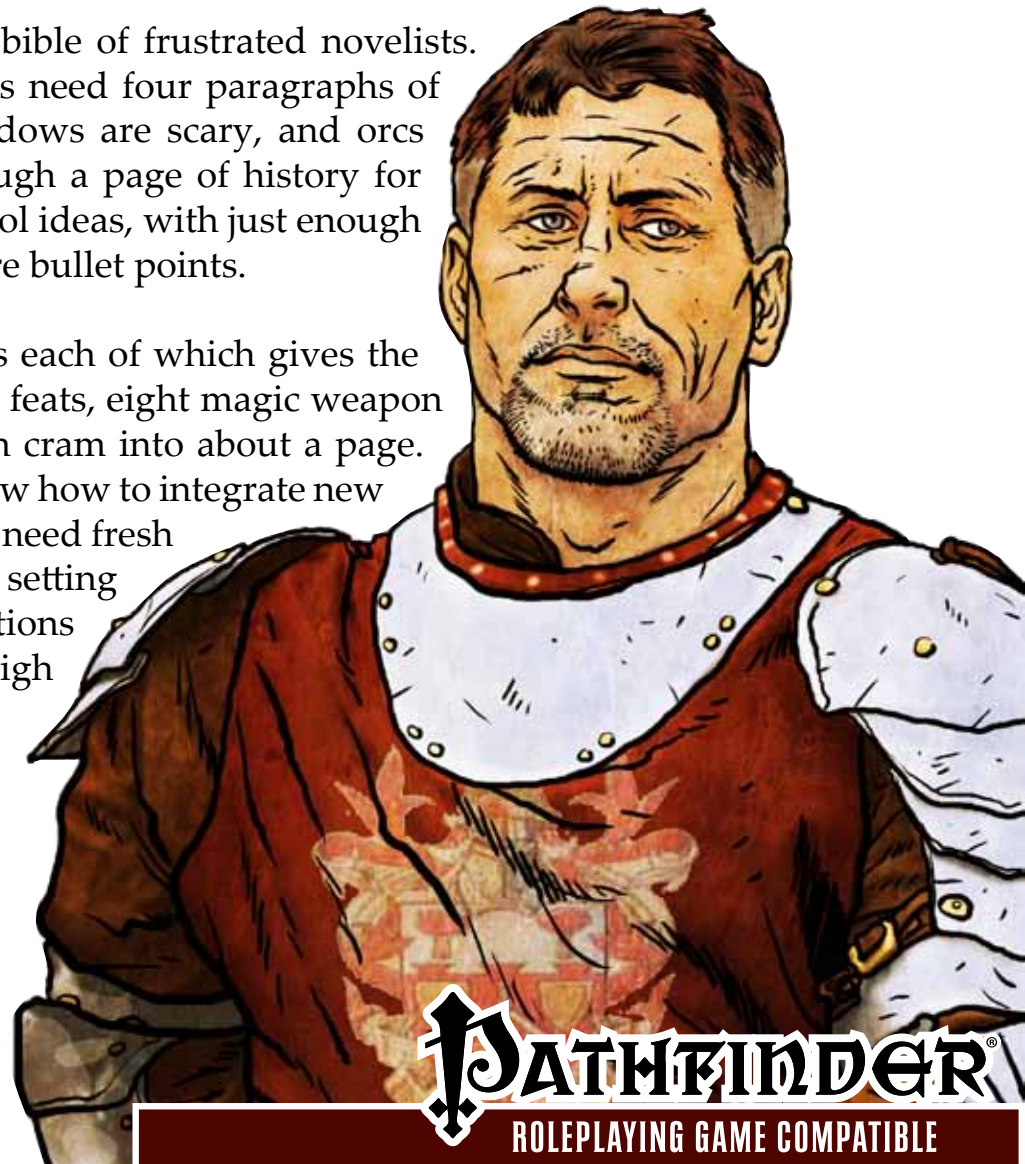


#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR.

7 WAR MASTER 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.



**SUMMER
OF BULLETS**



**SUPER
GENIUS
GAMES**

D&D FINDER
ROLEPLAYING GAME COMPATIBLE

THE HIGH CONCEPT: Seven feats designed to augment the options and utility of war masters (from *The Genius Guide to the War Master*) or, if war masters aren't being used in a campaign, that can be taken by classes that receive bonus combat or teamwork feats as class features (using their class levels as war master levels for prerequisites) or characters that have the Leadership feat (using their character level as war master levels for prerequisites).

