

#1 WITH A BULLET POINT

ONE IDEA. ONE PAGE. ONE DOLLAR.

5 META-COMBAT 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.

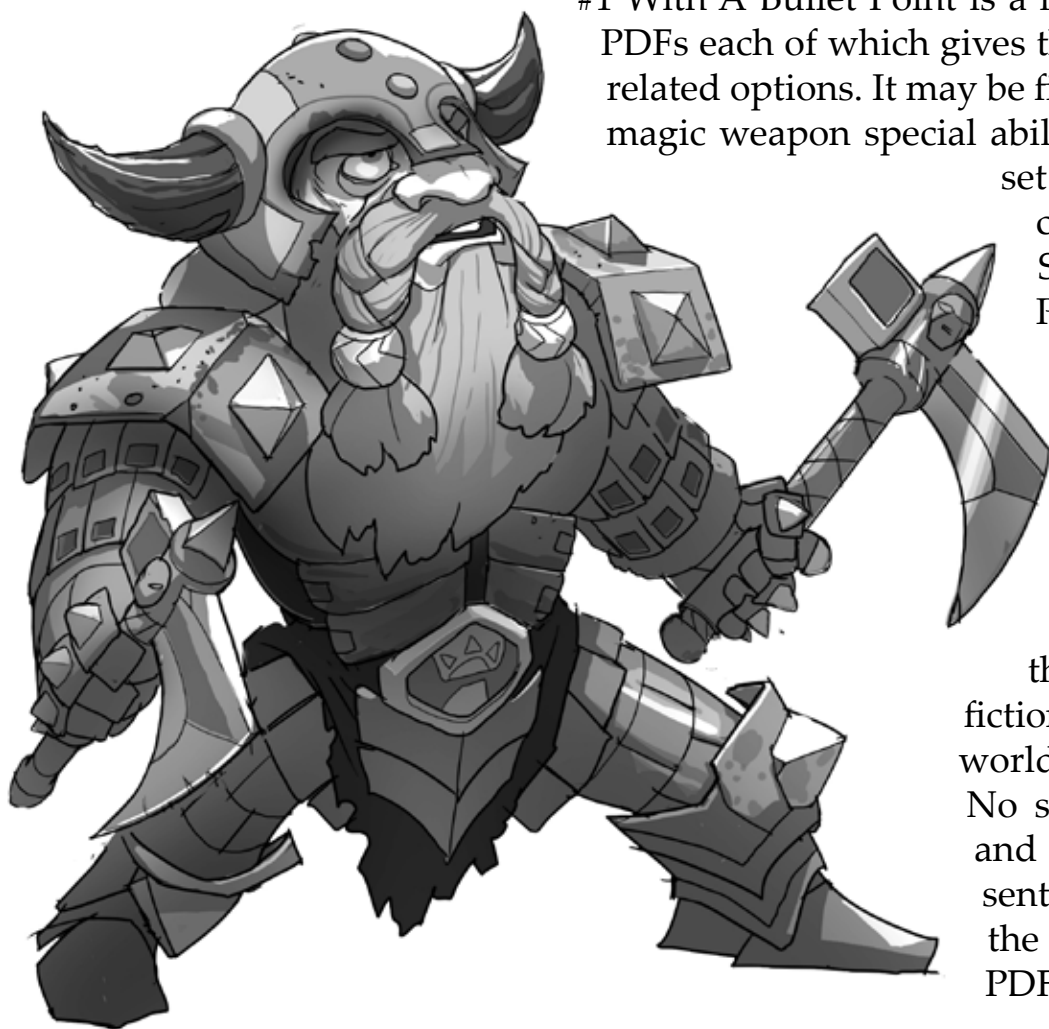
No sidebars of explanations

and optional rules. Just one

sentence of explanation for

the High Concept of the

PDF, then bullet points.



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THE HIGH CONCEPT:

Provide resource-management feats for characters focusing on combat rather than magic, in the same vein as metamagic.

Meta-Combat Feats: Meta-combat feats represent your ability to take advantage of specific circumstances on a battlefield (a foe's balance is thrown off for a split second by stepping on a pebble, or an explosion briefly distracts everyone from your presence) to accomplish displays of prowess and cunning normally impossible. Each meta-combat feat modifies attack options to allow combatants new and interesting options. They do this at the cost of counting as full-attack actions (thus requiring full-round actions), but limiting the number of attacks you get to make (though most specify additional actions you are allowed to take as part of that action). Some also restrict the benefit of some of your other feats or normal combat options, as described in each feat.

