-on cost, such as being masterwork or enchanted.

- HP/INCH:** 25
- HARDNESS:** 8
- COST:** Armor, equipment, shields, and weapons made of carapace cost twice as much to make as their normal counterparts.
- WEIGHT:** 90% normal

PINCER-POLE								
Two-Handed Melee Weapons (Exotic)	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type	Special
Pincer-Pole	450gp	1d4	1d6	20	--	10 lbs.	P/B	Grapple, Reach

WE ERR ON THE SIDE OF AWESOME!

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