

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

## FIVE ABILITIES FOR DRAGONSCALE 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 DRAGONSCALE ARMOR

These armor special abilities are all designed for dragonscale 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.

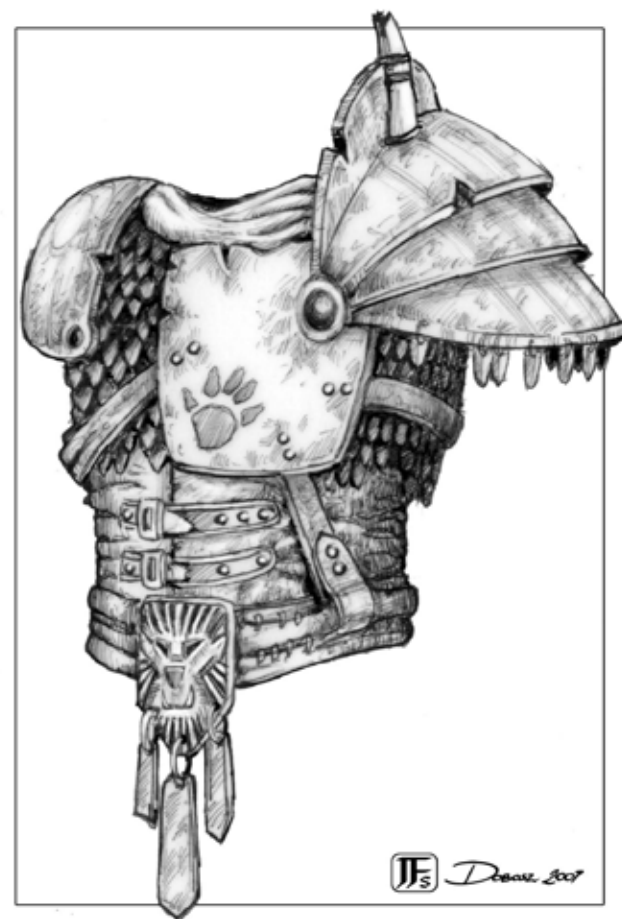
Moderate transmutation; CL 5th; Craft Magic Arms and Armor, *greater magic fang*; Price: +7,500 gp.

**\*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.





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