Because meta-combat feats represent your ability to exploit the chaotic, ever-changing nature of combat conditions, it's not possible to use them back-to-back. Each requires a specific set of circumstances that might or might not come into play round after round. However, it would slow play considerably to require the GM and players to track every possible mis-step, distraction, and coincidental positioning that would make meta-combat feats possible. Instead, each meta-combat feat has a cooldown period which represents how long after use a character is able to use it again. Note that each

cool-down period is for that meta-combat feat alone, and that a cool-down of 1 round means the character can re-use the meta-combat feat on his next turn.

For example, Sir Mark is a paladin with the Over the Top and Running Attack meta-combat feats, and he is fighting a red dragon and its brood. To reach the dragon, he uses Running Attack to slash at two broodlings while moving across the field of battle. After doing so he rolls its cooldown, and discovers he cannot use Running Attack again for 3 rounds. However he is still free to use Over the Top when he reaches the red dragon on his next round, as it has its own cooldown.

BIND AND BASH (META-COMBAT)

You can use a primary weapon to bind a weapon of your foe, and then smash him with a shield or secondary weapon.

Prerequisites: Base attack +1, Weapon Focus

Benefit: You can attempt to bind a foe's weapon (manufactured or natural), wand, rod, or staff with your own weapon so neither can be used, while striking with an off-hand weapon. As a full round action you make a CMB check against the foe's CMD. If you succeed the foe's item is bound (and cannot be used until it is unbound), and your weapon is also bound. Additionally, if you bind your foe's weapon you may make a single attack with your off-hand weapon (or shield bash, or make an unarmed strike), dealing damage normally.

Making a Bind and Bash attack provokes an attack of opportunity from your target, but not from any other combatant.

On your foe's turn he may drop an item you have bound as a free action, ending the bind effect. Or as a standard action he may make a CMB check against your CMD to break free of the bind. Or, he may move away from you (which provokes an attack of opportunity, even if he only takes a 5-foot step, unless the foe takes a withdrawal action). On any turn that begins with you in a bind you may break the bind using the same options as listed above, or as a standard action you may make a single off-hand attack and maintain the bind (keeping the weapon you used to bind, and your foe's bound item both unusable). Unlike an initial bind, this does not provoke an attack of opportunity.

You can maintain a bind as long as your foe doesn't get away from you, but to initiate a new bind there is a cooldown of 1d4 rounds.

DUCK OUT OF SIGHT (META-COMBAT)

You can duck out of a creature's field of vision.

Prerequisites: Skill Focus (Stealth) or skill master (Stealth)

Benefit: Select one target. As a move action you may make a Stealth check at -10 against that target for it to no longer consider you in its line of sight, and count you as invisible. No other factors (such as being in bright light) prevent this Stealth check (though you still can't make it against a foe in a grapple with you). You are considered unseen by the target until you successfully hit it in combat, or at the beginning of your next turn. All other creatures perceive you normally.

Duck Out of Sight has a cooldown of 2d4 rounds.

HAMMER DOWN (META-COMBAT)

You can batter your way through a foe's defensive efforts.

Prerequisites: Base attack +6

Benefit: You can make numerous attacks in rapid succession in an effort to bat aside a foe's shield, break his guard, and land a blow in a soft spot. As a full round action you make a single melee attack with a +5 bonus. This provokes an attack of opportunity from foes other than your target. Because the attacks are made so quickly, they lack the full power of your normal weapon strikes. If the attack hits, you deal half damage.

Hammer Down has a cooldown of 1d3 rounds.

OVER THE TOP (META-COMBAT)

You can throw yourself over a foe as part of a melee attack, and try to knock them down.

Prerequisites: Base attack +1

Benefit: You can attempt to run up a target that is your size or larger, attack it at the apex of your movement, and use your weapon attack to drag the target off its feet. As a full round action you can move from your current location adjacent to a foe to any adjacent location on the far side of your target. (The two locations should be arranged so that if there were combatants in them, they would flank your foe). The total distance you move cannot exceed your movement rate.

You make a single attack halfway through this movement at your highest attack bonus. If the attack hits, compare your attack total to the target's CMD. If your total matches or exceeds the target's CMD, you also knock it prone.

Neither the maneuver nor movement provoke from the creature you attack, though performing an Over the Top maneuver counts as making a trip

attack for purposes of determining if you provoke attacks from other creatures threatening you.

Over the Top has a cooldown of 1d4+1 rounds.

RUNNING ATTACK (META-COMBAT)

You can dash in and out of foe's grasps as you cut your way through a battlefield.

Prerequisites: Dex 13, Dodge, Mobility, Spring Attack, base attack +16

Benefit: You can move up to double your move rate, and make two attacks as you do so. These attacks may be made at any point along your movement, and both use your highest attack bonus -2.

You do not gain the benefit of your Mobility feat against attacks of opportunity made by any creature not the target of one of these two attacks.

Running Attack has a cooldown of 1d3 rounds.



WE ERR ON THE SIDE OF AWESOME

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