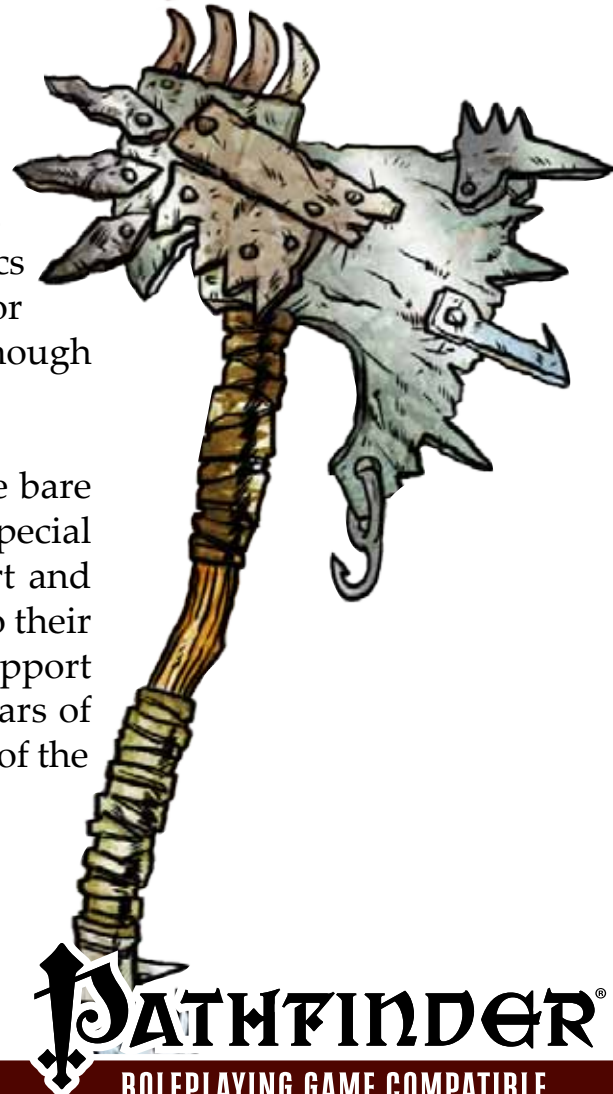


#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR.

6 NONMAGIC WEAPON QUALITIES FOR WEAPONS

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 nonmagic weapon special qualities (similar to brace, reach, and trip) to vastly expand the options a campaign has for unusual or bizarre tools for killing things.

BACK SPIKE: A back spike weapon is a weapon that has a pick-like spike as a counterweight. Rather than use the weapon in its normal fashion, it may be reversed to make attacks with the spike. Such weapons may do their normal damage type or piercing damage. Only hafted weapons may be back spike weapons. A back spike weapon costs double its normal value (minimum +5 gp).

BASKET HILT: A basket hilt weapon increases your CMD against disarm and sunder maneuvers made against the weapon, and gives you a +1 shield bonus to AC when taking the full defense action. You cannot use a weapon with a basket hilt 2-handed. A throwing weapon that has a basket hilt added is no longer considered a throwing weapon, and if the weapon is thrown as an improvised weapon it suffers an additional -1 penalty to attack rolls.

Any light or 1-handed melee weapon may have a basket hilt. This increases the weapon's cost by 2 gp. (A basket hilt can be added to a weapon after it has been constructed, but this costs 15 gp, and is never as aesthetically pleasing.)

FLAMBERGE: A flamberge weapon has an undulating, wavy pattern along its length. When a foe's weapon is parried by a flamberge weapon and forced to run the length of the weapon, it sets up an unpleasant vibration

that the attacker can find distracting. A character with the parry class feature (such as the duelist prestige class) may use parry with any flamberge weapon with which they are proficient. A character that rolls a natural 20 on the attack roll while using a flamberge to make a dueling parry (see the dueling rules from *Ultimate Combat*) against a melee attack may take an attack of opportunity against the foe he parried.

Flamberge weapons are most often sword-like weapons with long wavy blades (the term means "flame-bladed"), but fantasy cultures could add flamberge features to any melee weapon (a dwarven "avalanche club" could be a flamberge morningstar for example). A flamberge weapon costs double the weapon's normal price.

PARRY HOOKS: Parry hooks (also called *parierhaken*) are forward-curing spikes or flukes mounted just in front of the ricasso (unsharpened section of a blade) of a two-handed sword or bastard sword, or partway along a 2-handed hafted weapon (such as a longspear). They function exactly the same way as the flamberge feature (see above). A weapon can be both flamberge and have parry hooks, but this gives it no additional benefit. A parry hook weapon costs double the weapon's normal price.

RINGED: A ringed weapon has a number of metal rings added along its length, giving it additional heft and momentum when swung. A ringed weapon suffers a -1 penalty to all attack rolls, and adds a +2 circumstance bonus to damage dealt. Only bludgeoning

and slashing melee weapons may be ringed. A ringed weapon can not be used with the Weapon Finesse feat. A nine-ring broadsword (from *Ultimate Combat*) may be ringed, making it an "18-ring broadsword."

A ringed weapon costs 10 gp more than normal. Unlike most weapon qualities, the ringed quality may be added to a weapon after its creation, although this costs 300 gp (as it is much more difficult to balance the rings and drill holes for them in an existing weapon without damaging or ruining it). The ringed property may only be added to an existing magic weapon by someone with the Craft Magic Arms and Armor feat.

SPRINGY: A springy weapon is more flexible than normal, able to bend by a considerable angle and still spring back to its original shape. A springy weapon is harder to pin down with combat maneuvers, and the wielder gains a +2 bonus to his CMD against disarm and sunder maneuvers made against it. Springy weapons similarly are less able to apply direct force to push or sunder targets, and sunder checks made with one take a -2 penalty to their CMB check. Springy weapons have 1 less hardness than normal (minimum 0).

Only melee weapons that are essentially rigid (including such things as rapiers, but not spiked chains or lassos) may be springy. A springy weapon costs an additional 25gp.

WE ERR ON THE SIDE OF AWESOME!

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