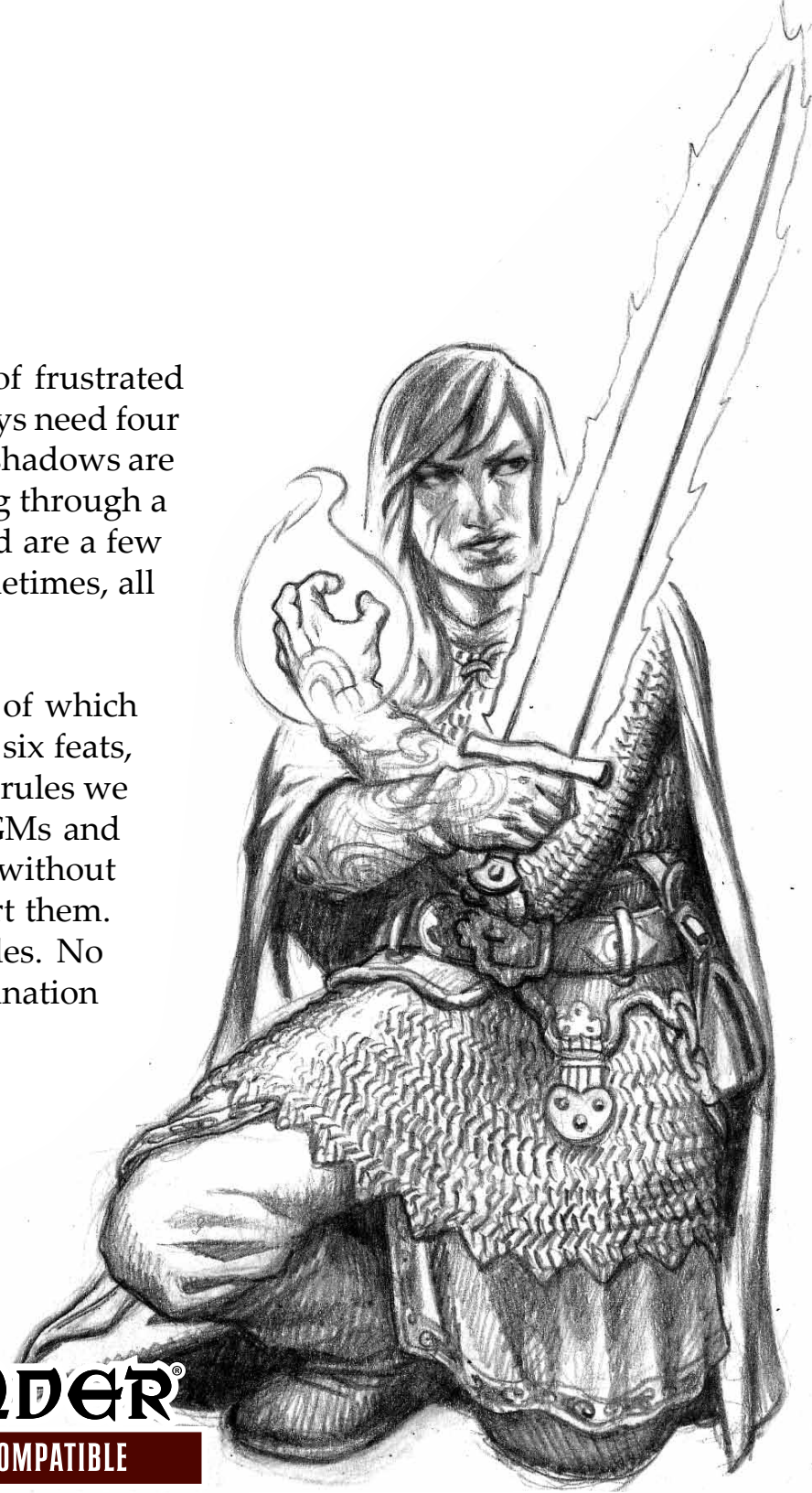


#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR

6 ARCHON 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: Six feats designed to augment the options and utility of armigers (from *The Genius Guide to the Archon*) or, if archons aren't being used in a campaign, that can be taken by warrior-wizards of other classes and multiclassed (replacing archon levels prerequisites with a base attack bonus and caster level of the same value).

