

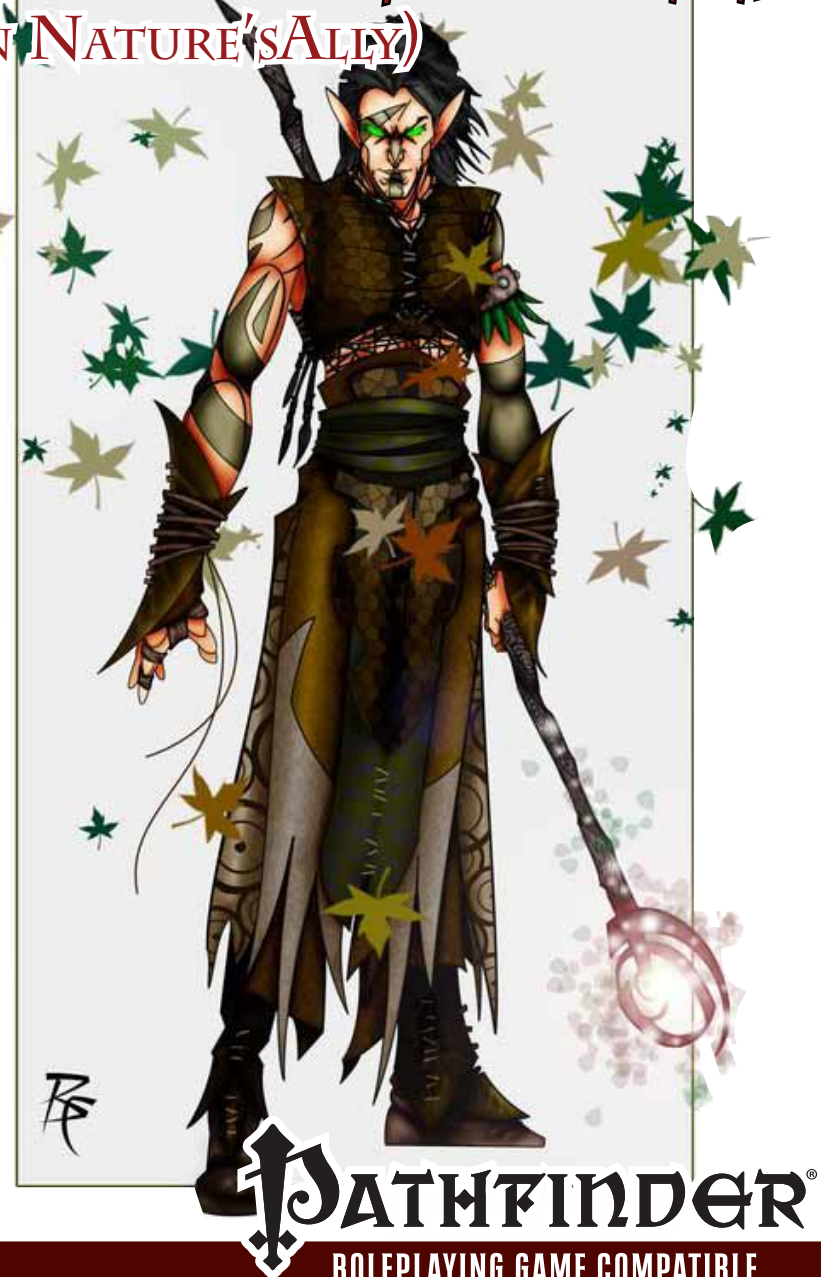
#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR.

6 FEATS FOR SUMMON SPELLS

(SUMMON MONSTER & SUMMON NATURE'S ALLY)

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

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

THE HIGH CONCEPT: Six feats designed to augment the most iconic and popular conjuration (summoning) spells so summoning-focused characters have the same range of options as characters who use feats to improve their metamagic powers, weapon attacks, or skills – in much the manner as Augment Summoning (from the core rules) and Augment Calling (from *#1 With a Bullet Point 10 Subschool Augmentation Feats*).

ELDRITCH COMMUNITY

You can easily cast communal spells on creatures you summoned with conjuration (summoning) spells.

