

# #1 WITH A BULLET POINT

ONE IDEA. ONE PAGE. ONE DOLLAR

# 5 HELLFIRE 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:** To give characters new ways to access hellfire, the infernal substance that is both a supernatural form of energy (similar to, but not exactly the same as, the mystic fires mortal spellcasters call upon to fuel such spells as *burning hands* and *fireball*) and planar material (similar to magic force effects), which was first introduced in *The Genius Guide to Hellfire Magic*.

### BURNING VENGEANCE

Your touch of corruption can set the world ablaze.

**Prerequisites:** Touch of corruption class feature.

**Benefit:** Creatures that fail their saving throws against your touch of corruption catch on fire. The target takes 1d6 points of fire damage immediately. In each subsequent round, the burning character must make a Reflex saving throw at the same DC as the touch of corruption's Fortitude save. Failure means the target takes another 1d6 points of damage that round. Success means that the fire has gone out—that is, once the target succeeds on his saving throw, he's no longer on fire.

If you use this as an evil act (as antipaladins always do unless they are too dumb to think of it) the damage done to burning creatures increases to 1d8/round and half the damage is acid, rather than fire.



### HELLFIRE CHANNEL

You can channel the power of hellfire.

**Prerequisites:** Channel energy class feature.

**Benefit:** Instead of its normal effect, you can choose to have your ability to channel energy deal hellfire damage (half fire damage, half cold damage) to all living and undead creatures in its area by spending two uses of your channel ability. You must make this choice each time you channel energy. The amount of damage dealt and the DC to halve the damage is otherwise unchanged.

If you use this ability as an evil act (the equivalent of casting a spell with the evil descriptor) you also cause creatures that fail their saving throw against your channel to be sickened for 1 round.

### HELLFIRE SPELL [METAMAGIC]

You can infuse your spells with the power of hellfire.

**Prerequisites:** Ability to cast some combination of spells that include the following descriptors: acid, cold, evil, fire.

**Benefit:** You are able to cast a spell so it is infused with the power of hellfire. Only spells that allow saving throws for half damage or to negate the spell – and that deal acid, cold, electricity, or fire damage – may be cast as hellfire spells. Half the damage of a hellfire spell is changed from its normal descriptor to one of the following descriptors of your choice; acid, cold, electricity, or fire. Any outsider that fails its save against the hellfire spell takes additional damage equal to your Int, Wis, or Cha bonus (whichever is greatest).



The spell gains the hellfire descriptor, as well as the descriptor of the energy type you choose half its damage to become.

If you cast this spell as an evil spell, your effective caster level for determining its range, duration, and number of targets is increased by +4. This has no effect on any other calculation involving your caster level – only the spell's range, duration, and number of targets.

A hellfire spell takes up a spell slot one level higher than the spell's actual level.

### HELLISH ASSAULT

Your strong emotions when dealing damage allow you to call on hellfire with your magic weapons.

**Prerequisites:** Any one of the following: challenge class feature, favored enemy class feature, judgment class feature, rage class feature, sneak attack class feature, smite evil class feature, Weapon Specialization.

**Benefit:** You can call on hellfire when you use the challenge class feature, make an attack against a favored enemy, use the destruction judgment, rage, hit a creature you are using smite evil against, make a sneak attack, or use a weapon you have taken Weapon Specialization with. When calling on hellfire, if you deal damage with a weapon that has a magic property that causes it to deal additional d6s of damage (such as bane, flaming, frost, and holy), all the extra d6s of damage become d8s, and the additional

damage dice deal half acid damage and half electricity damage. Additionally you take on aspects of hellfire in your appearance (flaming eyes, smoky breath) and gain a bonus to Intimidate checks equal to the number of extra dice of hellfire damage your weapon deals.

If you use this ability as an evil act (the equivalent of casting a spell with the evil descriptor) you also gain energy resistance acid and energy resistance electricity equal to the number of dice of hellfire damage your weapon deals.

### HELLISH BRUTE

You can infuse your mutagens with a sliver of the raw power of hellfire.

**Prerequisites:** Mutagen class feature, feral mutagen discovery.

**Benefit:** You have learned to infuse your mutagens with some of the essence of the fiendish planes, through the medium of hellfire. The damage dice for the claw and bite attacks you gain from the feral mutagen are increased by one die step, and you gain acid, cold, and fire resistance equal to 1/4 your alchemist level while in mutagen form.

If you choose to infuse the mutagen with the essence of the lower planes, you may choose to make one of these resistances (acid, cold, or fire) equal to half your alchemist level. Using a mutagen in this way is an evil act, of the same degree as casting an evil spell.

# WE ERR ON THE SIDE OF AWESOME!

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