

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

6 SPELL-LESS RANGER 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.



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



SUPER
GENIUS
GAMES

SUMMER
OF BULLETS

THE HIGH CONCEPT: Six new feats to help rangers who have given up their spell ability (such as the spell-less ranger from *New Paths: Expanded Spell-Less Ranger* and skirmishers from the *Advanced Player's Guide*) redirect their unused mystic energies in a way that helps compensate for their lack of the flexible, mystic bonuses spells can provide.

BESTIAL SURGE

You can call on your spiritual connection to the animal kingdom to gain temporary bonuses.

Prerequisites: Cha 13, wild empathy class feature, no levels in a class with spellcasting.

Benefit: As a standard action you can take on the spiritual essence of a specific animal, giving yourself a bonus to one of the following skills: Acrobatics, Climb, Escape Artist, Fly, Intimidate, Perception, Sense Motive, Stealth or Swim. Alternatively you may add the bonus to your Strength score for purposes of determining your encumbrance. The bonus is equal to half your levels in the class that granted you wild empathy (minimum +1), and lasts for 1 round/level. You may do this a number of times per day equal to 3 + your Cha bonus.

BLOOD ENEMIES

You can forge a link of enmity in blood.

Prerequisites: Wis 13, favored enemy class feature, no levels in a class with spellcasting.

Benefit: As a swift action you can temporarily gain a new type of favored enemy from the ranger favored enemy list. Your favored enemy bonus for this temporary favored enemy type is +2. You may only select a creature type if, in the past minute, you have dealt hp damage to a

creature of the selected type and a creature of the selected type has dealt hp damage to you. You retain the favored enemy bonus for 1 round/2 levels in the class that grants you the favored enemy class feature. You may do this a number of times per day equal to 3 + your Wisdom modifier (minimum 1).

DEFENSIVE LORE

You can use your knowledge of enemies and the environment to defend yourself against spells and other effects.

Prerequisites: Wis 13, favored enemy or favored terrain class feature, no levels in a class with spellcasting.

Benefit: You gain half your favored enemy bonus to saving throws made against spells and effects from appropriate favored enemies. You also add half your favored terrain bonus to saving throws made while within the appropriate terrain. These bonuses do not stack – if you make a saving throw against an effect from a favored enemy while within a favored terrain you add half of the highest bonus from the two abilities to your save.

IMPROVED HUNTING BOND

You can quickly give allies broad advice on how to fight your favored enemies.

Prerequisite: Hunting allies hunter's bond class feature, no levels in a class with spellcasting.

Benefit: You can spend a swift action to grant half your favored enemy bonus against all targets of one appropriate enemy type to all allies within 30 feet who can see or hear you. This bonus lasts for a number of rounds equal to your Wisdom modifier (minimum 1) plus half your ranger levels. You may only

have one improved hunting bond in effect at a time—if you use this ability to grant your favored enemy bonus to another enemy type any previous bonuses granted to allies end.

Normal: A ranger may spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1).

TAKE COVER

You always know how to get cover when in a favored terrain.

Prerequisites: Dex 13, favored terrain class feature, no levels in a class with spellcasting.

Benefit: When you are in a favored terrain, you may gain cover as a move action. The cover lasts until you move, or the beginning of your next turn, whichever comes first.

Normal: Cover is only granted when an object interferes with line of sight from an attacker to a target.

WOODLAND JUGGERNAUT

You have studied the heavily armored creatures of nature, from armadillos to rhinos, and learned to emulate their ways.

Prerequisite: Con 13, combat style class feature, heavy armor proficiency, no levels in a class with spellcasting.

Benefit: You may benefit from class features gained from the ranger class that normally only function when in light, medium, or no armor even when in heavy armor, as long as the class feature in question does not increase your armor class.

WE ERR ON THE SIDE OF AWESOME!

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