

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

# 4 FEATS FOR THE INVISIBILITY SPELL

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:** Feats that expand the function, utility, and tactical options available to casters who take the iconic *invisibility* spell (as well as *greater invisibility* and *vanish*, and in some cases *invisibility sphere*).

## FOCUSED INVISIBILITY

You can focus your invisibility spells through objects.

**Prerequisites:** Craft Magic Arms & Armor, ability to cast *invisibility*, *invisibility sphere*, *greater invisibility*, *mass invisibility*, or *vanish*.

**Benefit:** When you make a creature invisible with *invisibility*, *invisibility sphere*, *greater invisibility*, *mass invisibility*, or *vanish*, you may choose to have that invisibility focused through an item worn or held by the creature. The creature is only invisible when wearing or holding the focused item, and action it takes when not wearing or holding the item cannot end its invisible, though the spell's duration continues to be run even when the focus is not worn. It's a move action to remove and put away, or pull out and ready, an item being used as an invisibility focus.

For example, Anushka is a rogue with a half-orc wizard ally Davor, who has *invisibility* and Focused Invisibility. Anushka wants to sneak up on and kill a guard, then move into a tower. She has Davor cast *invisibility* on her, focusing it through a ring she is wearing (a common choice). While invisible, she moves up on the guard, and finds a place to hide near him. While concealed, she removes the ring focus, becoming visible, then assassinates the guard. Since she was not wearing her focus, this attack does not end her *invisibility* spell (though it's duration continues to run normally while the ring is off). Anushka then puts the ring back on, returns to being invisible, and sneaks into the tower.

## LINGERING INVISIBILITY

You can make your invisibility spell hang on for just a few seconds longer.

**Prerequisites:** Stealthy, ability to cast *invisibility*, *invisibility sphere*, *mass invisibility*, or *vanish*.

**Benefit:** When you make a creature invisible with *invisibility*, *invisibility sphere*, *mass invisibility*, or *vanish*, you may choose to halve the spell's duration to make it a lingering invisibility. If lingering invisibility ends as a result of an action taken by the invisible creature (normally making an attack), the creature remains invisible until the beginning of its next turn (at which point it becomes visible before taking any actions).

## INVISIBLE AURA

Your invisibility spells even make magic auras invisible... at least sometimes.

**Prerequisites:** Spell Focus (illusion), ability to cast *invisibility*, *invisibility sphere*, *greater invisibility*, *mass invisibility*, or *vanish*.

**Benefit:** When you make a creature invisible with *invisibility*, *invisibility sphere*, *greater invisibility*, *mass invisibility*, or *vanish*, you also make its magic auras invisible. Efforts to detect creatures that have invisible auras with divination spells that reveal auras (such as *detect magic*, *detect chaos/evil/good/law*, and *arcane sight*) requires the diviner to make a Perception check opposed by the invisible creature's Stealth check. The invisible creature is allowed to make this Stealth check regardless of cover (or lack thereof) and lighting conditions, but gains no bonus to the check for being invisible. Once the diviner makes a single successful Perception check he can detect the invisible creature's auras normally for the duration of the divination spell being used.

This has no impact on divination spells that specifically note they reveal the presence of invisible creatures, such as *see invisibility* and *true seeing*.

## UNSENSED ITEM

You can cast invisibility spells on objects.

**Prerequisites:** Deceitful, ability to cast *invisibility*, *greater invisibility*, or *mass invisibility*.

**Benefit:** When you target an *invisibility*, *greater invisibility*, or *mass invisibility* spell on an object, it also becomes silent and scentless. In most cases the object is never considered to be making an attack, even if it is a weapon used for an attack (just as a giant that grabs an invisible halfling and uses him as a club is making the attack, and the halfling remains invisible, a human stabbing someone with an invisible sword is the one making the attack, and the sword stays invisible). There are a few exceptions to this – an invisible intelligent magic item might use its magic powers as part of an attack, which would make it visible. An invisible ranged weapon that is used to fire ammunition is making an attack – an invisible crossbow that fires a bolt becomes visible, though an invisible bolt does not become visible for being fired.

This improved degree of undetectability can grant special bonuses. Using unsensed objects gives you a circumstance bonus to appropriate Bluff checks that use the items. For example, a bard using an unsensed rope to hang from a tree branch would receive a bonus to a Bluff check to convince someone he could fly. A rogue using an unsensed short sword to attack a foe would gain a bonus to make a Bluff check to feint with it. Sleight of Hand checks to conceal unsensed objects also gain bonuses. All these bonuses are equal to the level of the spell used to make the item invisible.

Additionally, feinting in combat with an unsensed weapon takes less effort than a normal feint. A character with an unsensed weapon can feint in combat as a move action. A character with an unsensed weapon and Improved Feint can feint in combat as a swift action. If a character would somehow normally be able to feint in combat as a swift action (such as under some circumstances when using the Moonlight Stalker Feint feat), he may feint as a free action when using an unsensed weapon.

None of the benefits of this feat apply against foes able to see invisibility.

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