

6 *SPIRITUAL* *WEAPON 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.



THE HIGH CONCEPT: Feats that allow spellcasters using the classic and venerable *spiritual weapon* spell (and, if the GM wishes, *spiritual ally**) to have as many options as characters who use material weapons.

*Indicates a spell found in the *Advanced Player's Guide*.

LARGE SPIRITUAL WEAPON

[METAMAGIC]

You can make your *spiritual weapons* larger.

Prerequisites: Str 13, ability to cast *spiritual weapon*.

Benefit: The damage of a *spiritual weapon* you cast increases as if the weapon was one size category larger (going from 1d8 force damage per hit, +1 per three caster levels to 2d6 force damage, +1 per three caster levels). A large *spiritual weapon* uses up a spell slot one level higher than the spell's actual level.

SPIRITUAL ARCANA

You can combine your knowledge of magic weapons with your ability to evoke a spirit-weapon.

Prerequisites: Craft Magic Arms and Armor, Spellcraft 5 ranks, ability to cast *spiritual weapon*.

Benefit: Whenever you cast the *spiritual weapon* spell, you may reduce the attack bonus the spell receives from your Wisdom bonus (to a minimum of +1) by up to 1 point per 5 caster levels. This allows you to grant the spell one or more effects that duplicate the following weapon special abilities: *anarchic* (only if you are of chaotic alignment), *axiomatic* (only if you are of lawful alignment), *disruption* (only if the spiritual weapon takes the form of a bludgeoning weapon), *flaming*, *flaming burst*,

frost, *grayflame**, *holy* (only if you are of good alignment), *icy burst*, *keen*, *merciful*, *shock*, *shocking burst*, *speed*, or *unholy* (only if you are of evil alignment). Adding these properties consumes an amount of attack bonus from Wisdom equal to the property's base price modifier.

*Indicates a weapon special ability found in the *Advanced Player's Guide*.

SPIRITUAL ARSENAL

When you call upon the weapons of your god, they take the form you desire.

Prerequisites: Proficient with at least 3 martial weapons, ability to cast *spiritual weapon*.

Benefit: Whenever you cast *spiritual weapon*, rather than take the form of your patron deity's favorite weapon (or a weapon based on your alignment), you may choose for the weapon to take the form of any melee weapon with which you are proficient. This does not change its damage, but does affect its threat range and critical multiplier.

SPIRITUAL SHEATH

You can put away a *spiritual weapon*, for use later.

Prerequisites: Extend Spell, ability to cast *spiritual weapon*.

Benefit: Anytime after you have cast *spiritual weapon* you may, as a swift action, suspend the spell. The weapon created by the spell disappears, and any remaining duration is preserved. As a move action you can recall the *spiritual weapon*, and use any remaining spell duration. You can only suspend a particular casting of *spiritual weapon* once, plus one additional time for every ten caster levels.

SPIRITUAL SPECIALIZATION

You can enforce your *spiritual weapon* spell with other aspects of your nature.

Prerequisites: Weapon Focus (see benefit), Spellcraft 5 ranks, ability to cast *spiritual weapon*.

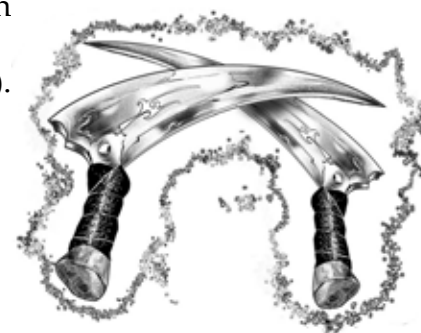
Benefit: When you cast a *spiritual weapon* spell, and the weapon takes the form of a weapon you have taken for which you have the Weapon Focus feat, you may add your Str, Dex, Con, Int, or Cha bonus (whichever is higher) as additional damage to attacks made with a *spiritual weapon* spell you cast.

TWO-SPIRIT FIGHTING

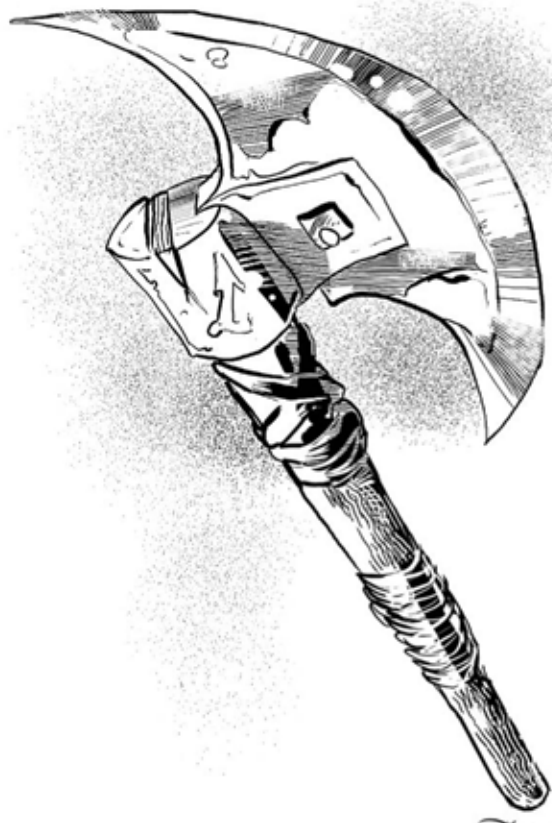
You can summon and direct twin *spiritual weapons*.

Prerequisites: Dex 15, Two-Weapon Fighting, ability to cast *spiritual weapon*.

Benefit: When you cast *spiritual weapon*, you may choose to evoke two weapons of force, rather than one. Regardless of what form the weapons take, they each deal 1d4 force damage per hit, +1 per five caster levels. One of the *spiritual weapons* attacks using the normal rules for the spell, while the second is limited to only one attack each round regardless of your base attack bonus and takes a -2 penalty on each attack roll made. You can move both weapons to a single target as a move action, or direct them separately (requiring a move action for each weapon to change targets).



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