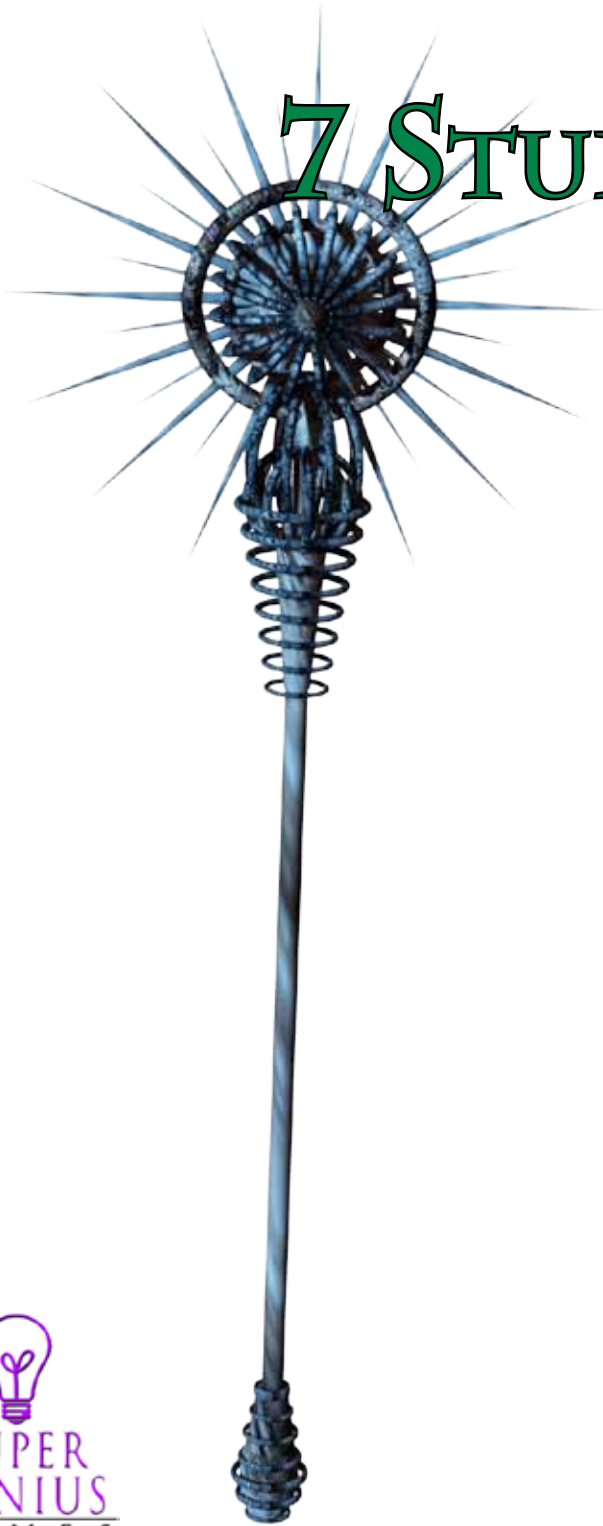


#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR

7 STUPID WEAPON DESIGNS



Sometimes RPG rules supplements seem to have as much world setting information as they do game mechanics. 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 want 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: These are stupid designs for weapons, really suitable only for a product released on April Fools.

Bastard Club: This 4-foot long length of wood can be wielded in 2-hands as a simple weapon.

Martial One-Handed Melee Weapon

Cost: 4 gp; **DMG (S):** 2d3; **DMG (M):** 2d4; **Critical:** x2; **Weight:** 8 lbs.; **Type:** B.

Battle Lute: This iron lute can be used to make Perform (string) checks with a -5 penalty. Any bardic abilities used with the lute have only half the normal range. If the lute takes any damage (such as from a sunder maneuver) it cannot be used for Perform checks.

Exotic One-Handed Melee Weapon

Cost: 25 gp; **DMG (S):** 1d6; **DMG (M):** 1d8; **Critical:** x2; **Weight:** 6 lbs.; **Type:** B; **Special:** Perform (stringed).

Codpiece, Spiked: This visually stunning bit of pointy crotch-armor can only be used to make attacks during a grapple, and if you ever roll a natural 1 (the die roll shows a '1') on an Acrobatics, Climb, Escape Artist, Ride, or Swim check, or a grapple CMB roll, you damage yourself. It is otherwise identical to spiked armor with half the normal cost and weight.

