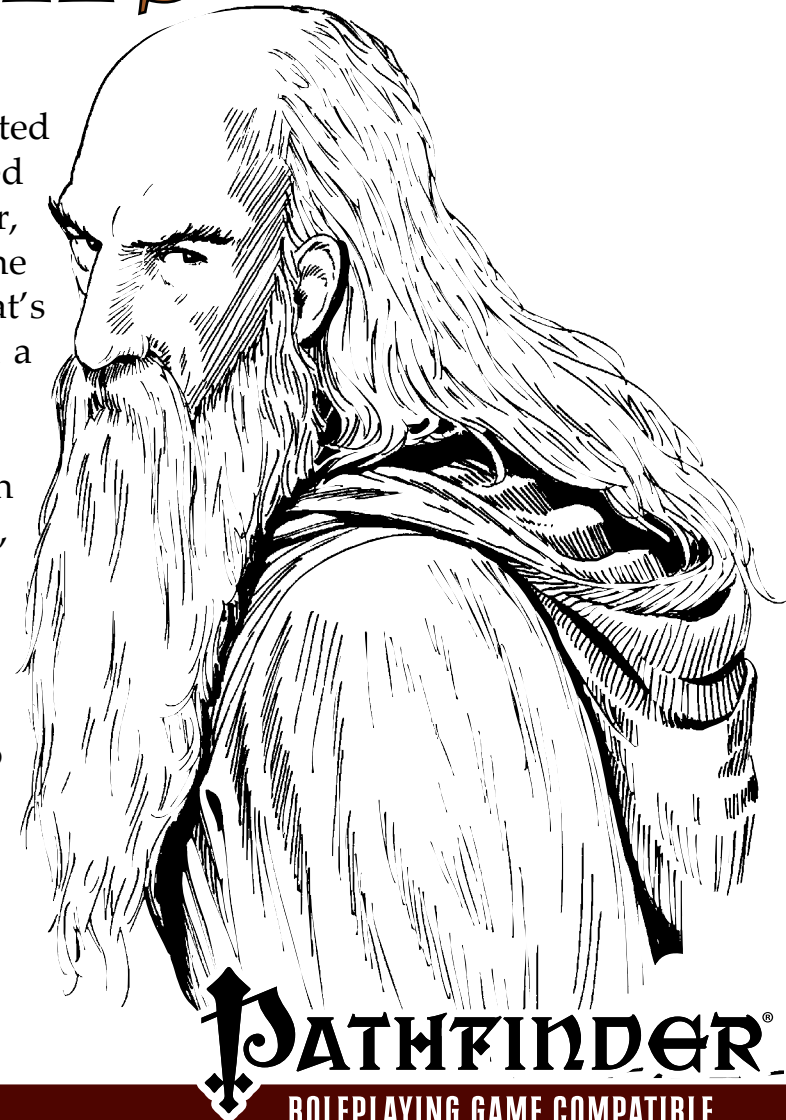


**#1 WITH A BULLET POINT**  
**ONE IDEA. ONE FULL CLIP. STILL ONE DOLLAR.**

# 6 TELEPORTATION SPELL 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**

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**THE HIGH CONCEPT:** Six feats that allow spellcasters who travel by teleporation to have as many options as characters who focus on other forms of movement.

### APPORTATION

You can force the power of teleportation spells to fuel a natural teleportation ability.

**Prerequisites:** Iron Will, Spell Focus (conjunction), able to cast a conjunction (teleportation) spell.

**Benefit:** You gain apportionation, a spell-like teleportation ability. You may spend a prepared conjunction (teleportation) spell to fuel this ability, or use a spell slot to fuel it if you are a spontaneous spellcaster who knows a conjunction (teleportation) spell. You may use this ability once per level of the spell or spell slot spent to fuel it. You may never have more uses of apportionation available at once than half your hit dice, and you lose one use of apportionation for each hour that passes without using it.

Apportionation is a standard action and acts as a *dimension door*, with a caster level equal to half your hit dice and a maximum range of 5 feet per hit die.

