

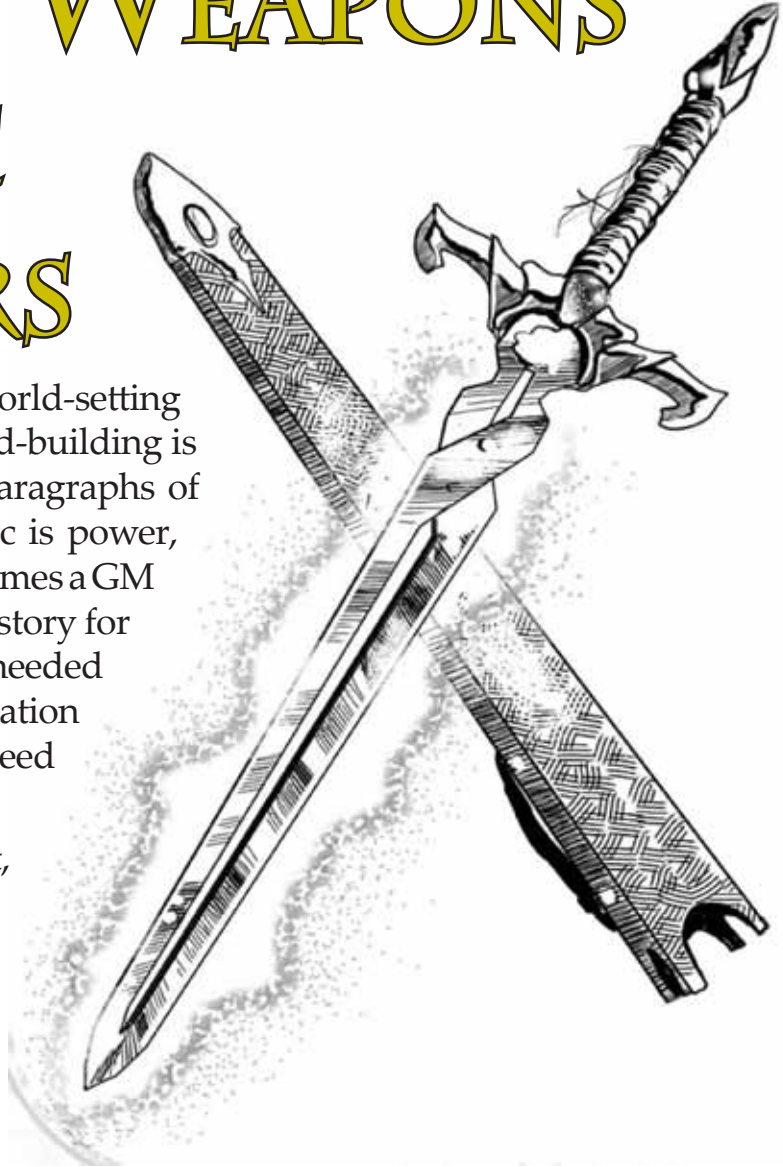
#1 WITH A BULLET POINT

ONE IDEA. ONE PAGE. ONE DOLLAR.

6 POWERS FOR THE LEGENDARY WEAPONS OF MYTHIC CHARACTERS

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.



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

THE HIGH CONCEPT:

Expanding the mythic rules with new properties for legendary weapons (and in some cases other legendary items) that do not require the weapon to be intelligent or an artifact.

SHINING: A shining legendary item can emit light as dim as a single candle or as bright as a *daylight* spell. This acts as a *light* spell with a spell level equal to the mythic tier of the wielder. It is a swift action to activate, deactivate, or change the intensity of this light.

ENORMOUS: Enormous legendary items are one size category larger than the norm for gear used by their bonded wielder, but there is no penalty to the wielder for using such oversized equipment.

Enormous legendary items can always add their surge to Intimidate checks made by their wielder. The other function of enormous legendary items depends on its item type, as detailed below. Only items of these types may be enormous.

Eyes. Bonded user halves all penalties to site-based Perception checks, and can add the item's surge to Knowledge checks.

Feet. Bonded user can expend one use of legendary power to move a total of 10 feet when taking a 5-foot step. All the movement is treated as a 5-foot step, and does not activate any abilities activated by moving 10 feet or more.

Hands. Bonded user can make grapple checks as if he were one size category larger.

Ring. If bonded wielder makes an unarmed attack, he may also expend a point of legendary power to add the item's surge die to damage dealt.

Shield. Bonded user can expend one point of legendary power to increase the shield's bonus to AC by the item's surge die until the beginning of the wielder's next turn.

Weapon. Item deals damage as if it were one size category larger. Note that an enormous legendary weapon always acts as if it were one size category larger than its bonded wielder – you cannot have a Medium bonded wielder use a Huge bonded weapon as if it were a Large weapon. Instead, the Medium mythic character may use a Large bonded weapon as if it were a Medium weapon.

FORCEFUL: Forceful legendary items count as force effects. A suit of forceful armor or a forceful shield grants its AC bonus to the wearer or wielder against any attack that the spells *mage armor* or *shield* grant an AC bonus against. Spells and spell-like abilities from a forceful item act as if they had the force descriptor. A forceful weapon acts as a force effect and affects incorporeal creatures normally (as if they were corporeal).

ORICHALCUM: A legendary orichalcum weapon is made of strange materials that cannot be explained by non-mythic alchemy, blacksmithing, or magic. Classic orichalcum is a reddish metal forged by the demigods of a lost empire, but the same property can be used to represent legendary weapons made of meteoric iron, abyssal brass, heartwood of the world oak, or any special material that defies the normal rules of metallurgy and magic. When an orichalcum weapon strikes a creature with DR that is bypassed by adamantite, cold iron, or silver, it attunes itself to

that mystic property. Beginning on the next round, the weapon bypasses DR of that type until it strikes a creature with DR bypassed by a different one of those materials. If an orichalcum weapon does not strike any target for 1 minute, its attunement ends.

The bonded wielder of an orichalcum legendary weapon may spend a point of legendary power to also have the weapon bypass DR for one minute as if the weapon had the same alignment as its wielder.

Only legendary weapons may be orichalcum, and they may not also be made of adamantite, cold iron, silver, or any other special material.

SIGNATURE: A signature item can only be used by a character bonded to it. Its legendary power and magic abilities cannot be used by non-bonded wielders, and even its base function does not work for anyone else. A bonded bow can't be strung by anyone not bonded to it, a wand won't cast spells for anyone but its bonded wielder, and weapon-strikes find their way through chinks in signature armor so it grants no AC to a non-bonded wearer.

WARNING: A warning legendary item gives its bonded wielder a split-second sense of impending danger just before combat begins. If the wielder does not act in a surprise round, he may spend a point of legendary power to take a move or swift action during the surprise round. If the wielder gets to take a partial action during the surprise round, he may spend a point of legendary power to also take a move and swift action, or to take a full-round action instead of a partial action.

WE ERR ON THE SIDE OF AWESOME!

Designer:

Owen K.C. Stephens

Creative Director:

Stan!

Graphic Design and Typesetting:

Lj Stephens

Illustrations:

V Shane

Produced By:

Super Genius Games

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