

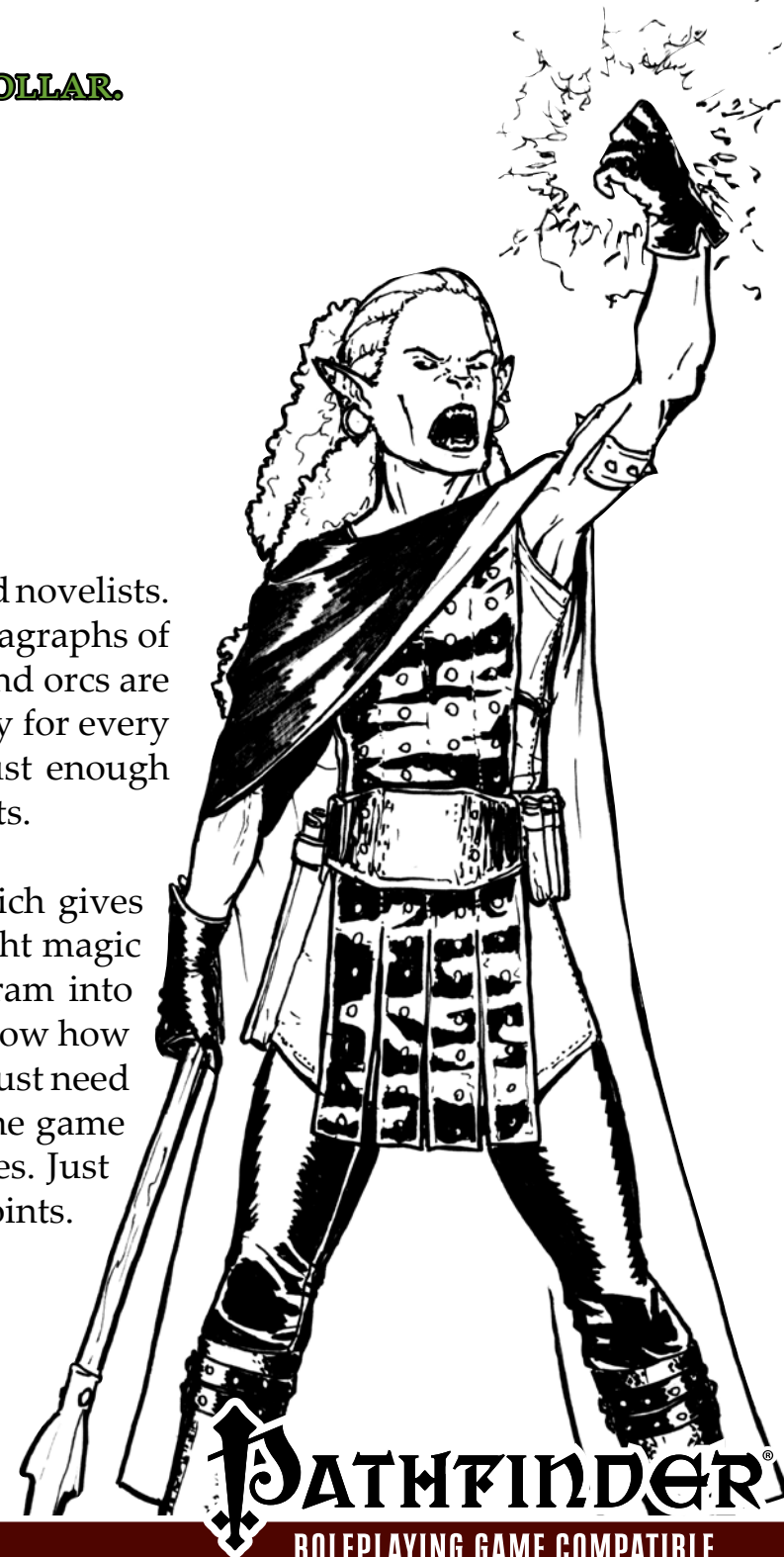
#1 WITH A BULLET POINT
ONE IDEA. ONE FULL CLIP. STILL ONE DOLLAR.

