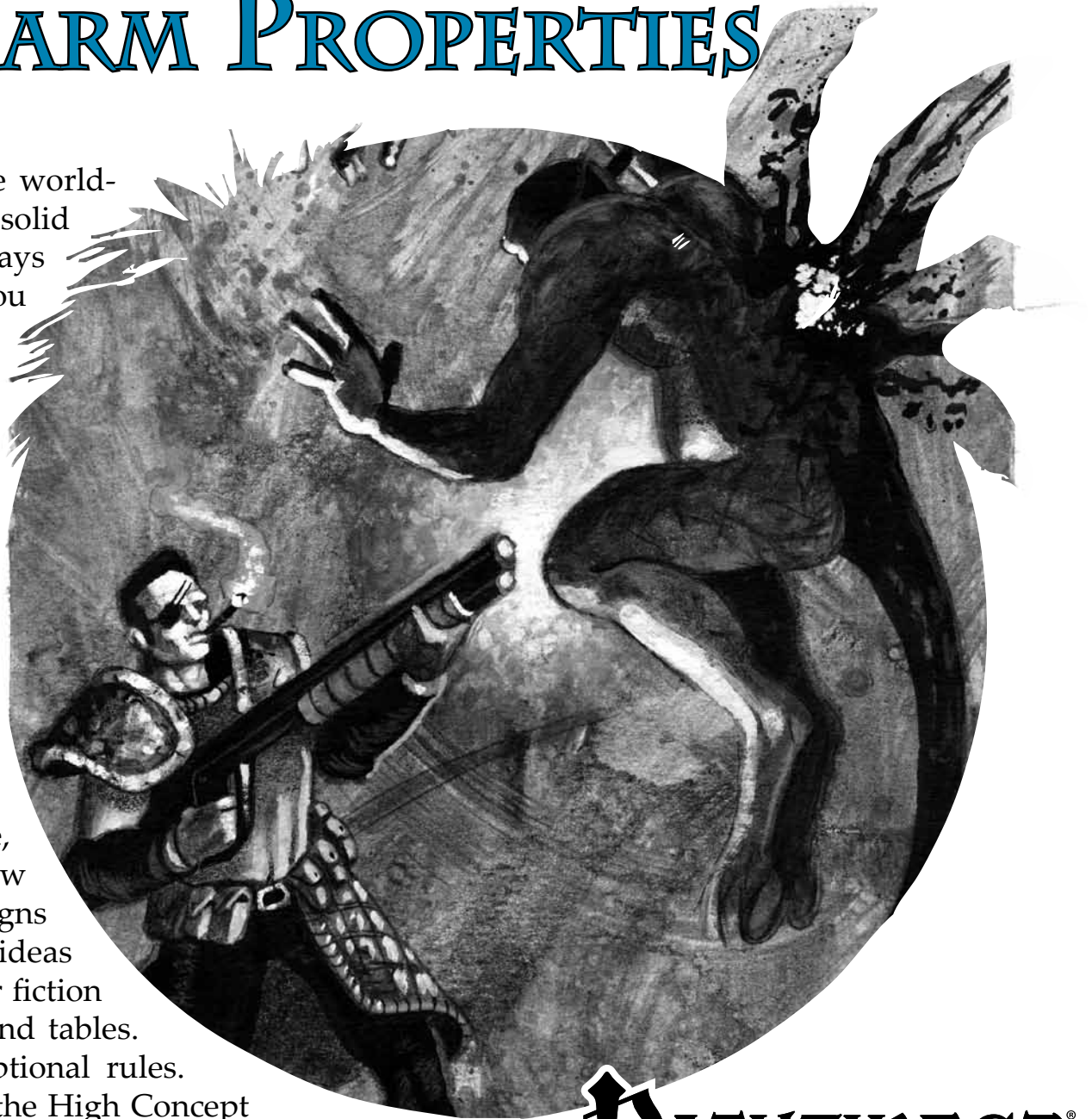


#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR

7 MAGIC FIREARM PROPERTIES

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.



**SUPER
GENIUS**
GAMES

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

THE HIGH CONCEPT: Seven magic properties designed specifically for firearm weapons (from early firearms – such as those highwaymen, musketeers, and pirates use – to more advanced weapons appropriate in western or pulp-era campaigns).

BOOMSTICK

Aura: Moderate conjuration; CL: 8th; Craft Magic Arms and Armor, Gunsmithing, *sound burst*; Price: +1 bonus

DESCRIPTION

As a standard action, a boomstick firearm can make a single ranged touch attack against a target within its first range increment. If the attack hits, rather than deal damage it forces the target to make a Fortitude save (DC 10 +1/2 wielder's base attack bonus + wielder's Dexterity modifier) or be deafened for 1d4 rounds, +1d4 rounds per point of the boomstick's enhancement bonus.

