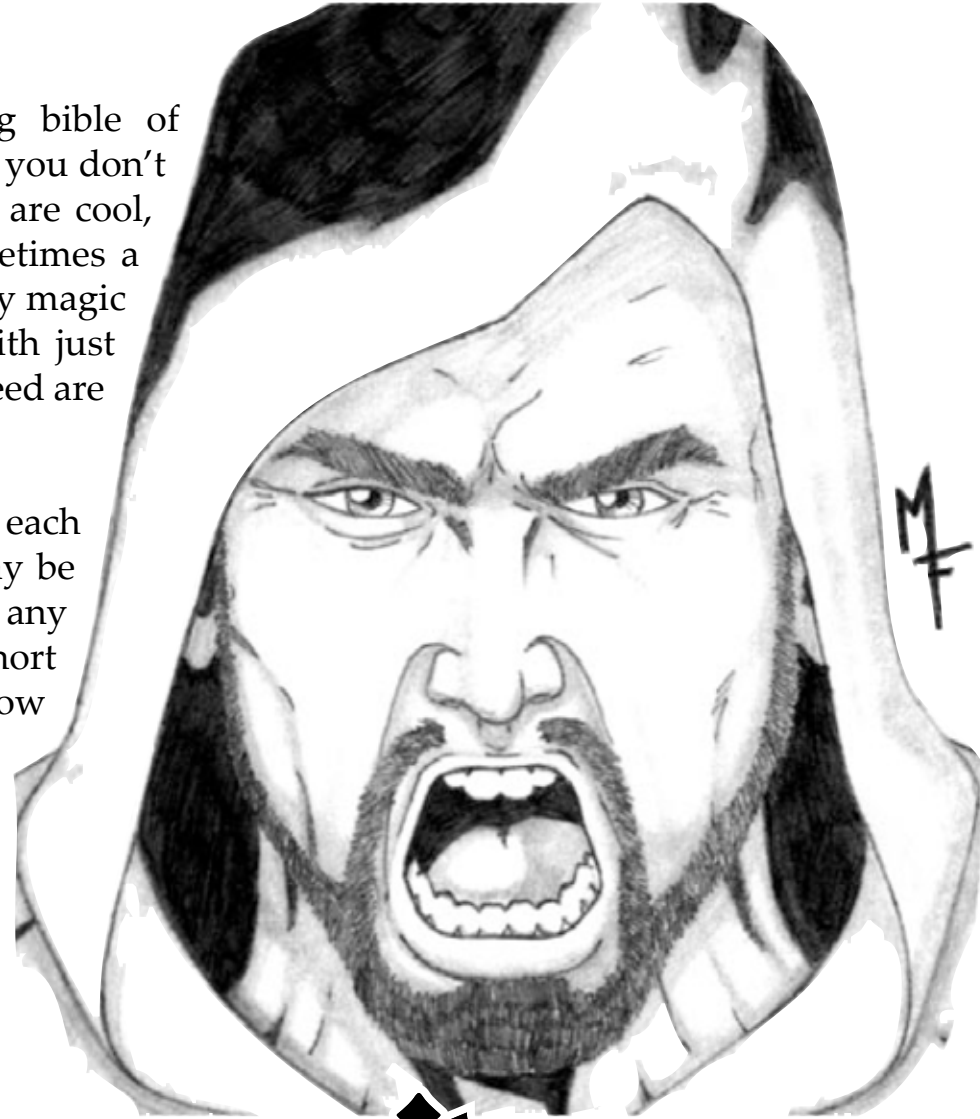


#1 WITH A BULLET POINT
ONE IDEA. ONE FULL CLIP. STILL ONE DOLLAR.

5 HASTE/SLOW 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.



**SUPER
GENIUS
GAMES**

**SUMMER
OF BULLETS**

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

THE HIGH CONCEPT: Five feats that allow spellcasters using the classic and venerable spells *haste* and *slow* (and *blessing of fervor*, if it is used in the campaign) to have as many options as characters who use material weapons.