7 FEATS FOR MAGIC MISSILE

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.

**SUMMER
OF BULLETS**



THE HIGH CONCEPT: Seven feats that allow spellcasters using the classic and venerable *magic missile* spell to have as many options as characters who use material weapons.

ARCANE MISSILES

You can add the magic effects of arrows or bolts in your possession to one *magic missile* of a volley.

Prerequisites: Craft Magic Arms and Armor, ability to cast *magic missile*.

Benefit: When you cast *magic missile*, you may choose to use a magic arrow or bolt in your possession as a material component. When you do this, you may add any magical properties of the magic arrow to the effect of a single *magic missile* from your volley. You do not gain any benefit from the magic arrow's enhancement bonus to attack rolls and damage. (If for some reason the *magic missile* requires an attack roll, such as if you are using the Targeted Missiles feat, you do receive the enhancement bonus to your attack roll, but still don't add it to damage.) The magic arrow or bolt is automatically destroyed in this process.

If the target you select for the augmented missile from your volley somehow protects itself from the missile's normal damage, it does not take any of the additional effects added by your material component. You can only use one magic arrow or bolt to augment you spell, and only one *magic missile* can be augmented each time you cast the spell. Some magic properties (such as speed) have no effect when added to a *magic missile* (the

GM is the final arbiter of what effects apply). Only magic arrows that have gained their magic properties as a result of the Craft Magic Arms and Armor feat can be used as material components for Arcane Missiles (you cannot, for example, use an arrow that gained its properties from the arcane pool ability of a magus).

For example, Azyra is a half-elf sorcerer who knows *magic missile* and has ten +1 *flaming arrows*. When she casts *magic missile* she can choose to use one of the magic arrows as a material component, and add its flaming magic quality a single missile (which then deals +1d6 fire damage). If the target she selects for the *flaming magic missile* has a *shield* spell, or SR Azyra fails to overcome, or in some other manner avoids the *magic missile's* normal 1d4+1 damage, the target doesn't take the additional 1d6 fire. Azyra does not get to add the arrow's +1 enhancement bonus to her damage. Regardless of the effect of the *magic missile*, the +1 *flaming arrow* is destroyed.

BLINDING MISSILES

You can concentrate the energy of your magic missiles to make them bright enough to blind a foe.

Prerequisite: Spell Focus (evocation), caster level 5, ability to cast *magic missile*.

Benefit: You can focus the energy of your *magic missiles* into fewer, brighter missiles. This focus changes the spell's range to short, and requires you to sacrifice some of the missiles you would normally receive from casting the spell. If you sacrifice two *magic missiles* from your volley, all the remaining missiles gain the power to dazzle foes

damaged by them. If you sacrifice three *magic missiles* from your volley, all the remaining missiles gain the power to cause their targets to be dazzled and act as if inside an obscuring mist spell. If you sacrifice four *magic missiles* from your volley, all the remaining missiles (normally just 1) gain the power to blind foes damaged by them. Creatures receive a Fortitude save (DC10 +1/2 caster level + modifier of ability score that determines your spell DCs) to negate the Blinding Missile's effect. The Blinding Missile's effect lasts for 1 round per level of the *magic missile* spell used (normally 1st, unless Heighten Spell is used).

HALO OF STARS

You can keep your *magic missiles* around until you need them.

Prerequisite: Cha 13, Magical Aptitude, ability to cast *magic missile*.

Benefit: When you cast *magic missile*, you may choose to have some or all of the missiles orbit your body as tiny motes of light rather than fly off to hit a target. While they orbit you (at a range of 1-5 feet) the missiles shed light like a torch. As a standard action you may fire off one or more of the missiles orbiting you, targeting them as normal for the *magic missile* spell. This does not require concentration (or verbal or somatic components), and does not provoke attacks of opportunity. You can have missiles from multiple castings orbit you, to a maximum number of missiles orbiting you at any one time equal to 1+ half your caster level. If you sleep or are knocked unconscious, all orbiting missiles fade away.

