

**#1 With A Bullet Point**

**ONE IDEA. ONE PAGE. ONE DOLLAR.**

# 5 ABILITIES FOR DRAGONHIDE ARMOR



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:

### ABILITIES FOR DRAGONHIDE ARMOR

These armor special abilities are all designed for dragonhide armor—it doesn't unbalance anything to allow them on other armors, but it's not as much fun!

**\*Discharging:** The helm of *discharging armor* takes the form of a dragon's head. Once per day, on command, it discharges a breath weapon attack, as the *dragon's breath* spell (APG). The effect is based on the type of dragon used to create the armor. The damage of the breath weapon is determined by using the wearer's HD as the spell's caster level, and the save DC is equal to 14 + the armor wearer's Constitution modifier.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *dragon's breath* (APG); Price: +16,800 gp.

**\*Fearful:** This armor retains some of the fear aura of the dragon it is made from. If you make a full-attack action, score a critical hit, or cast a spell of 1st level or higher you may, as a swift action, make an Intimidate check to demoralize all foes within 60 feet. You may use this ability three times per day. You gain a competence bonus to all Intimidate checks made while wearing the armor (including when using its demoralize ability) based on the level of *fearful* armor ability (lesser = +5, moderate = +10, greater = +15).

Moderate enchantment; CL 7th; Craft Magic Arms and Armor, *crushing despair*; Price: +6,000 gp (lesser), +17,250 gp (moderate), +36,000 gp (greater).

**\*Rending:** When you successfully hit the same target with 2 or more melee attacks in the same round, you may also make a single rend attack against that target as a swift action. This is a slashing melee attack that deals 1d8 damage plus one-half the wearer's Strength bonus. The rend attack is considered magic for purposes of penetrating DR, but has no bonus to attack or damage rolls. You may use this ability up to five times per day.

Moderate transmutation; CL 5th; Craft Magic Arms and Armor, *greater magic fang*; Price: +7,500 gp.

**\*Whiptail:** This armor has a long tail built into it, in the style of the dragon from which it is made, which coils and moves as though alive. The tail works to aid the wearer in numerous minor ways. For lesser armor, it grants +1 to the number of attacks of opportunity the wearer can potentially take each round, and a +5 bonus to Acrobatics, Fly, or Swim checks (each suit of armor grants a bonus to only one of these skills, determined randomly). For moderate whiptail armor the bonuses are +2 attacks of opportunity per round and a +10 competence bonus to the selected skill, and for greater whiptail armor +3 attacks of opportunity per round and a +15 competence bonus to the skill.

Strong transmutation; CL 11th; Craft Magic Arms and Armor, *form of the dragon I* Price: +6,000 gp (lesser), +17,250 gp (moderate), +36,000 gp (greater).

**\*Winged:** On command, this armor can sprout a set of draconican wings, allowing the wearer to fly as per the *overland flight* spell. The wearer may fly for up to seven hours per day. This duration need not be used all at once, but it is expended in one-hour increments.

Strong transmutation; CL 11th; Craft Magic Arms and Armor, *overland flight*; Price: +33,000 gp.





# WE ERR ON THE SIDE OF AWESOME!

**Designer:**  
Owen K.C. Stephens

**Proofreader:**  
Jeremy Miller

**Art:**  
Kieran Yanner and the Forge Studios

**Graphic Design and Typesetting:**  
Anthony Kenniston



**Creative Director:**  
Stan!

**Produced By:**  
Super Genius Games  
[www.supergeniusgames.com](http://www.supergeniusgames.com)

Contents ©2011 Owen K.C. Stephens  
Used with permission.

For more information about Super Genius Games and our upcoming products, follow us on Facebook: [www.facebook.com/supergeniusgames](http://www.facebook.com/supergeniusgames), via Twitter:

Owen: @Owen\_Stephens, Stan: @stannex, and/or

Super Genius Games: @SuperGeniusRPG, or at our Yahoo Group: <http://games.groups.yahoo.com/group/super-genius/>

All logos are the trademark of Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY: The Super Genius Games (SGG) and OtherWorld Creations (OWC) company names and logos; the “#1 With a Bullet Point: 5 Armor Enhancements for Dragonhide Armor.” name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

#1 With a Bullet Point: 5 Armor Enhancements for Dragonhide Armor. Copyright 2011, Super Genius Games. Author: Owen K.C. Stephens