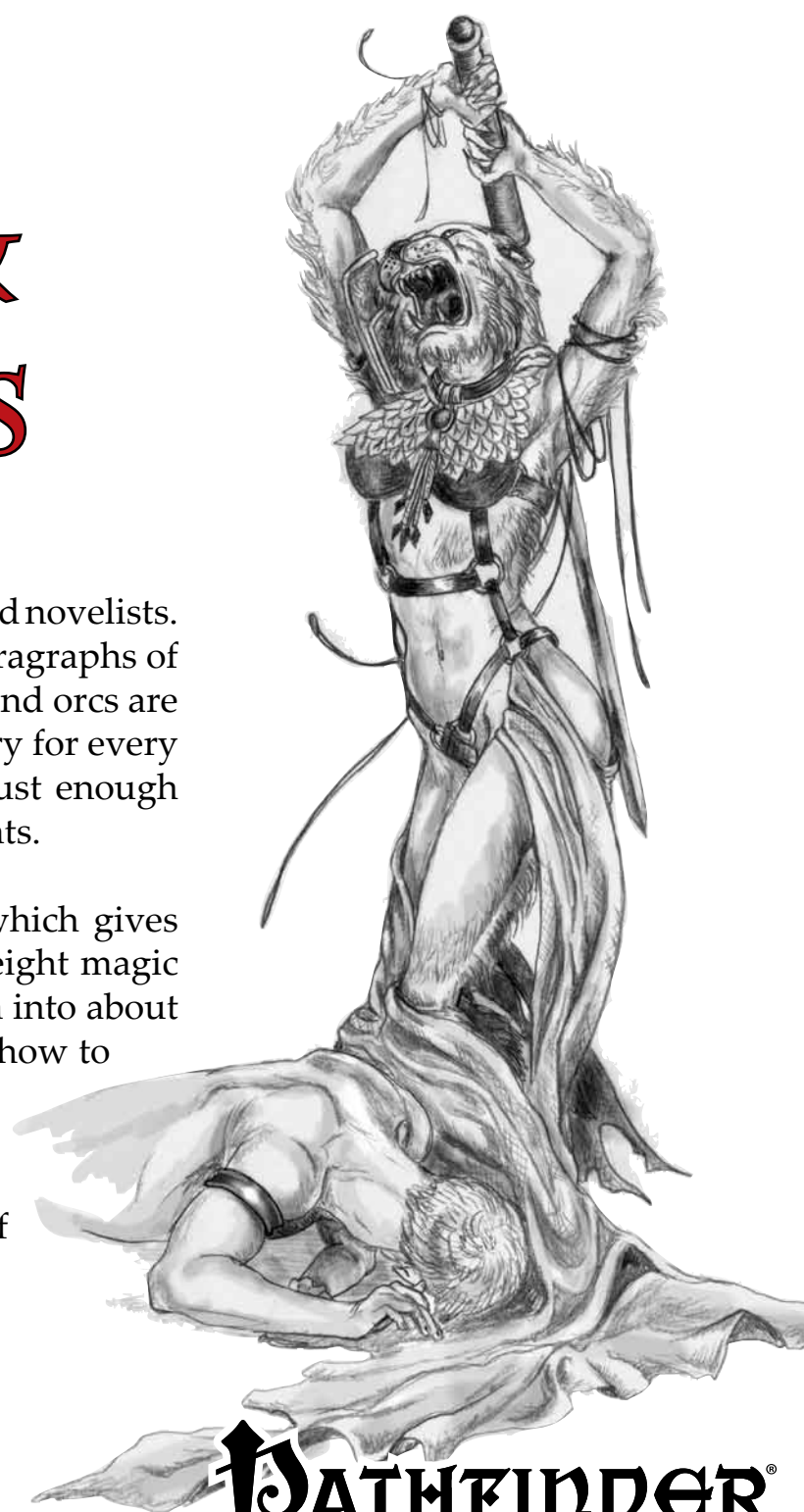


#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR

6 NEW EXOTIC & MARTIAL SWORDS

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 new types of swords, based on weapons from the real world (and using their common real-world names, making it easy to find pictures of them with an Internet search), to expand a campaign's options for unusual characters or distant cultures.

Cinquedeas: Considered either a long dagger and very short sword (depending on the culture), the cinquedeas has a heavy, thick blade roughly 15 inches long with multiple grooves running its length. The blade is very wide at the base (the weapon's name means "five fingers," and refers to the blade's width at its base) and tapers to a sharp point.

A cinquedeas is considered to be part of light blades weapon group for purposes of the weapon training fighter class feature.

Estoc: An estoc is a piercing sword with no edge and a triangular, square, or hexagonal cross-section of its "blade" that give it greater durability and thrusting power but no ability to make slashing or cutting attacks (though it can also be used to deliver powerful crushing blows). The estoc can be used as a one-handed martial weapon when mounted, and as a two-handed martial weapon when on foot.

An estoc is considered to be part of heavy blades weapon group for purposes of the weapon training fighter class feature.

