

#1 WITH A BULLET POINT

ONE IDEA. ONE PAGE. ONE DOLLAR

8 ANIMAL 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 appropriate for familiars, animal companions, trained animal pets, and the occasional wily fox.

BLOODHOUND

You can key in on the smell of blood, and know it indicates weakness in a prey.

Prerequisites: Scent, Survival +1, animal or magical beast.

Benefit: You gain a +4 bonus to Survival checks made to follow a creature by scent. If you make a Survival check to track a creature with hp damage or against a creature with a bleed effect, you gain a +1 bonus to melee attacks made against it.

EMPATHIC BEAST

Your trainer's spiritual code has rubbed off on you.

Prerequisites: Wis 10, animal.

Benefit: You have an instinctive desire to commit the kinds of acts that your master would commit. You have the alignment of your spellcaster (if you are a familiar), or master (if you are an animal companion or trained animal).

GREAT WHITE

You are an unusually powerful creature of your kind.

Prerequisites: Animal or magical beast.

Benefit: Your hide, fur, hair, horns, claws and other features turn white. You gain a +4 bonus to Stealth checks made in snow or icy conditions, and a -2 penalty to all other Stealth checks.

You gain a +1 bonus to all Fortitude, Will, and Reflex saves, and gain +1 hp/3 hit dice.

HOMING SENSE

You always find your way home.

Prerequisites: Animal or magical beast.

Benefit: You may make a special Survival check (1d20+your hit dice+ your Wisdom modifier) to know which way to go to find home. This gives you a direct path, it does not warn you of barrier or hazards. If you cannot follow the direct path, you can move parallel to a hazard until you can again return to a direct route to your home.

If you are a trained companion, familiar, or steed and you are separated from your trainer, owner, or master, you head home after 24 hours. If your trainer, owner, or master is unable to move or communicate and you can move them, you take them with you and head home.

MIGHTY BEAST

Your appearance makes your rider or trainer look more impressive.

Prerequisites: Animal or magical beast.

Benefit: When you are ridden or are adjacent to a creature that taught you at least one animal trick, that rider or trainer gains a +4 bonus to any Intimidate check it makes.

SLY

You are more cunning than most animals.

Prerequisite: Animal, or magical beast with an Int of 1 or 2.

Benefit: You may know 6 more animal tricks than your normal maximum. If you are not trained you may gain 3 tricks of the GM's choice that you pick up through experience.

Special: This feat may be taken more than once. Its effects stack.

SOOTHING COMPANION

You always seem to know just what your master needs.

Prerequisites: Animal or magical beast.

Benefit: Your presence makes your trainer, owner, or master feel better. When you are within 15 feet of that person, he gains a +2 bonus to Will saves against spells and effects with the emotion or fear descriptor, and Fortitude saves against environmental hazards and disease.

TIMMY IS DOWN A WELL!

You are more expressive than most creatures of your type.

Prerequisites: Cha 10, animal.

Benefit: You may make a special Bluff check to pass a message to any creature with an Int of 2 or higher as a full-round action. The messages are limited to "follow me," "there is danger here," "I don't like that person," and "yes." The Bluff check is equal to 1d20+half your hit dice+ your Cha modifier.

Additionally you recognize your own name, and the names of up to three creatures per point of Int. These are normally the names of your trainer and/or owner, but you may also learn the names of other creatures you travel with for a month or more.

WE ERR ON THE SIDE OF AWESOME!

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