

#1 WITH A BULLET POINT

ONE IDEA. ONE PAGE. ONE DOLLAR

7 CURE LIGHT WOUNDS 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: Feats that allow spellcasters using the classic and venerable *cure light wounds* spell (and, if the GM wishes, higher-level cure spells if additional feats are taken for them) to have as many options as characters who use feats to focus on skills or combat maneuvers.

BOLSTERING CURE

You can turn extra healing into bonus vigor.

Prerequisites: Heal 1 rank, ability to cast *cure light wounds*.

Benefit: When you cast a *cure light wounds* spell, if the healing you grant the subject of the spell exceed's the subject's maximum hit points, the additional points are gained as temporary hit points. These temporary hit points to do stack with themselves, or any other source of temporary hit points.

CLOAK OF CURING

You can hold a charge of *cure light wounds* in your aura, allowing allies to grab it when needed.

Prerequisites: Sleight of Hand 1 rank, ability to cast *cure light wounds*.

Benefit: When you cast a *cure light wounds* spell, you may choose to hold the charge of the touch spell for up to six rounds. Unlike most cases where you hold a charge, you are free to cast other spells and touch objects and other creatures without losing the spell. Any time during this duration if you and another creature come into contact you may, as a swift or immediate action, choose to discharge the *cure light wounds* into the touching creature. You may only have one cure spell held in this way at a time.

LAY ON CURE

Like a paladin, you can heal yourself more quickly than you can heal others.

Prerequisites: Ability to cast *cure light wounds*, lawful good alignment.

Benefit: Once a round you can cast a *cure light wounds* spell, with yourself as the target, as a move action.

Normal: Casting *cure light wounds* is a standard action.

LINGERING CURE

You can expand the healing you do by drawing out the time it takes to be effective.

Prerequisites: Heal 1 rank, ability to cast *cure light wounds*.

Benefit: When you cast a *cure light wounds* spell, you may choose to make it a lingering cure. This increases the amount of healing you do by 5 hit points per level of the *cure light wounds* spell (which is normally +5 hp, but if you prepared the spell with Heighten Spell, are a ranger, or have Moderate Mastery, this may not be the case), and causes the spell to not have a maximum on the amount of healing you add from your caster level. However, the healing does not happen immediately. Instead the spell's subject gains a number of hit point's equal to the spell's level at the beginning of its turn each round, until it has received all the spell's healing.

MODERATE MASTERY

You've expanded your healing expertise to more advanced cure spells.

Prerequisites: One or more feats that have the ability to cast *cure light wounds* as a prerequisite.

Benefit: You may apply the benefits of any feat that has the ability to cast *cure light wounds* as a prerequisite to a *cure moderate wounds* spell.

Special: A GM may, at her discretion, may decided even higher-level versions of this feat exist that affect higher-level cure spells. Each would have all lower-level versions as prerequisites.

SHARED CURE

You've learned that sometimes, the healer needs to be healed too.

Prerequisites: Toughness, ability to cast *cure light wounds*.

Benefit: When you cast a *cure light wounds* spell, you may choose to gain any amount of the healing rolled yourself, rather than give it to the spell's subject. You may decide to do this after seeing how much damage you have healed.

REINFORCED CURE

You can add a little extra magic to your cure effects.

Prerequisites: Use Magic Device 1 rank, ability to cast *cure light wounds*.

Benefit: When you cast a *cure light wounds* on a subject, you may also affect the subject with any 0-level spell you are currently able to cast, that has a casting time of 1 standard action or less, a range of touch, and a (harmless) note in its saving throw. For a cleric or oracle, this includes *guidance*, *resistance*, and *virtue*.

WE ERR ON THE SIDE OF AWESOME!



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