ADD INVOCATION TO INJURY

You can draw on the pain and damage you cause to a foe with weapons to weaken the foe against your mystic attacks.

Prerequisites: Spell Focus, Weapon Focus, archon level 3rd.

Benefit: If you deal hit point damage to a foe, and do not use a spell, spell-like ability, or supernatural ability at any point during your round, as a swift action you may place that foe at a -1 penalty to saving throws against your spells, spell-like abilities, and supernatural abilities until the end of your next turn. If you use a weapon with a x3 or greater critical multiple to deal the hp damage, increase the penalty to saving throws to -2.

ELDRITCH INSIGHT

You have learned to spot weaknesses in foes affected by your spells, and to leverage those weaknesses in weapon combat.

Prerequisites: Spell Focus, Weapon Focus, archon level 2nd.

Benefit: When a foe fails a saving throw against a spell you cast, you gain a +1 insight bonus to attack and damage rolls made with weapons, natural weapons, and unarmed attacks against that foe for 1 minute.

SECOND SPELL-WEAPON

You can attune to two weapons at once.

Prerequisites: Int 13, Improved Two-Weapon Fighting, Spell-Weapon, archon level 1st.

Benefit: You can have a maximum of two weapons attuned using the Spell-Weapon feat, rather than one. If you attune a third weapon, the older of your two existing

attunements immediately ends.

SPELL-WEAPON

You can attune a weapon to work better with your magic.

Prerequisites: Int 13, archon level 1st.

Benefit: You may attune yourself to one specific weapon with which you are proficient. This takes a 1 hour ritual of uninterrupted concentration. You may only be attuned to a single weapon at a time, if you attune to a new weapon any previous attunements are lost. You gain special bonuses when you cast a spell from the following list on your attuned weapon: *greater magic weapon*, *keen edge*, *light*, *locate object*, *magic weapon*, and *obscure object*. This feat does not give you access to these spells if you do not normally know them, it just expands their effect in regards to your attuned weapon, as defined below:

*For *greater magic weapon* and *keen edge*, you may cast the spell on your attuned weapon as a swift action and without fulfilling any M/DF component.

*For *locate object*, the range becomes 1 mile/level, and the area a 1 mile/level radius centered on you, when you use the spell to locate your attuned weapon.

*For *magic weapon* and *light*, the duration becomes 10 minutes/level if cast on your attuned weapon

*For *obscure object*, the duration becomes 24 hours when it is cast on your attuned weapon.

SPELL-WEAPON CHARGE

You can hold the power of a touch spell in your weapon.

Prerequisites: Int 13, Spell-Weapon, archon level 7th.

Benefit: When you cast a spell with a range of touch, and you have not yet delivered the spell through a touch attack, you can hold the spell's energy in a weapon you have attuned with the Spell-Weapon feat. This allows you to cast other spells, without losing the charge of your touch spell. This does not give you the ability to deliver the touch spell with a weapon attack, only to hold the spell's power in your weapon (as a battery) so you can maintain it while casting other spells.

SPELL-WEAPON GESTURES

You can use a melee weapon's motion to complete the somatic component of a spell.

Prerequisites: Int 13, Spell-Weapon, archon level 2nd.

Benefit: You can use a hand in which you are holding a weapon you have attuned with the Spell-Weapon feat to complete the somatic components of spellcasting, as if you weren't holding a weapon in that hand.

WE ERR ON THE SIDE OF AWESOME!

Designer:

Owen K.C. Stephens

Proofreader:

The Geniuses

Art:

Per Sjögren

Production Assistant:

Andy Belmore

Graphic Design and Typesetting:

R. Hyrum Savage and Lj Stephens

Produced By:

Super Genius Games

www.supergeniusgames.com

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