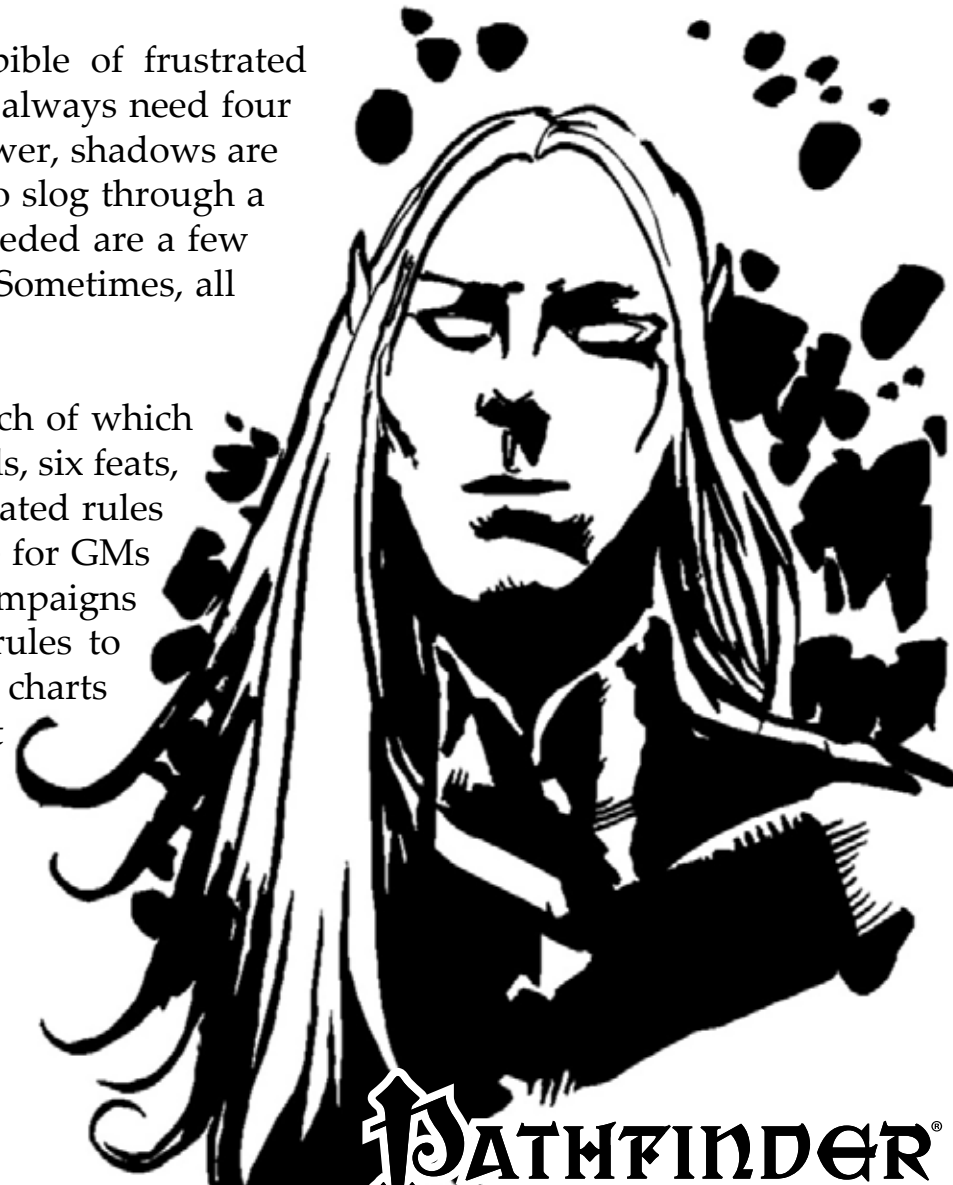


#1 WITH A BULLET POINT
ONE IDEA. ONE FULL CLIP. STILL ONE DOLLAR.

7 SHIELD SPELL 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.



**SUPER
GENIUS
GAMES**

**SUMMER
OF BULLETS**



PATHFINDER

ROLEPLAYING GAME COMPATIBLE

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

COVERING SHIELD

You can extend your shield to protect an ally.

Prerequisites: Combat Reflexes or Combat Expertise, ability to cast *shield*.

