

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

8 DRAGONRIDER 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

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



THE HIGH CONCEPT: Eight feats designed to augment the options and utility of dragonriders (from *The Genius Guide to the Dragonrider*).

DRACONIC FOCUS

Your bond to your dragon is stronger than for most dragonriders.

Prerequisites: Dragon steed class feature.

Benefit: Three times per day, you may establish focus with your dragon steed as an action one step less demanding than normal (move action rather than standard action, swift action rather than move action, free action rather than swift action). If you normally establish focus with your dragon steed as a free action, instead three times per day you and your dragon may act as if under the effects of a haste spell for one round.

DRACONIC FURY

You can call on the rage and fury of your dragon to boost your own melee attacks.

Prerequisites: Str 13, Con 13, dragon steed class feature.

Benefit: As a swift action you can call upon the arcane might of your dragon steed to enhance a single melee attack you make. You add your Charisma modifier to the attack roll, and if the attack hits gain a bonus to damage equal to half your dragonrider level. The use of this ability counts as a use of your dragon steed's breath weapon (you can only use it if your dragon's breath weapon is available, and your dragon steed's breath weapon is unavailable for four rounds after you use it).

DRAGON WARRIOR

You excel at fighting from dragonback.

Prerequisites: Cha 13, dragon steed class feature, base attack bonus +6.

Benefit: When you are mounted on your dragon steed, you gain a +1 bonus to attack rolls. This bonus overlaps (does not stack with) Weapon Focus. You may use this feat in place of Weapon Focus as a prerequisite for other feats, and treat your dragonrider level as fighter levels for feat prerequisites. However, any feat you qualify for in this way may only be used while you are mounted on your dragon steed.

ELDRITCH LINK

Your dragon steed can draw on your spellcasting ability.

Prerequisites: Cha 15, dragon steed class feature, ability to cast 1st level spells.

Benefit: On any round you have established focus your dragon may, as a standard action, cast a spell from your list of dragonrider spells known using one of your spell slots of the same level or lower. The spell must have a casting time of one standard action or less, and you cannot cast a spell on the same round your dragon steed does. The dragon uses your caster level, but it's own feats and ability scores to determine the effects of the spell.

ELEMENTAL ARROWS

You can imbue your ranged weapons with the power of your dragon's breath weapon.

Prerequisites: Cha 13, dragon steed class feature.

Benefit: As a swift action you can grant all the ranged weapon attacks you make until the beginning of your next round +1d6 damage. The damage is of the same type as your dragon's breath weapon. The use of this ability counts as a use of your dragon steed's breath weapon (you can only use it if your dragon's breath weapon is available,

and your dragon steed's breath weapon is unavailable for four rounds after you use it).

FEARSOME STEED

Your dragon has retained some of its eldritch ability to cause fright.

Prerequisites: Cha 13, dragon steed class feature.

Benefit: Whenever your dragon steed scores a critical hit with a natural attack or uses its breath weapon, it may make an Intimidate check to demoralize all foes within 30 feet who can see your display. The dragon may use its Intimidate bonus or yours (whichever is greater).

FUEL FOR THE FIRE

You can use your magic power to augment your steed's breath weapon.

Prerequisite: Dragon steed class feature, ability to cast 1st level spells.

Benefit: When your dragon steed uses its breath weapon you may (as a free action) expend a single dragonrider spell slot of 1st level or higher. For every level of spell slot expended, your dragon's breath weapon deals 1 additional die of damage and has its save DC increased by 1.

WINGS OF THE RIDER

You can call upon your eldritch link to your dragon steed to slow your fall.

Prerequisite: Dragon steed class feature.

Benefit: When you need to fall a large distance (such as when leaping from the saddle of a flying dragon), you may call upon the mystic link to your dragon steed to gain translucent magic wings. While these wings lack the strength to bear you upward, they can slow your fall to a safe velocity. As long as your dragon steed is conscious, you may treat any fall as if you had an active feather fall spell in place.

WE ERR ON THE SIDE OF AWESOME!

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