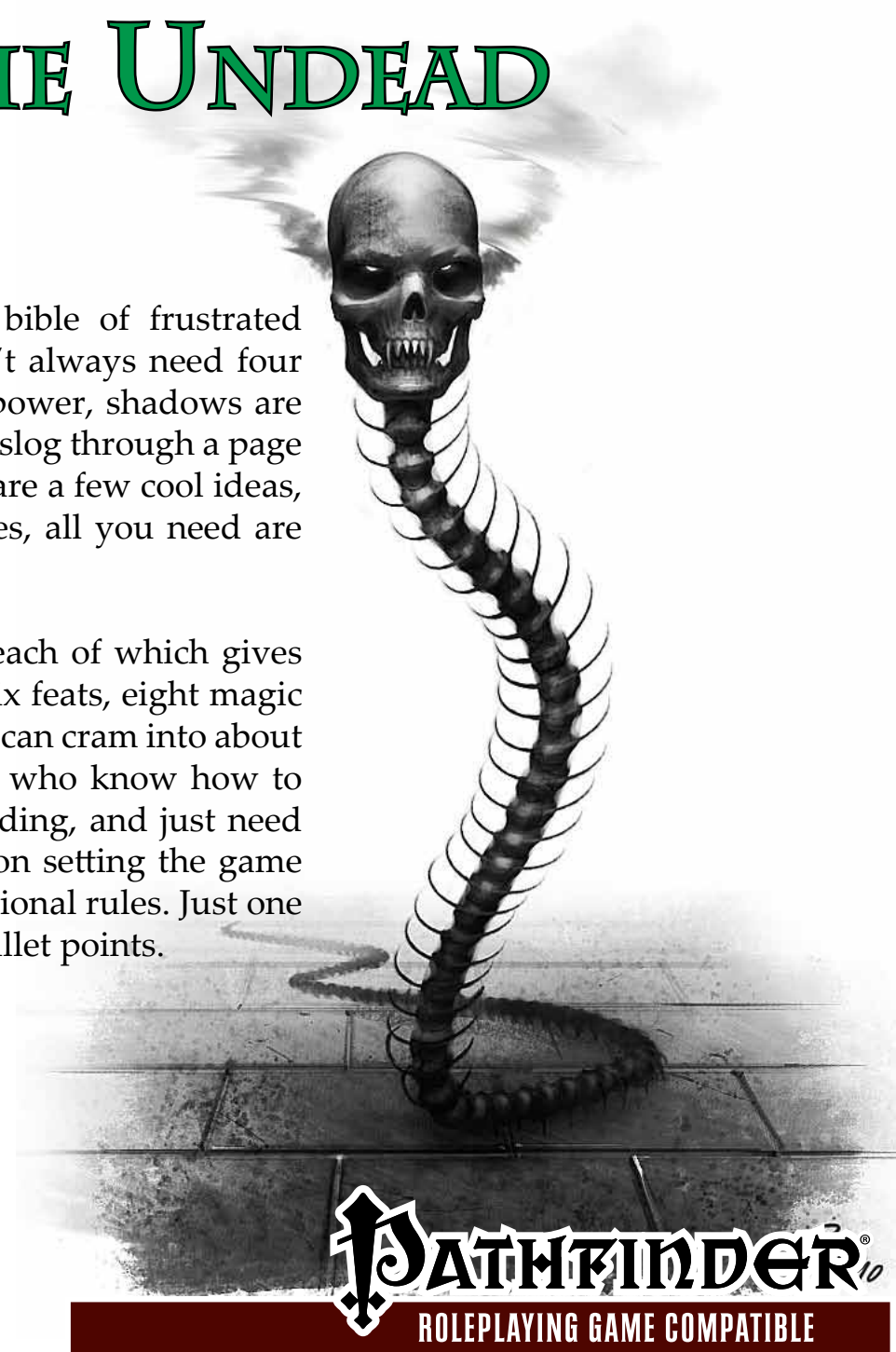


7 FEATS FOR THE UNDEAD

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: Seven feats designed to augment the options and utility of creatures of the undead type (such as those found in *Mythic Menagerie: Kingdom of Graves*, but useable by a wide range of other undead), that can also just be used as additional undead powers (increasing an undead's CR by 1 for every 2 bonus feats taken).

DISTURBING MOVEMENTS

The disjointed, uneven, jerky way you move strains the minds of those who see you.

Prerequisites: 2 HD, undead type, Cha 13.

Benefit: The obviously unnatural style of your movements is unsettling if seen clearly. Whenever you take a full attack action or a full move action, all non-undead within 30 feet who are able to see you must make Will saves (DC 10 +1/2 your HD + your Cha modifier) or be shaken for 2d4 rounds. This ability does not stack with other fear effects (it never creates conditions worse than shaken), and a creature can only fail its saving throw against this ability once per day. This is a mind-affecting fear effect.