DISTORTED SPEED

You can change the effects of speed-changing spells you cast.

Prerequisites: Magical Aptitude, , ability to cast *blessing of fervor*, *haste*, or *slow*.

Benefit: Each round, at the beginning of its round, a subject of a *blessing of fervor* or *haste* spell you cast may choose one of the following benefits instead of the normal benefits of the spell. These alternate benefits last until the beginning of the creature's next round. Each subject of a *blessing of fervor* or *haste* spell you cast may choose its own benefit (the subjects do not all need to take the same benefit).

*Ready or store a piece of equipment as a free action once per round.

*Charge as a standard action, even if other movement is taken before the charge as a move action.

*Gain Deflect Arrows as a bonus feat.

Additionally, each round as a free action you may choose to make targets suffering from a *slow* spell you cast take one of the following penalties instead of the normal *slow* penalty. The change in penalty lasts until the beginning of your next turn. (All the targets of a single *slow* spell always suffer the same effects, you cannot change the effect for just a few targets.)

*Targets casting spells with a casting time of 1 standard action or less must cast them as spells with a casting time of 1 round. Spells with a casting time greater than 1 round add 1 round to the casting time.

*Target must take a standard action to reload any ranged weapon.

*Target cannot ready or delay.

MARATHON OF ONE [METAMAGIC]

You can focus your speed-influencing spells on a single target.

Prerequisite: Ability to cast *blessing of fervor*, *haste*, or *slow*.

Benefit: Marathon of One is a metamagic feat that allows you to cast *blessing of fervor*, *haste*, or *slow* as a single-target spell. This takes up a spell slot one level lower than its normal spell level. (No use of an ability, feat, trait, or feature may reduce the spell level to less than one lower than its normal spell level.)

MASTER OF SPEED

Even when not casting a speed-altering spell, you can affect the movements of your willing allies.

Prerequisites: Improved Initiative, ability to cast *blessing of fervor*, *haste*, or *slow*.

Benefit: When you and your allies roll initiative checks, you may choose to have up to one willing ally per caster level (all of whom must be within Medium range, and no two of which may be more than 30 feet apart) share their initiative results. The decision to share initiative results must be made before any rolls are made. You may then assign initiative check totals



as you wish among those allies who chose to share their results. You may be included in this sharing (as long as you are no more than 30 feet from all other allies sharing), but you are not required to be. This may only be done when characters first roll initiative for an encounter, and a character unable to act (for example, a surprised character) doesn't gain the ability to act by taking the initiative check total of a character that can act.

For example: Eliana is a sorceress with the *haste* spell and Master of Speed. She is traveling with four allies – Corvin (a ranger), Marda (a cleric), Kaol (a paladin) and Summer (a druid). Her group comes across a band of ogres, and a fight breaks out. All of her allies are within Medium range of her, and no two are more than 30 feet apart. Eliana offers to have her allies share initiative results, and all agree. Eliana rolls a 22 initiative check, while Corvin gets a 7, Marda 14, Kaol 1, and Summer 17. Eliana now has 5 initiative check totals (1, 7, 14, 17, 22) she may assign to her allies as she desires. Hoping to let Kaol place himself between her allies and the ogres she gives him the 22, while giving Corvin the 17 for similar reasons. She takes the 14 for herself, gives Summer the 7, and assigns Marda the initiative value of 1, so the cleric will know if she needs to heal anyone on her action at the end of the first round of combat.

OVERLORD OF SPEED

Even when not casting a speed-altering spell, you can affect the movements of your willing allies.