Benefit: Once a round as a swift action you may extend the benefits of a *shield* spell you have active to an ally in your space or that is adjacent to you. Both you and the ally are considered to be affected by the shield spell until the beginning of your next turn. The ally must be a size no larger than your own, and gains the benefits of the spell only while within your space or adjacent to you.

ELEMENTAL SHIELD

You can attune your shield spell to deflect elemental damage.

Prerequisites: Craft Magic Arms & Armor, ability to cast *shield*.

Benefit: When you cast a *shield* spell on yourself, you may attune it to be particularly effective in protecting you from one kind of elemental attack. When you cast the spell you may select one of the following types of damage: acid, cold, electricity, fire or sonic. Your *shield* spell increases your elemental resistance against the selected damage type by an amount equal to the shield bonus to AC it grants. This stacks with any other elemental resistance you have.

FORCE SHIELDING

You can layer the force effect of a shield spell onto an ally's shield.

Prerequisites: Craft Magic Arms & Armor, ability to cast *shield*.

Benefit: You can cast a shield spell on a physical shield. When the spell is cast this way it gains a range of touch and a duration of 1 hour/level. Rather than increase the AC of the shield or its wielder, the spell causes the full AC bonus of the shield to count as a force effect, and to apply against touch attacks. The shield also is considered to have hardness 20.

REACTIVE SHIELD

Your *shield* spell moves itself to block the efforts of foes to put you at a disadvantage.

Prerequisites: Defensive Combat Training, ability to cast *shield*.

Benefit: When you have an active *shield* spell, you add its shield bonus to AC to your CMD, as well.

SHIELD SPELL BASH

You can hit things with your *shield* spell.

Prerequisites: Proficiency with at least 1 type of shield, ability to cast *shield*, base attack +1.

Benefit: You may perform a shield bash attack using the field of force from an active *shield* spell, as if it was a heavy shield. You are considered to be proficient with the *shield* for purposed of this attack, do not take penalties for attacking with two weapons or attacking with your off-hand, and do not lose the spell's shield bonus to AC. This feat can be used in place of Improved Shield Bash to qualify for other feats (such as Bashing Finish or Shield Slam), but if you do so the only shield bash attacks you can use with those feats are those made with the *shield* spell.



SHIELD PROPERTIES

You can add the magic properties of magic shields to your *shield* spell.

Prerequisite: Craft Magic Arms & Armor, ability to cast *shield*, caster level 5.

Benefit: When you cast *shield*, you can reduce the armor bonus to AC it grants you in order to add magic shield properties to the effect of the spell. When you add properties, you reduce the AC bonus of the *shield* spell by an amount equal to the bonus cost of the property. You cannot reduce the *shield's* AC bonus by more than 50% in this way. If the target of the *shield* gains a shield bonus to AC from other source that is greater than the shield bonus granted by the *shield* spell, the magic shield properties of the spell do not function. The magic properties of any shield worn by the target that grants a shield bonus to AC less than that of the *shield* spell are suppressed

for the duration of the spell. You may add the following magic properties to your *shield* spell: *arrow catching*, *bashing* (only if you also have the Shield Spell Bash feat), *blinding*, *arrow deflection*, *reflecting*.

TOWER SHIELD SPELL

You can make your shield spell much larger, at the cost of additional hindrance.

Prerequisite: Craft Magic Arms & Armor, ability to cast *shield*, caster level 6.

Benefit: As a move action you can grab and stretch the edges of a shield spell you cast, making it much larger so it functions in many ways like a tower shield. This increases the shield bonus to AC the spell provides by +2, but it also somewhat hinders your movements (even though it is weightless, the bigger field of indestructible force simple gets in your way occasionally), causing you to suffer a -2 armor check penalty. When employing a tower *shield*

spell in combat, you take a -2 penalty on attack rolls because of the shield's hindrance.

You may reduce a tower *shield* spell to a normal *shield* by taking a move action to compress it back down to size.

When you have a tower *shield* spell active, as a standard action you can use it to grant you total cover until the beginning of your next turn (in addition to its normal bonus to AC). When using a tower *shield* spell in this way, you must choose one edge of your space. That edge is treated as a solid wall for attacks targeting you only. You gain total cover for attacks that pass through this edge and no cover for attacks that do not pass through this edge. As the shield spell is invisible it also provides cover (but not total cover) against targeted spells that pass through this edge.



WE ERR ON THE SIDE OF AWESOME!

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