Executioner's Sword: An executioner's sword is a heavy blade similar to a greatsword, but with a square tip completely inappropriate for thrusting attacks. The weight of an executioner's sword is balanced further along the blade than most swords, as it is designed to deliver massive chopping attacks against helpless foes, and is most often used in executions rather than combat. A character charging with an executioner's sword gains no bonus to his attack rolls.

An executioner's sword is considered to be part of heavy blades weapon group for purposes of the weapon training fighter class feature.

Kampilan: A kampilan is a long single-edged sword with a blade that is narrow at the base but thick in cross-section, that widens considerably (giving it good chopping power) while thinning in cross-section before coming to a sharp point. The blade also has a small forward-pointing spike near the tip, and is often called a "double pointed sword." Because of the heavy mass of the thick blade, the hilt has a large pommel with a bifurcated end to balance it, often stylized to appear to be an animal's open mouth. Because of the short handle and oddly-sized pommel, attempts to use a kampilan in two hands suffer a -2 penalty to attack rolls, due to the awkward grip.

The heavy weight of the blade, along with its strong base and unusual profile in the form of its double points allows a proficient user to perform

numerous unexpected maneuvers, giving the blade the disarm, sunder, and trip qualities.

A kampilan is considered to be part of heavy blades weapon group for purposes of the weapon training fighter class feature.

Manopla: A manopla is a longsword-like blade, ranging from 18 to 36 inches in total length, that projects directly forward from an integral gauntlet grip that covers the wielder's arm down to the elbow. Two side blades, similar to those of a sai, project from the base of the blade. It provides a +5 bonus to your Combat Maneuver Defense to keep from being disarmed in combat. It is always at least a move action to draw and don a manopla (you cannot use the Quick Draw feat with this weapon). While a manopla is worn on a hand, you can't use that hand for casting spells or employing skills. (You can still cast spells with somatic components, provided that your other hand is free.)

When used as a primary weapon by a proficient user (but not when used as a secondary or off-hand weapon for two-weapon attacks) a manopla adds x1.5 the wielder's Str bonus to damage done, and is treated as a two-handed weapon for purposes of calculating bonus damage from the Power Attack feat.

A manopla is considered to be part of heavy blades weapon group for purposes of the weapon training fighter class feature.

Swordstaff: A swordstaff is a six-foot length of wood with a blade very similar to a short sword mounted at the end, with a long S-shaped crossguard at the base of the blade. A proficient wielder can switch his grip on a swordstaff as a swift action, changing it from a reach to a nonreach weapon (or back again). A swordstaff may be used as a martial reach weapon. It may also be used as a martial nonreach weapon (using ability to change grip as described above), but attacks made with it as a martial nonreach weapon suffer the normal penalty for attacks made with a nonproficient weapon (-4).

A swordstaff is considered to be part of heavy blades and spears weapon groups for purposes of the weapon training fighter class feature.

| Martial | Cost | Dmg (S) | Dmg (M) | Crit | Wt | Type | Special |
|---|-------|---------|---------|----------|---------|--------|------------------------|
| Light Melee Weapons | | | | | | | |
| Cinquedeas | 15 gp | 1d3 | 1d4 | 18-20/x2 | 2 lbs. | P or S | |
| Two-Handed Melee Weapons | | | | | | | |
| Executioner's Sword | 50 gp | 1d8 | 1d10 | x4 | 12 lbs. | S | deadly(1), see text |
| Exotic | Cost | Dmg (S) | Dmg (M) | Crit Rng | Wt.(1) | Type | Special |
| One-Handed Melee Weapons | | | | | | | |
| Estoc | 50 gp | 2d4 | 1d4+1d6 | x3 | 4 lbs. | B or P | brace |
| Kampilan | 15 gp | 1d6 | 1d8 | 19-20/x2 | 5 lbs. | S or P | disarm, sunder, trip |
| Manopla | 25 gp | 1d4 | 1d6 | 19-20/x2 | 3 lbs. | S or P | see text |
| Two-Handed Melee Weapons | | | | | | | |
| Swordstaff | 20 gp | 1d6 | 1d8 | 19-20/x2 | 6 lbs. | P or S | brace, reach, see text |
| (1) When this weapon delivers a coup de grace, it gains +4 to damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace attack. For more information on deadly weapons, see Ultimate Combat . | | | | | | | |

WE ERR ON THE SIDE OF AWESOME!

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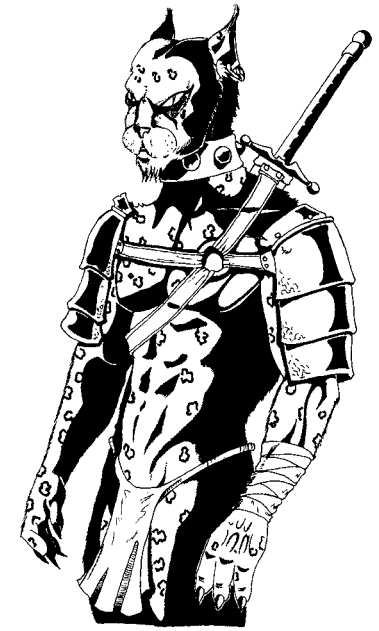
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