

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

# 7 FEATS FOR SWORD AND BOARD FIGHTING

Sometimes rules supplements read like the world-setting bible of frustrated novelists. Although 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, and each one gives the bare bones of a set of related options. It might 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—they 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 to make the otherwise fairly dull choice of fighting with a shield in one hand and a 1-handed weapon in the other more interesting.

### BASHING CRITICAL (COMBAT, CRITICAL)

You can follow up a critical strike with a shield bash.

**Prerequisites:** Base attack bonus +9, Critical Focus, Improved Shield Bash, Shield Proficiency

**Benefit:** When you are equipped with a shield and a 1-handed or light weapon, if you score a critical hit with the weapon you may make a shield bash attack against the same target, using your highest attack bonus, as a swift action.

### KNOCK ASIDE (COMBAT)

You can use your shield to knock a foe out of position, allowing you to more easily strike the foe with your weapon.

**Prerequisites:** Base attack bonus +6, proficiency in all martial weapons, Shield Proficiency

**Benefit:** When you are equipped with a shield and a 1-handed or light weapon, as a standard action you can make a single melee attack against a foe with a +2 circumstance bonus on your attack roll. You do not gain any AC bonus from your shield until the beginning of your next turn.

### GUARDED ATTACK (COMBAT)

You can take some of your attention to actively keep your shield between you and your foes.

**Prerequisites:** Base attack bonus +6, proficiency in all martial weapons, Shield Proficiency

**Benefit:** As a full-round action you may make a full attack action, but choose not to make one or more of the attacks available to you. For each attack you could make but do not, your shield bonus to AC is increased by 1 until the start of your next turn. Additionally, if you sacrifice at least one attack using this feat, you may choose one target to partially obscure from your vision with your shield. You are immune to gaze attacks from that foe until the beginning of your next turn.

### SHIELD CHECK (COMBAT)

You can slam a foe with your shield to stop their movement.

**Prerequisites:** Combat Reflexes, Improved Shield Bash, Shield Proficiency, Stand Still

**Benefit:** When you are equipped with a shield and a 1-handed or light weapon, if a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn and you deal your shield bash damage to the foe. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

### SHIELDED MANEUVERS (COMBAT)

You have learned to use your shield to aid with some combat maneuvers.

**Prerequisites:** Base attack bonus +1, Str 13, Shield Proficiency

**Benefit:** When you are equipped with a shield and a 1-handed or light weapon, you gain a +2 bonus on CMB checks made to perform bull rush, disarm, overrun, and trip combat maneuvers.

### SHIELDED RIDER (COMBAT)

You have learned to use your shield to protect your steed.

**Prerequisites:** Ride 1 rank, Mounted Combat

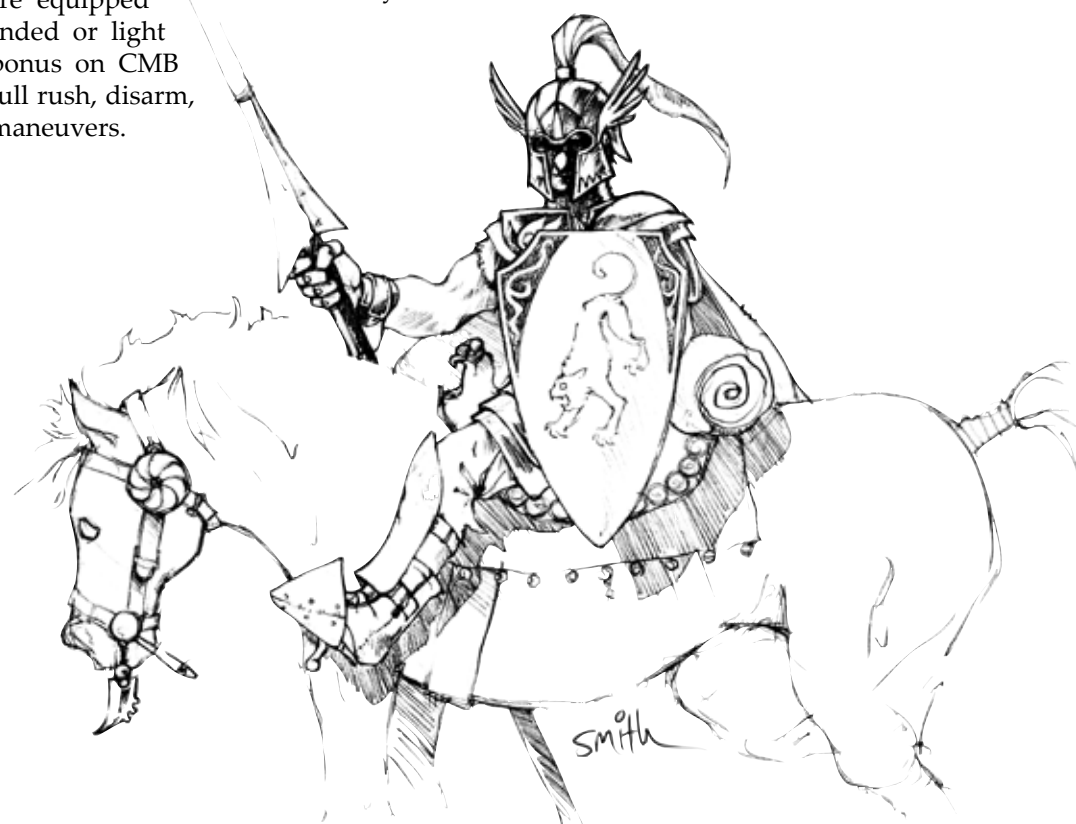
**Benefit:** When you are equipped with a shield and a 1-handed or light weapon, and riding a mount to more than 1 size larger than you, you gain a +4 bonus on Ride checks made to negate attacks made against your steed. If you are using a tower shield, you may use this feat when riding a steed 2 sizes larger than you.

### SHIELDED SPELLCASTING (COMBAT)

You have learned to cast spells with your shield arm.

**Prerequisites:** Base attack bonus +1, caster level 1, Dex 13, Shield Proficiency

**Benefit:** As a swift action, you can adjust your grip on a shield enough to allow the hand holding the shield to be used to fulfill the somatic components of spellcasting until the beginning of your next turn. The shield provides 1 less bonus to AC until the beginning of your next turn.



# WE ERR ON THE SIDE OF AWESOME!

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