ADVANCE IN RANKS (COMBAT)

You can direct allies to move together, guarding and watching over each other.

Prerequisite: War master 7.

Benefit: As a swift action you can direct allies within 60 feet of you who are able to see and hear you to cover each other's movement. As a move action, each ally can take three 5-foot steps (as the 5-foot-step combat option), as long as they are adjacent to at least 1 ally at all times during this movement.

FORMATION FIGHTING (COMBAT)

You can direct a tight formation of melee combatants to fight together, aiding them all.

Prerequisites: At least one teamwork feat, war master 1.

Benefit: As a swift action, you can designate a group of characters – all of whom must be able to see and hear you, must be adjacent to at least one other member of the group, and must be within 30 feet of each other – as a formation. You may only have one formation designated at a time. When you take the aid another action to grant any members of the formation either +2 to their next attack against a target, or +2 to their AC against a target's next attack, every member of the formation gains the aid another bonus.

MIXED ORDER (COMBAT)

You can direct allies around you to fight in a specific style, emulating your weapons.

Prerequisite: War master 3.

Benefit: As a swift action you can direct allies within 60 feet of you who are able to see and hear you to fight in the same style you are. If you are armed with a weapon that has one of the following weapon features, you may select one feature and allow all affected allies to act as though their melee weapons had the same feature until the end of your next turn: brace, blocking, deadly, distracting, sunder, trip.

OVERWATCH (COMBAT)

You can watch out for moments when your allies are distracted and warn them about potential attacks.

Prerequisites: Sense Motive 5 ranks, war master 5.

Benefit: As a standard action you may go into overwatch until the beginning of your next turn. While you are in overwatch, whenever an ally that can see and hear you provokes an attack of opportunity, you may attempt to warn them and negate the attack. You must make a Sense Motive check with a DC of 10 + the base attack bonus of the creature taking an attack of opportunity. If you succeed the attack of opportunity is not provoked (and the attacker is not considered to have used an attack of opportunity for the round). Each effort you make after the first in the same turn takes a cumulative -2 penalty to your Sense Motive check.

SET TO RECEIVE (COMBAT)

You can prepare troops to use reach weapons to great effect against advancing foes.

Prerequisites: Combat Reflexes, Weapon Focus (any weapon with brace and reach features), war master 1.

Benefit: As a swift action you can direct allies within 60 feet of you who are able to see and hear you to set their weapons to receive oncoming foes. Characters using reach weapons with the brace feature deal double damage on the first attack of opportunity they take against a creature moving a threatened space to a space closer to the characters.

Normal: Brace weapons only deal double damage if their wielder readies to attack a charging foe.

TACTICAL COMMANDS (COMBAT)

Your deep understanding of the flow of combat allows to you give allies new combat options.

Prerequisites: 5 ranks in Perception, war master 5.

Benefit: As a swift action you can direct allies within 60 feet of you who are able to see and hear you, giving them tactical options they would not otherwise have. Select one of the following options when you use this feat. Until the end of your next turn, such allies may take the selected action.

Hold the Line: Allies may take total defense actions as standard actions, and may still take attacks of opportunity after doing so. (Normally total defense takes a full-round action, and characters that do so can't make attacks of opportunity).

Prepare: Allies may each put away one handheld object and draw a single new handheld object, as a single move action.

Shock Strike: Allies may each make a charge as a standard action, even if they are not restricted to a standard action. (Normally, characters may only make a charge as a standard action if they are restricted to a single standard action on their turn).

Sound the Retreat: Allies who take the withdrawal action do not provoke attacks of opportunity from any threatened space they leave, as long as take the most direct route away from the most obvious threats. (Normally every threatened space you leave after this first does provoke an attack of opportunity with a withdrawal. Unlike a normal withdrawal, this option may only be used in an effort to move away from combat.)

WAR SIGNALS (COMBAT)

You have mastered a set of signs and code words to give orders quickly and easily.

Prerequisites: 3 ranks Bluff, war master 3.

Benefit: You can use feats and class features that require allies be able to see and hear you on allies only able to see *or* hear you.

WE ERR ON THE SIDE OF AWESOME!

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