BURROWING

Aura: Strong transmutation; CL: 15th; Craft Magic Arms and Armor, Gunsmithing, *animate objects*; Price: +3 bonus

DESCRIPTION

The bullet from a burrowing firearm continues to work its way into a target after it hits, dealing 1d4 damage a round for 3 rounds after its initial attack. Removing a burrowing round is a full-round action that requires a DC 20 Heal check. If a burrowing weapon is somehow used to attack more than one target with a single piece of ammunition (such as if it is also a ricochet weapon), the burrowing quality only applies to the last target attacked.

DEPENDABLE

Aura: Moderate transmutation; CL: 7th; Craft Magic Arms and Armor, Gunsmithing, *make whole*; Price: +1 bonus

DESCRIPTION

The misfire value of a dependable firearm is 2 lower than normal (minimum 0). Additionally if the firearm gains the broken condition, it repairs itself (to no longer have the broken condition) after 2d4 hours of not being used for attacks.

DIMENSIONAL CAPACITY

Aura: Moderate conjuration; CL: 9th; Craft Magic Arms and Armor, Gunsmithing, *secret chest*; Price: +1 bonus

DESCRIPTION

A firearm of dimensional capacity can be loaded several times in a row without being fired, the additional bullets loaded being kept in a nondimensional space similar to a *bag of holding*. The capacity of a firearm of dimensional capacity is triple the weapon's normal capacity. Additionally, if the firearm is loaded with different kinds of bullets (for example, a musket with one normal bullet, one alchemical silver bullet, and one +1 flaming bullet), the wielder may choose what order to use the ammunition.

Reloading each round (or magazine, for more advanced firearms) requires the normal reload time, the firearm can just be loaded with extra ammunition.

ENTANGLING

Aura: Moderate conjuration; CL: 8th; Craft Magic Arms and Armor, Gunsmithing, *entangle*; Price: +1 bonus

DESCRIPTION

As a standard action, an entangling firearm can make a single ranged touch attack against a target within its first range increment. If the attack hits, rather than deal damage it forces the target to make a Reflex save (DC 10 +1/2 wielder's base attack bonus + wielder's Dexterity modifier) or be entangled as by a tanglefoot bag. The target must also make a DC 15 Reflex save or be glued to the floor, unable to move

(flying creatures fall). Even on a successful save, the target can move only at half speed. Creatures escape this effect the same way they escape a tanglefoot bag.

A one-handed entangle firearm can affect creatures up to one size category bigger than it (a Medium one-handed firearm can affect up to Large targets). A two-handed entangle firearm can affect creatures up to two size categories bigger than it. Larger targets are unaffected.

HOT LEAD

Aura: Moderate evocation; CL: 8th; Craft Magic Arms and Armor, Gunsmithing, *scorching ray*; Price: +2 bonus

DESCRIPTION

A hot lead firearm does not shoot ammunition (and cannot use special ammunition, even if it is loaded with such items). Instead when the wielder attacks with it, it deals fire damage (equal to its damage if it were loaded and firing normal bullets). A hot lead weapon does not need to be reloaded between attacks, but can be used to make a maximum number of attacks per round equal to 1 + its enhancement bonus. Thus a +1 *hit lead musket* does not need to be reloaded, but can be used to make at most 2 attacks per round.

Similar cold iron weapons exist, that instead deal cold damage.

RICOCET

Aura: Strong transmutation; CL: 7th; Craft Magic Arms and Armor, Gunsmithing, *telekinesis*; Price: +4 bonus

DESCRIPTION

The first attack made each round with a ricochet firearm rebounds off its initial target (after dealing damage normally) to strike at a second target (making a separate attack roll). The distance between the first and second target adds to the total range of the second attack, and range penalties apply. The bullet can only ricochet if it successfully hits a target; if it misses, it stops ricocheting and has no further attacks that round. Because ricocheting attacks are treated as separate attacks, modifiers that only apply to one attack roll (such as *true strike*) only apply to the first attack and not the others.

WE ERR ON THE SIDE OF AWESOME!

Designer:

Owen K.C. Stephens

Proofreader:

The Geniuses

Art:

OWC

Creative Director:

Stan!

Graphic Design and Typesetting:

R. Hyrum Savage and Lj Stephens

Produced By:

Super Genius Games

www.supergeniusgames.com

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