

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

6 GODLING 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 expand the roles and utility of the four godling character classes and similar godling-powered characters, useable with *The Genius Guide to the Godling*, *The Genius Guide to the Godling Ascendant*, and *The Genius Guide to Mystic Godlings*.

AGELESS

You do not age.

Prerequisites: Godling, adulthood or older.

Benefit: You do not suffer the normal effects of aging. You take no bonuses or penalties to ability modifiers from normal age, and do not die when you reach your maximum age. You have no protection against magical aging.

CURSED BLOW

Your attacks are more than damage, they are cursed wounds empowered by your sliver of immortal power.

Prerequisites: Godling, base attack bonus +6.

Benefit: As a standard action, you may make a single natural, unarmed, or weapon attack as a cursed blow. You gain a +2 bonus to your attack roll. You calculate damage normally, but the target must also make a Will save (DC 10 + 1/2 your godling level + your highest ability modifier). If the target succeeds, it takes only half the attack's damage. If it fails, the damage is a cursed wound, which doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a cursed wound must succeed on a caster level check (DC 11 + your godling level), or the healing has no effect on the injured creature.

This counts as a curse for spells such as remove curse (treat your godling level as the caster level). You may use Cursed Blow a number of times per day equal to 3 + your highest ability modifier.

DIVINE IMMUNITY

You have begun to develop a god's immunity to mortal magics.

Prerequisites: Godling level 15

Benefit: Select a single spell or psionic power. You are immune to the effects of the specified spell. The spells must be of a level no greater than 1/3 your godling level. You effectively have unbeatable spell resistance regarding the specified spell. Naturally, that immunity doesn't protect you from spells for which spell resistance doesn't apply. You gain one additional spell you are immune to every 4 levels after gaining this feat.

Special: This feat may be taken more than once. Each time you select it, you gain immunity to a new selected spell.

PLAGUE OF SPELLS

You can rain down eldritch torment upon your foes.

Prerequisites: Godling, caster level 6, Int, Wis or Cha 18.

Benefit: Once per day as an immediate action you can designate a creature that has dealt hit point damage to you, or one that has affected you with an effect you have failed a saving throw against, as the focus of a plague of spells. For 1 round per 2 godling levels, you can target that creature with spells you cast even if it is beyond the spell's range, behind a barrier, or out of your line of sight.

Only spells with a casting time of 1 standard action or less and a range of touch, short, medium, or long can be used as part of a plague of spells. Casting spells in this way requires you to cast each spell as a full-round action, and expend a second spell slot or prepared spell in addition to the spell to be cast. The second spell slot or prepared spell expended is always the highest level spell slot or prepared spell you still have available.

PLANAR SPEECH

You can communicate as divine beings do.

Prerequisite: Godling, must speak: abyssal, aquan, auran, celestial, ignan, infernal, and terran.

Benefit: You can mentally communicate with any other creature within a certain range (100 feet for gods and outsiders, 10 feet for any other creature) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Special: This feat may be taken more than once. Each time it is taken, the range of the telepathy granted extends by 10 feet.

SPONTANEOUS RESURRECTION

You can will yourself back to the land of the living.

Prerequisites: Godling level 9, Wisdom or Constitution 18

Benefit: Once per day, one round after you have been killed as a result of hit point damage (as opposed to ability damage, a death effect, or similar sources of death other than losing hit points), you are healed of 5d8 + your godling level hit points (even though you are dead). If this results in your hit point total being at a negative amount less than your Constitution score, you come back to life and stabilizes at this new hit point total. You also gain a temporary negative level that lasts for 1 day.



WE ERR ON THE SIDE OF AWESOME!

Designer:
Owen K.C. Stephens

Proofreader:
The Geniuses

Art:
Tamas Baranya

Production Assistant:
Andy Belmore

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

Produced By:
Super Genius Games
www.supergeniusgames.com

Contents ©2011 Owen K.C. Stephens
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: 6 Godling Feats” 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 Godling Feats. © 2011, Super Genius Games. Author: Owen K.C. Stephens