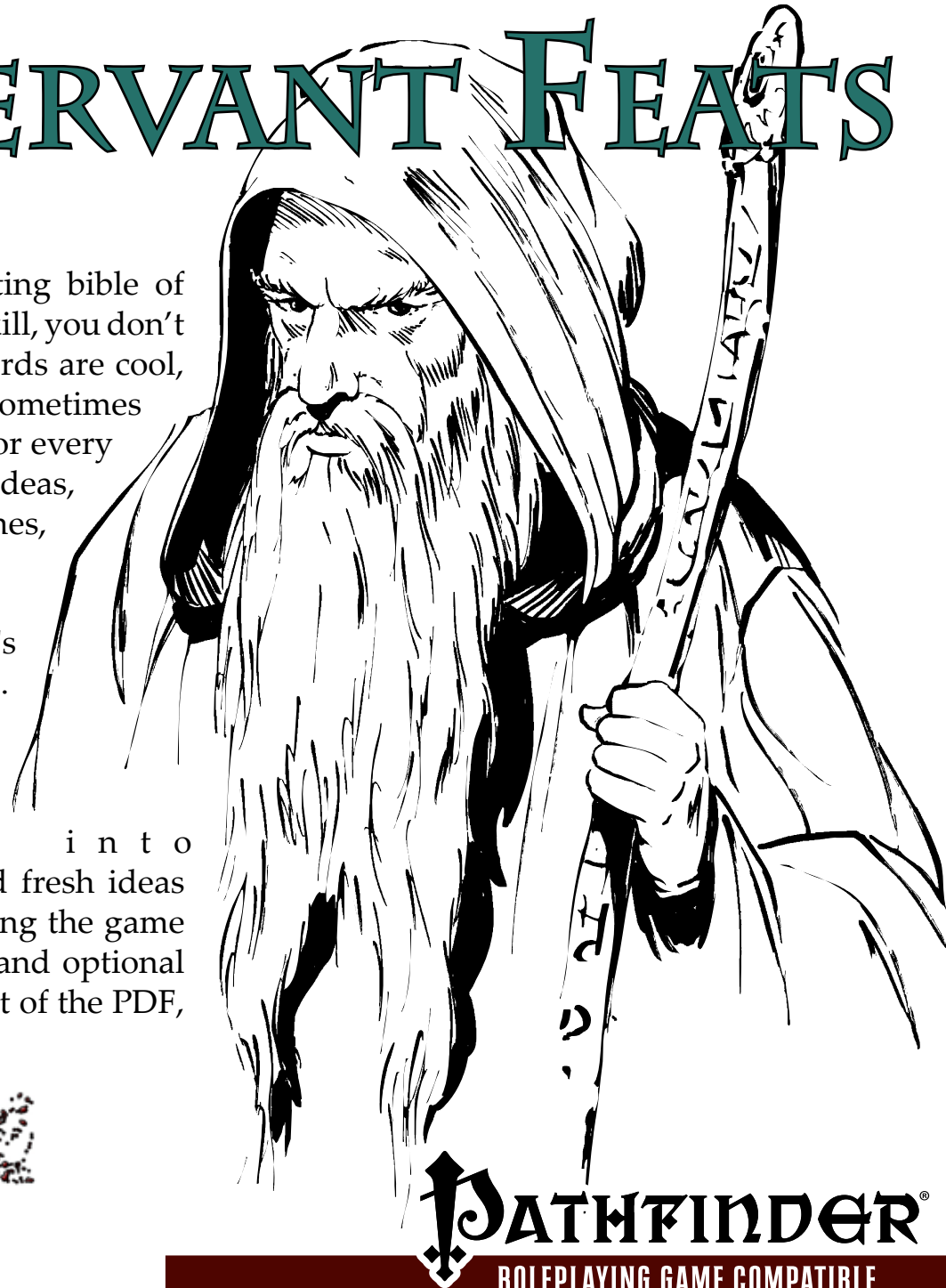


#1 WITH A BULLET POINT
ONE IDEA. ONE FULL CLIP. STILL ONE DOLLAR.

5 UNSEEN SERVANT 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 spell *unseen servant* to use it in new and useful ways.