FULMINATE

You explode.

Prerequisites: 2 HD, undead type, corporeal body.

Benefit: When you are reduced to 10 or fewer hit points, you explode. You deal 1d6 fire damage per 2 HD, in a 30 ft. radius. Creatures and objects in this radius may make a Reflex save (DC 10 +1/2 your HD + your Cha modifier) for 1/2 damage. If your pieces aren't found and destroyed (dealt damage equal to your remaining hit points) your corpse reforms in 2d12 hours.

MIST WALK

You can often get ahead of your prey, even though you always seem to be walking slowly.

Prerequisites: 12 HD, undead type, incorporeal or gaseous form.

Benefit: You gain the ability to travel between darkness and shadow as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with no more than dim light. You can teleport up to a total of twice your movement rate as a standard action, or up to four times your movement rate as a full round action.

PUTRID SPRAY

When you are damaged, you spray a putrid fluid from your rotting flesh.

Prerequisites: 3 HD, undead type, corporeal body.

Benefit: When you take hp damage, you can spray all adjacent spaces with a putrid puss as an immediate action. Creatures in this area must make Reflex saves (DC 10 +1/2 your HD + your Cha modifier) or be exposed to the slimy doom disease, except its save DC is the same as this ability's Reflex save, and a creature killed by it becomes an undead of the same type as you. (See the *Pathfinder Roleplaying Game Core Rulebook* for more information on slimy doom.) You may use this ability once per day, plus once per day for every 4 HD you possess.

SHADOW MINION

You can send your shadow out to do your bidding.

Prerequisite: 7 HD, undead type, Cha 13.

Benefit: As a standard action, you can detach your shadow and have it act as your loyal agent. Your shadow acts as a shadow (the undead creature) totally loyal to you, with HD equal to the level of cohort you would receive if you had the Leadership feat. Your shadow can reattach itself to you as a swift action, and is immune to damage and all effects while acting as your normal shadow. It heals hp equal to your HD for every 24 hours it remains attached to you. If your shadow is destroyed, you have no shadow for 30 days, after which it returns and can once again be sent out.

STAGGERING CONSEQUENCES

Energy damage tends to stick to you, and harm those around you.

Prerequisites: 6 HD, undead type, corporeal body.

Benefit: When you take acid, cold, electricity, or fire damage, your body becomes engulfed in energy of that type (acid clings to your skin and is splattered as you move about, ice forms a mist around you, you become a walking lighting rod, or you burst into flames). You deal 1d6 damage of the same energy type to all creatures in adjacent spaces. No creature can be damaged by this more than once per round. This gives you no immunity to the energy damage, it just creates a damaging aura around you. You continue to have this damaging aura for 1 round per die of energy damage dealt to you.

WEAPON BIND

Your animate corpse often catches on weapons stuck in it.

Prerequisites: 3 HD, undead type, corporeal body.

Benefit: The weapons of your foes often get stuck in your body, forcing them to take extra time to pull their weapons free. When a foe successfully attacks you with a held melee weapon, as an immediate action you may make a CMB check against the foe. You gain a +4 bonus to your CMB check against piercing weapons and take a -4 penalty against bludgeoning weapons. On a successful check, the weapon is stuck in your dead flesh, and cannot be used until it is freed. Freeing a weapon requires a wielder take a standard action to make a Strength check (DC 10 +1/2 your HD + your Str modifier) or a successful CMB check against your CMD. You may use this ability once per day, plus once per day for every 4 HD you possess.

WE ERR ON THE SIDE OF AWESOME!

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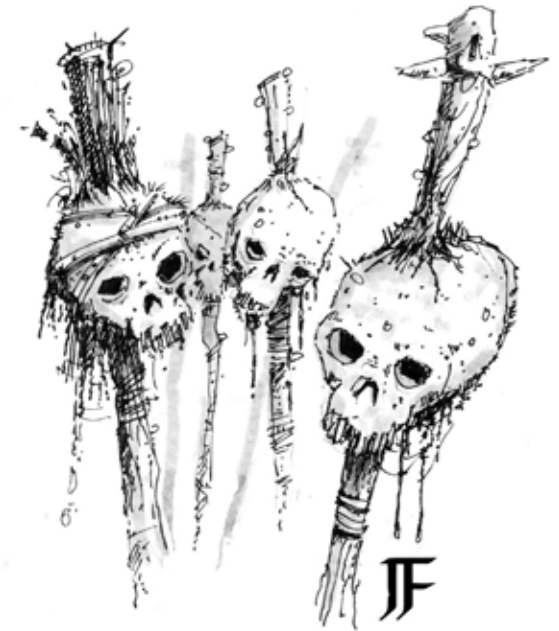
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