IMBUED FORCE

You can layer your *magic missiles* onto a melee weapon, granting it limited ability to strike as a force effect.

Prerequisites: Arcane Strike, ability to cast *magic missile*.

Benefit: When you cast *magic missile*, you can use it to imbue a melee weapon you touch with the power to act as a force effect (able to strike ethereal targets). The weapon can act as a force effect for 1 successful melee attack per missile you normally receive when you cast *magic missile*. The weapon also counts as magic, for purposes of bypassing DR, and its successful force attacks deal +1d4+1 points of damage. These bonuses end after it has made its last successful force melee attack, or after 1 hour, whichever comes first. A weapon cannot gain the benefits of Imbued Force while it has any force attacks from the feat still active.

LEGENDARY MISSILES (METAMAGIC)

You can make your magic missiles larger and more powerful.

Prerequisite: Int 13, caster level 5.

Benefit: The magic missiles enhanced by this spell deal greater damage, each missile doing 1d6+1 points of damage. The spell is also considered to be a spell 2 levels higher, as if a Heighten Spell had been used. A Legendary Missile spell uses up a spell slot two levels higher than the spell's actual level.

Special: Unlike most metamagic feats, this one can be applied to a *magic missile*

spell multiple times, each time increasing the damage of the missiles and increasing the spell slot and effective spell level of the *magic missile* spell. Thus you can use this feat to have *magic missile* act as a 3rd level spell (dealing 1d6+1 damage per missile), a 5th level spell (dealing 1d8+1 damage per missile), a 7th level spell (dealing 2d6+1 damage per missile), or a 9th level spell (dealing 2d8+1 damage per missile). Since the spell is still magic missile, all the other feats of this product apply to it regardless of at what level it is cast.

PRESSURE MISSILES

You can focus the energy of your *magic missiles* into fewer, harder-hitting missiles that strike and numb a foe's pressure points.

Prerequisite: Spell Focus (evocation), caster level 5, ability to cast *magic missile*.

Benefit: You can focus the energy of your *magic missiles* into fewer, harder-hitting missiles that strike and numb a foe's pressure points. This focus changes the spell's range to short, and requires you to sacrifice some of the missiles you would normally receive from casting the spell. If you sacrifice two *magic missiles* from your volley, all the remaining missiles gain the power to reduce all their targets' movement rates by 5 feet. If you sacrifice three *magic missiles* from your volley, all the remaining missiles gain the power to *slow* their targets (as the spell). If you sacrifice four *magic missiles* from your volley, all the remaining missiles

(normally just 1) gain the power to hold foes damaged by them (as *hold person*). Creatures receive a Fortitude save (DC10 +1/2 caster level + modifier of ability score that determines your spell DCs) to negate the Pressure Missile's effect. The Pressure Missile's effect lasts for 1 round per level of the *magic missile* spell used (normally 1st, unless Heighten Spell is used). Creatures immune to critical hit or sneak attacks are immune to the effects of Pressure Missiles.

TARGETED MISSILES

You can direct your magic missiles, rather than depend on their innate accuracy.

Prerequisite: Dex 13, Deadly Aim, base attack bonus +1, ability to cast *magic missile*.

Benefit: You may choose to fire *magic missiles* as ranged touch attacks, allowing them to damage objects and fire at creatures with full concealment. If you take this option, all the missiles from one casting of the spell must be cast at the same target, though each gets its own attack roll.

Special: If your campaign uses a critical hit system that gives different results based on damage type (such as some critical hit card decks), if you score a critical hit with a *magic missile* while using Targeted Missile, you may select a critical hit result as if the attack was a spell or a piercing weapons, as you prefer.

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