

#1 WITH A BULLET POINT
ONE IDEA. ONE FULL CLIP. STILL ONE DOLLAR.

5 FIREBALL FEATS

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 allow spellcasters using the classic and venerable *fireball* spell (and other evocations with similar traits) to have as many options as characters who use feats to focus on skills or combat maneuvers.

ENVIRONMENTAL EFFECTS

Your *fireball* creates secondary effects depending on the environment in which you cast it.

Prerequisites: Spell Focus (evocation), Spell Focus (transmutation), ability to cast *fireball*.

Benefit: When you cast *fireball*, or another evocation (fire) spell with a defined area (rather than an effect or targets), if one of the materials listed below fills a volume within the spell's area that is at least equal to a 5-foot-cube, you may have the spell act in the manner listed in the appropriate entry below. The material need not be in a single mass – if you cast a *fireball* in a forest and the GM rules the shrubbery and trees within its area add up to a total of 5-foot-cube, you may call upon the effects listed with wood/plants, below.

Dirt/Earth/Stone: The spell's area fills with noxious gases as the earth is vaporized. Targets that fail their saving throw against the spell must make a Fortitude save against the same DC. If they fail this save, they are sickened and lose the ability to smell for a number of rounds equal to half the spell's level (minimum 1 round).

Ice/Water: The spell's area is filled with superheated steam, able to both burn and

melt as fire, but also dousing fires within its area. Against most creatures and targets the spell deals fire damage, but against creatures of the fire type, the wet steam counts as cold damage.

Metal: Part of the fire energy from the spell superheats the metal in the area. Because some fire energy is used to heat the metal, it deals 1 less point of damage per die. The lingering heat causes the spell's area to continue to deal heat damage (at the beginning of your turn) to all creatures in it. The heat damage is equal to 1 hp per 2 dice of the original spell, and it continues to radiate for 1 round per level of the spell.

Wood/Plants: The spell's area is filled with brightly burning plant material. Targets within the area that fail a save against the spell are dazzled for a number of rounds equal to the spell's level.

COMETSTRIKE

Your *fireball* is a churning, comet-like sphere of destruction that burns everything in its path.

Prerequisites: Ability to cast *fireball*, ability to cast an evocation spell with an area defined as a line.

Benefit: When you cast *fireball* (or other evocation spell with a medium or greater range and a defined area of a 20-ft.-radius-spread), you can change the spell so it forms a 5-foot-diameter streaking comet of energy. The spell's area becomes a line up to short range (25 ft. +5 ft./2 levels) that ends in an explosion with a 10-ft.-radius spread. The comet streaks past any object in the line less than 5-feet in diameter (damaging it normally), preventing

the premature detonation a typical *fireball* suffers when striking such an object. Larger objects simply stop the Cometstrike, without causing a detonation.

FIERY WRATH

Your fire spells can be directed by fire elementals you have summoned.

Prerequisites: Ability to cast *fireball*, ability to summon a fire elemental.

Benefit: When you cast a *fireball* – or another evocation (fire) spell with a defined area (rather than an effect or targets) – into an area that includes a fire elemental you have summoned, the fire elemental can control the flames of your spell. You may decide what targets (creatures & objects) are affected by your *fireball*, allowing allies and objects you do not wish to harm to be totally unaffected by the spell. If the fire elemental is damaged, it is also healed for 1 hp per level of evocation (fire) spell used. (If you have multiple fire elementals in the spell's area, you select one to be healed.)

IMPLOSION

Your *fireball* can suck foes into the center of its area.

Prerequisites: Ability to cast *fireball*, ability to cast a force spell.

Benefit: When you cast *fireball* (or other evocation spell with a medium or greater range and a defined area of a 20-ft.-radius-spread or larger radius), you can change the spell so it is a flash detonation, burning away all the air in its area, and causing a rushing of air to be sucked toward the center of the explosion. Because of the quick flash detonation, the spell deals 1 less hp of damage

per die. You make a special drag* combat maneuver against all creatures completely engulfed in the explosion (making one roll, and comparing it to the CMD of each target), with a CMB of (caster level + spell level). Creatures only partially within the area of the spell take damage normally, but are immune to the drag maneuver. Targets effected by the drag maneuver are pulled toward the center of the explosion. If 2 or more creatures are pulled to the center of the spell, they are knocked prone.

Performing this special push maneuver does not provoke attack of opportunity, though casting the evocation spell does unless it is cast defensively.

*Combat maneuver found in the *Advanced Player's Guide*.

SHOCKWAVE

Your *fireball* can blow foes away from the center of its area.

Prerequisites: Ability to cast *fireball*, ability to cast a force spell.

Benefit: When you cast *fireball* (or other evocation spell with a medium or greater range and a defined area of a 20-ft.-radius-spread or larger radius), you can change the spell so some of its force is used to create an outwardly-pushing shockwave. Because of the force devoted to the shockwave, the spell deals 1 less hp of damage per die. You make a special bull rush combat maneuver against all creatures at least partially within the explosion (making one roll, and comparing it to the CMD of each

target), with a CMB of (caster level + spell level). If the evocation spell cast is 3rd level or less, the bull rush affects targets of Larger or smaller size. If the evocation spell is 4th to 6th level, it can also affect Huge targets, and if it is 7th level or higher it can also affect Gargantuan targets.

Targets effected by the bull rush maneuver are shoved away from the center of the explosion.

Performing this special bull rush maneuver does not provoke attack of opportunity, though casting the evocation spell does unless it is cast defensively.



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