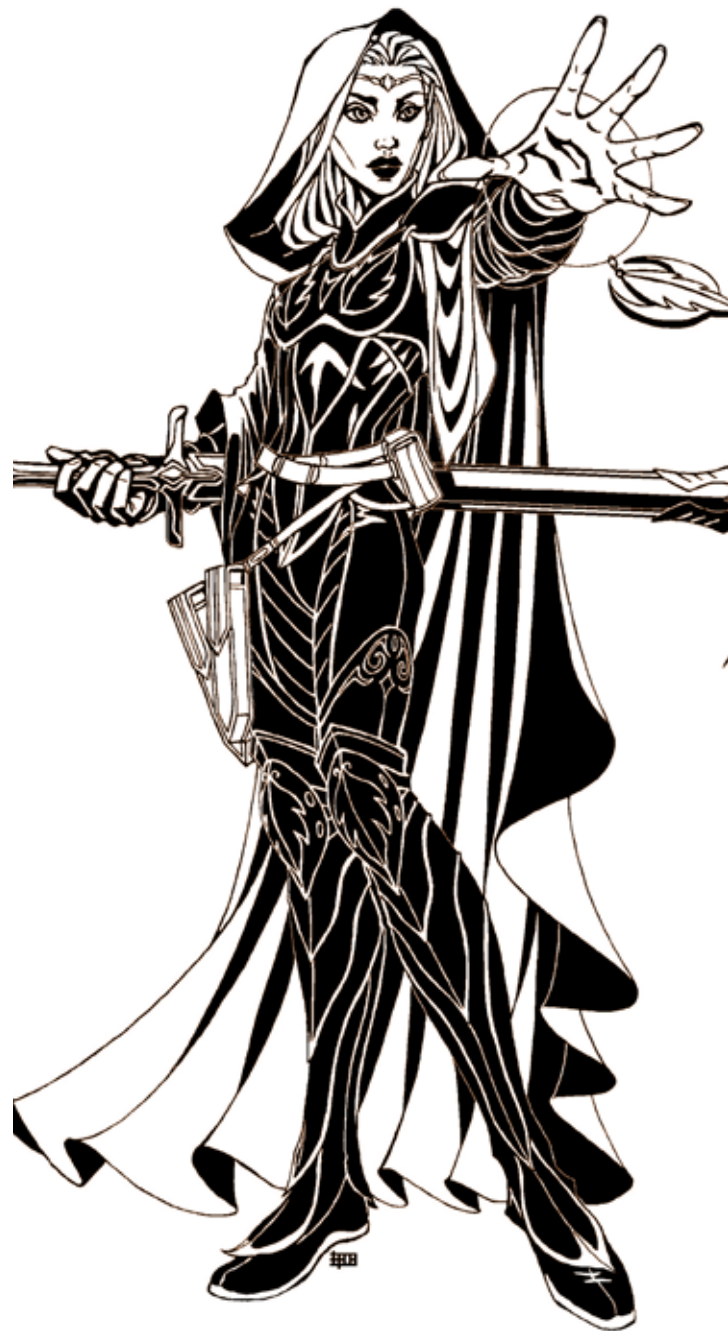
Prerequisites: Improved Initiative, Master of Speed, ability to cast *blessing of fervor* or *haste*, and *slow*.

Benefit: Whenever a creature fails a saving throw against a spell, spell-like ability, or supernatural ability of yours, as a swift action you may force it to make an additional Will save (DC 10 +1/2 your level) or be *slowed* (as the spell) for 1d4 rounds. When a creature fails this save, you may grant an ally within Medium range the benefits of *blessing of fervor* or *haste* (whichever you can cast) for the same duration as the *slow* effect.

UNRESTRAINED SPELL [METAMAGIC]

The targets of your spells may be farther apart than normal.

Benefit: Only spells with a defined number of targets and a restriction that no two of them may be more than a set distance apart may be cast as an unrestrained spell. Targets of an unrestrained spell may be twice as far apart as the "Targets" entry of the spell normally allows. For example, if casting a *feather fall* spell, the "Targets" entry of which reads "one Medium or smaller free-falling object or creature/level, no two of which may be more than 20 ft. apart," you may target Medium objects or creatures no two of which may be more than 40 ft. apart. An unrestrained spell uses up a spell slot one level higher than the spell's actual level.



WE ERR ON THE SIDE OF AWESOME!

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