PREREQUISITES: Ability to cast a communal spell, ability to cast a *summon monster* or *summon nature's ally* spell.

BENEFIT: When you cast a communal spells (a spell with “communal” in the title and which is a multiple-target version of a single-target spell), all the creatures you currently have summoned with a conjuration (summoning) spell are considered in range of the communal spell if they are within range of the spell that you used to summon them.

ELDRITCH LEGION

Your conjuration (summoning) spells tend to summon a larger number of creatures to serve you than normal.

PREREQUISITES: Augment Summoning, ability to cast a *summon monster* or *summon nature's ally* spell.

BENEFIT: When you cast a conjuration (summoning) spell that summons a random number of creatures, you may roll twice to see how many creatures are summoned and take the better of the two results.

ELDRITCH MENAGERIE

Your range of summonable creatures is much broader than most spellcasters.

PREREQUISITES: Knowledge (dungeoneering) 1 rank, Knowledge (nature) 1 rank, Knowledge (planes) 1 rank, Knowledge (religion) 1 rank, ability to cast a *summon monster* or *summon nature's ally* spell.

BENEFIT: When you cast a *summon monster* spell, you may choose to summon creatures from a *summon nature's ally* spell of the same level. When you cast a *summon nature's ally* spell, you may choose to summon creatures from a *summon monster* spell of the same level.

HORDETONGUE

You can imbue summoned creatures with knowledge of a specific language.

PREREQUISITES: Linguistics 1 rank, ability to cast a *summon monster* or *summon nature's ally* spell.

BENEFIT: When you cast a conjuration (summoning) spell, the creatures summoned gain the ability to speak one language of your choice from your list of languages known. This allows you to communicate with such a creature, so you can direct it not to attack, to attack particular enemies, or to perform other actions. This is true even of creatures with Int scores so low they don't normally have any language, though such creatures are unable to speak despite understanding simple instructions.

REINFORCEMENT

You can use summoning magic to restore the creatures you have already conjured, rather than conjuring new ones.

PREREQUISITES: Ability to cast a *summon monster* or *summon nature's ally* spell.

BENEFIT: You can channel summoning energy to reinforce the health of creatures you have already summoned. As a standard action you can sacrifice a spell slot or a prepared conjuration (summoning) spell to channel energy (as the cleric class feature). However the channeled energy can only be used to heal, only affects creatures summoned by you, and only heals 1d6 hp per level of the spell or spell slot sacrificed.

RUSHED SUMMONS

You can cast your summon spells in a hurry.

PREREQUISITES: Ability to cast a *summon monster* or *summon nature's ally* spell.

BENEFIT: When you cast a *summon monster* or *summon nature's ally* spell, you may choose to have the casting time be 1 standard action, rather than 1 round. When you do this creatures summoned may still act immediately, but they are limited to partial actions on their first round.

NORMAL: These spells have a 1 round casting time, and creatures summoned act immediately with a full round of action.

WE ERR ON THE SIDE OF AWESOME!

Designer:
Owen K.C. Stephens

Editing:
The Geniuses

Art:
Grandanvil, Forsaken, Pozas

Creative Director:
Stan!



Graphic Design and Typesetting:
R. Hyrum Savage and Lj Stephens

Produced By:
Super Genius Games
www.supergeniusgames.com

Contents ©2013 R. Hyrum Savage
Used with permission.

For more information about Super Genius Games and our upcoming products, follow us on Facebook: www.facebook.com/supergeniusgames, via Twitter: Owen: @Owen_Stephens, and/or Super Genius Games: @SuperGeniusRPG, or at our Yahoo Group: <http://games.groups.yahoo.com/group/super-genius/>

All logos are the trademark of Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY: The Super Genius Games (SGG) and OtherWorld Creations (OWC) company names and logos; the “#1 With a Bullet Point: 7 Feats For The Shaman” name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements. **DECLARATION OF OPEN CONTENT:** All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player’s Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

#1 With a Bullet Point: 6 Feats for Summon Monster & Summon Nature’s Ally Spells. © 2013, Super Genius Games. Author: Owen K.C. Stephens