Extended Pike: An extended pike is a 40-foot-long wooden pole with a small, sharp metal spike at the tip. It can be used to attack targets 40 to 35 feet away, but not those less than 35 feet away. The wobbly nature of the pole at this length makes precision-based damage (such as sneak attack) impossible to deliver with this weapon.

Martial Two-Handed Melee Weapon

Cost: 20 gp; **DMG (S):** 1d4; **DMG (M):** 1d2; **Critical:** x2; **Weight:** 25 lbs.; **Type:** P; **Special:** brace, reach.

Glaive-Guisarme-Bec-de-Voulge: This spiky polearm includes an broad glaive blade facing forward with a short hooked spike mounted below it, a narrower voulge blade facing backwards with several sickle-like cutting edges mounted beneath it, and a long curved spike jutting upward, all mounted to an 8-foot wooden haft.

Exotic Two-Handed Melee Weapon

Cost: 75 gp; **DMG (S):** 1d4+1d6; **DMG (M):** 1d6+1d8; **Critical:** x3; **Weight:** 15 lbs.; **Type:** P or S; **Special:** brace, disarm, reach, trip.

Greatwhip: This weapon functions like a whip, except it takes 2 hands to use and it has 20-foot reach.

Exotic Two-Handed Melee Weapon

Cost: 5 gp; **DMG (S):** 1d4; **DMG (M):** 1d6; **Critical:** x2; **Weight:** 4 lbs.; **Type:** S; **Special:** disarm, nonlethal, reach, trip.

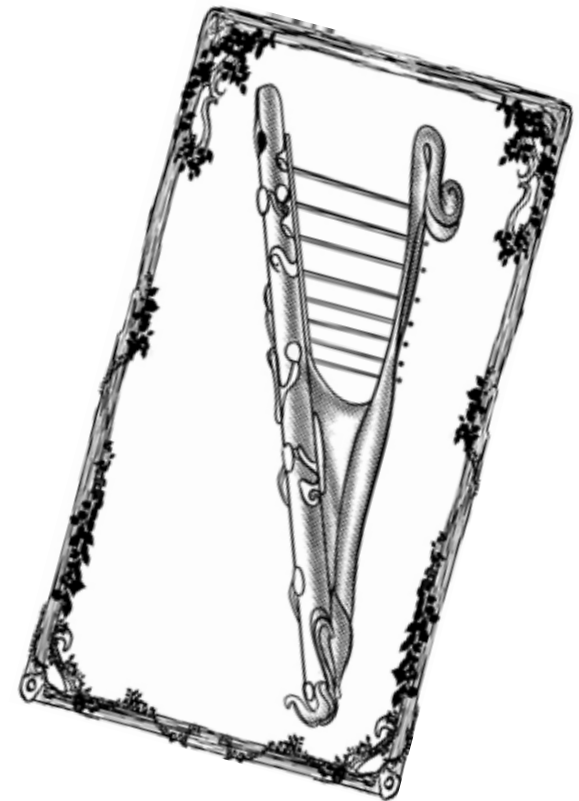
Star-Chuks: Designed by insane gnomish monks from the far eastern lands, star-chuks are complex, flexible weapons. Each is composed of a single metal ring, to which five wooden batons are connected by 1-2 feet of metal chain. The weapon is designed to be used by placing the metal ring on the wielder's wrist, and spinning it so that all 5 batons flail outward at equidistant points. In theory, this is supposed to allow the wielder to easily slam foes with one of the many batons. In practice, the wielder is likely to blacken his own eyes.

All attacks made with star-chuks suffer a -5 circumstance penalty. Any attack roll that results in a natural 1 or 2 (the die roll shows a 1 or 2) results in the wielder striking himself.

(For a nonproficient wielder, a die result of 1-4 results in striking himself.) A combatant proficient with star-chuks may make one attack of opportunity with the weapon each round that does not count against his maximum attacks of opportunity each round.

Exotic One-Handed Melee Weapon

Cost: 18 gp; **DMG (S):** 1d6; **DMG (M):** 1d8; **Critical:** x2; **Weight:** 6 lbs.; **Type:** B; **Special:** disarm, trip.



WE ERR ON THE SIDE OF AWESOME!

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