FORCE SERVANT

Your *unseen servant* is much harder than most.

Prerequisite: Ability to cast a spell with the force descriptor, ability to cast *unseen servant*.

Benefit: The spell effect from an *unseen servant* you cast is considered to be a force effect. It is immune to damage, and can manipulate objects on the ethereal plane (subject to its normal Strength and skill limitations).

GREATER SERVANT

Your *unseen servant* spells produce faster, stronger spell effects.

Prerequisite: Augment Summoning, Spell Focus (conjuration), ability to cast *unseen servant*.

Benefit: The spell effect from an *unseen servant* you cast has an effective Strength score of 6, (so it can lift 60 pounds or drag 300 pounds). It can perform tasks that require a skill check with up to a DC 14 (although it still cannot perform tasks that require skill that cannot be used untrained). When you move the servant can remain adjacent to you, even if this requires it to climb, fly, swim, or move more than 15 feet a round (though it cannot make such movement other than to stay adjacent to you).

Normal: *Unseen servant* has an effective Strength of 2, a max move of 15 feet, and cannot success at any task requiring a skill check with a DC greater than 10.

UNSEEN ACTOR

You can use your *unseen servant* to lend credibility to your illusions.

Prerequisites: Deceitful, ability to cast *unseen servant*.

Benefit: As you desire your *unseen servant* effects can move within an illusion (figment) you control, causing very minor real effects (kicking up dust, making scuffing noises against the ground, actually carrying a sword of similar light object, applying force when an illusory cloak of other light illusory objects strikes those around it, pushing branches out of its way, opening doors, and so on). The *unseen servant* can't actually exceed its normal limits of Strength or skill, but takes such minor actions as might increase the verisimilitude of an illusion without further instruction from you. This increases the save DC of an illusion (figment) spell it augments by 1. (If you also have the Greater Servant feat, the DC increase is +2.)

Additionally, if you have an *unseen servant* in effect and adjacent to you, you gain a +3 bonus to all Sleight of Hand checks you make.

Normal: While an *unseen servant* could be instructed to do something specific that might augment the realism of an illusion (figment) spell (at the GM's discretion), it would normally only be able to do one thing at a time and require instruction from you for each separate thing it was to do, making it much less effective.



UNSEEN CRAFTSMAN

Your *unseen servant* is much handier than most such spell effects.

Prerequisites: Any feat or trait that gives a bonus to a Craft or Profession skill, ability to cast *unseen servant*.

Benefit: Your *unseen servant* can take an aid another action for allies within range attempting a skill check. Anytime an unskilled assistant making a DC 10 check could aid a skill check (GM's discretion, but also the norm for many aid another attempts), the *unseen servant* successfully grants a +2 aid another bonus. Additionally, the *unseen servant* can perform skill Craft and Profession checks for Craft and Profession skills you have ranks in, using your skill bonus.

UNSEEN SQUIRE

Prerequisite: Deft Hands, ability to cast *unseen servant*.

Benefit: As a move action you can assign an *unseen servant* you have cast to serve another character. The spell is considered to have been cast by that character for all purposes except caster level. The spell effect does its best to remain adjacent to the character you assign it to, and must remain within short range of that character or wink out of existence (though it no longer has to remain in range of you). Each round the *unseen servant* can take one item given to it by the character it serves and stow it safely away on the character, or it can prepare a weapon or piece of equipment for the character. This allows the character to accept or pass off held items as free action (though only to the limit

of the *unseen servant*'s ability to take or put away one item per round). Alternatively each round the *unseen servant* can load a crossbow or firearm (which always takes maximum time, regardless of what feats or abilities the character it is serving has), carry a shield that weighs 20 lbs or less to protect the character it serves (which never gives more than a +1 shield bonus to AC, regardless of the properties of the shield), or apply a potion to the character it is serving (though this is a separate action from readying a potion, limiting the *unseen servant* to one potion every two rounds). Efforts to remove or damage items held by the *unseen servant* are handled as disarm, steal, or sunder maneuvers against the character it is serving, but such maneuvers never provoke attacks of opportunity (as the *unseen servant* cannot make attacks) and receive a +4 circumstance bonus to their CMB check.



WE ERR ON THE SIDE OF AWESOME!

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