

#1 WITH A BULLET POINT
ONE IDEA. ONE FULL CLIP. STILL ONE DOLLAR.

8 LIGHTNING BOLT 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: 8 feats that allow spellcasters using the classic and venerable *lightning bolt* spell (and other spells with similar traits) to have as many options as characters who use feats to focus on skills or combat maneuvers.

CLOUD-TO-CLOUD

Your lighting spells can light up a magic cloud of your creation.

Prerequisites: Spell Focus (conjuration and evocation), Knowledge (nature) 7 ranks, ability to cast a cloud spell (see benefit), ability to cast a spell with the electricity descriptor.

Benefit: When you have cast a “cloud” spell (a spell that has cloud, fog, haze, mist, or vapor in the title, has a duration of 1 round per level or longer, and creates an area with vapor of some kind) and you cast a spell with the “electricity” descriptor so its area includes the cloud spell or targets a subject within the cloud spell, you may have the electricity spell affect all targets within the area of the cloud spell. All creatures affected by the spell (even those outside the cloud but within the spell’s normal area) take half the spell’s normal damage.

If the electricity spell normally allows a saving throw or requires an attack roll, each target must be attacked and/or receives the appropriate save. If the spell allows a save for half damage, a successful save results in no damage. If the electricity spell normally has an effect other than dealing damage, that effect only applies to creatures within its normal area or that are targeted by the spell normally (creatures that would have been affected by the spell even without the Cloud-To-Cloud feat).

Using this feat reduced the remaining duration of the cloud spell used to extend the electricity spell by 50%.

FORKED BOLT

You can make your line spells shorter and wider by forking their effects.

Prerequisites: Ability to cast a spell with an area defined as a line, Knowledge (engineering) 1 ranks.

Benefit: When you cast a line spell, you may choose to have the line be 10 feet wide, but only half as long. If you are 8th level or higher, you may choose to have the line be 15 feet wide, and only 1/3 as long.

MAGNETIZE

Metal you strike with electrical effects becomes magnetized for a short period.

Prerequisite: Ability to cast a spell with the electricity descriptor, Craft (armorsmithing or weaponsmithing) 3 ranks.

Benefit: When a foe fails a saving throw against a spell you cast with the electricity descriptor, the foe’s metal armor, tools, and weapons are briefly magnetized. For one round per level of the spell, the armor check penalty of metal armor worn by the foe increases by 2, and it suffers a -2 penalty on attack rolls with weapons primarily made of metal and on ability or skill checks using tools primarily made of metal.

MULTIPLE BOLTS

Prerequisites: Forked Bolt, ability to cast a spell with an area defined as a line, Knowledge (engineering) 5 ranks.

Benefit: When you cast a line spell, you may have the spell’s area be up to four lines radiating from you. No two lines may overlap at any point. Divide the spell’s normal length by the number of lines you create to determine the length of each line created by the spell. A creature struck by multiple lines is only affected by the spell once.

MYSTIC ARCS

Your line spells can take the bent, winding path of a lightning bolt.

Prerequisites: Forked Bolt, Multiple Bolts, ability to cast a spell with an area defined as a line, Knowledge (engineering) 7 ranks.

Benefit: When you cast a spell with an area defined as a line, you may create it as an arcing, twisting, sinuous line of magic that you may shape as desired. The spell affects one 5-foot square per caster level, and each square must be adjacent to the previous square, starting with you. The spell may not extend beyond its normal maximum range. The spell still qualifies as a line spell for such feats as Forked Bolt (allowing the spell to affect one 5-foot by 10-foot area per 2 caster levels).

RE-STRIKE

Like the lightning bolts of nature, your bolts often travel the same path multiple times.

Prerequisites: Ability to cast a spell with the electricity descriptor, Knowledge (nature) 3 ranks.

Benefit: When you cast a spell with the electricity descriptor, if it has exactly the same area as an electricity spell you cast the previous round or strikes exactly the same targets (and they have not moved from the location they were in when last targeted), your caster level is treated as being five levels higher for all calculations of the spell except area, range, and targets.

STORM RIDER

Lighting is just another path for you.

Prerequisites: Ability to cast a spell with the electricity descriptor, Escape Artist 3 ranks.

Benefit: When you cast an electricity spell with a defined area, as a swift action you may sacrifice a spell slot or prepared spell to teleport (as the spell) to another open space within the spell's area. If you are in the area of an electricity spell with a defined area cast by someone else, and you make a successful saving throw against it, you take no damage and may sacrifice a spell slot or prepared spell to teleport as an immediate action. The maximum distance you can teleport is 30 feet per level of the spell slot sacrificed, you must arrive within or adjacent a point in the electricity spell's area, and the point of your arrival must be unoccupied.

THUNDERCRACK

When you create lightning, you can also create thunder.

Prerequisites: Ability to cast a spell with the electricity descriptor, Intimidate 3 ranks.

Benefit: When you cast a spell with the electricity descriptor, you may choose to have half the damage it deals be sonic rather than electricity. If you choose this option, the spell is also considered to have the sonic descriptor.

If the spell is defined as having an area, you may choose to have the electricity damage of the spell retain the spell's normal area, while the sonic damage becomes a radius (5 feet radius per spell level) centered at some point along the spell's normal area.



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