### AUGMENT TELEPORTATION

Your mastery of teleportation allows you to take more material, from farther away, and rearrange where it is when you arrive.

**Prerequisites:** Spell Focus (conjunction), able to cast a conjunction (teleportation) spell.

**Benefit:** When you cast a conjunction (teleportation) spell, you can take more material through the teleportation than normal, affect creatures further away than

normal, and reposition teleported creature's positions relative to you.

When determining how much material can be teleported, each creature you teleport (including yourself) may affect additional touched material. This material cannot exceed the heavy load for a creature with a Strength score equal to your caster level. For example, if a 15th level wizard with Augment Teleport casts *dimension door*, in addition to his own gear (up to his maximum load) and up to 5 willing Medium creatures touched, the wizard and each of his 5 "passengers" can bring up to 200 lbs. of additional touched material (the heavy load for a 15 Strength). Additional material of this kind can include living creatures, but such characters do not also gain the ability to bring excess material. Several teleport targets may all touch a single larger object, to allow them to bring items using their combined additional weight allowance.

Additionally, if the conjunction (teleportation) spell normally requires you to touch creatures for them to be affected, you may include willing creatures within 15 feet of you as if you were touching them. When you arrive at the spell's destination, you may place creatures that teleported with you in different positions, as long as all remain within 15 feet of you.

If any of the creatures teleported are falling, you may reduce or eliminate their rate of falling to whatever degree you wish. You may also cause creatures to gain a falling speed so that when they arrive at the teleportation's destination, they impact as if they'd fallen a maximum of 10 feet per level of the teleportation spell used.

### PHASE SHIFT

You retain some of the aspects of etherealness after you teleport.

**Prerequisites:** Magical Aptitude.

**Benefit:** After you are affected by a conjunction (teleportation) spell, for one round per level of the teleporation spell used you gain the benefits of either *blink* or *gaseous form*, as if you had cast the spell on yourself. You may choose which effect to benefit from at the beginning of each of your rounds. Alternatively you may gain the benefits of the *ethereal jaunt* spell after you are affected by a conjunction (teleportation) spell, but in this case the benefits last for just 1 round.

### SLOW TELEPORT

Rather than travel instantly from place to place, you can take a leisurely long moment before arrival.

**Prerequisites:** Alertness, able to cast a conjunction (teleportation) spell.

**Benefit:** When you use a conjunction (teleportation) spell to move yourself and others, rather than appear at the end destination instantly, you do not arrive until the beginning of your next round. Anyone also affected by the teleportation is aware of this "long moment" prior to teleporting and may choose not to be affected by the spell if they prefer. During the 1-round between teleporting and arriving, you and everyone in the teleport are treated as if they were in an extradimensional space (similar to those used by *bags of holding*). Only spells and

effects that could target or affect an item inside a *bag of holding* on the ethereal plane can target or effect you during the long moment of a slow teleportation.

During the 1-round long moment creatures teleporting with you may do anything they could normally do in 1 round, as long as it does not involve moving or affecting any creature other than themselves. A cleric could cast a cure spell on herself, for example, but not on another creature traveling with the teleport effect.

During this 1-round long moment, you can also cast any divination (scrying) spell you have available on the arrival point of your teleportation, as if that location was on the same plane, its location obvious, and its distance no more than 50 feet away. Such scry spells target the actual destination of your teleportation, rather than your planned destination, in those cases where the two are different. You may share any information you gain through this scrying spell with others involved in the teleportation. If you also have the Augment Teleportation feat, you may choose how to position creatures at the end of your teleport after learning anything you can from any scrying spell you cast.

### STATE CHANGE

You can add magic effects to yourself when you teleport.

**Prerequisites:** Magical Aptitude, Phase Shift.

**Benefit:** When you are affected by a conjuration (teleportation) spell, you can cast one spell on yourself as a free action just prior to arrival at the teleporation's destination. Because of the imprecise nature of applying spell effects to yourself as a result of teleportation, you must also spend a second spell slot or sacrifice a second prepare spell. This sacrifice must be of the same spell level or higher than the spell you cast upon yourself. Only spells with a range of personal or touch may be applied in this manner, and only to yourself.

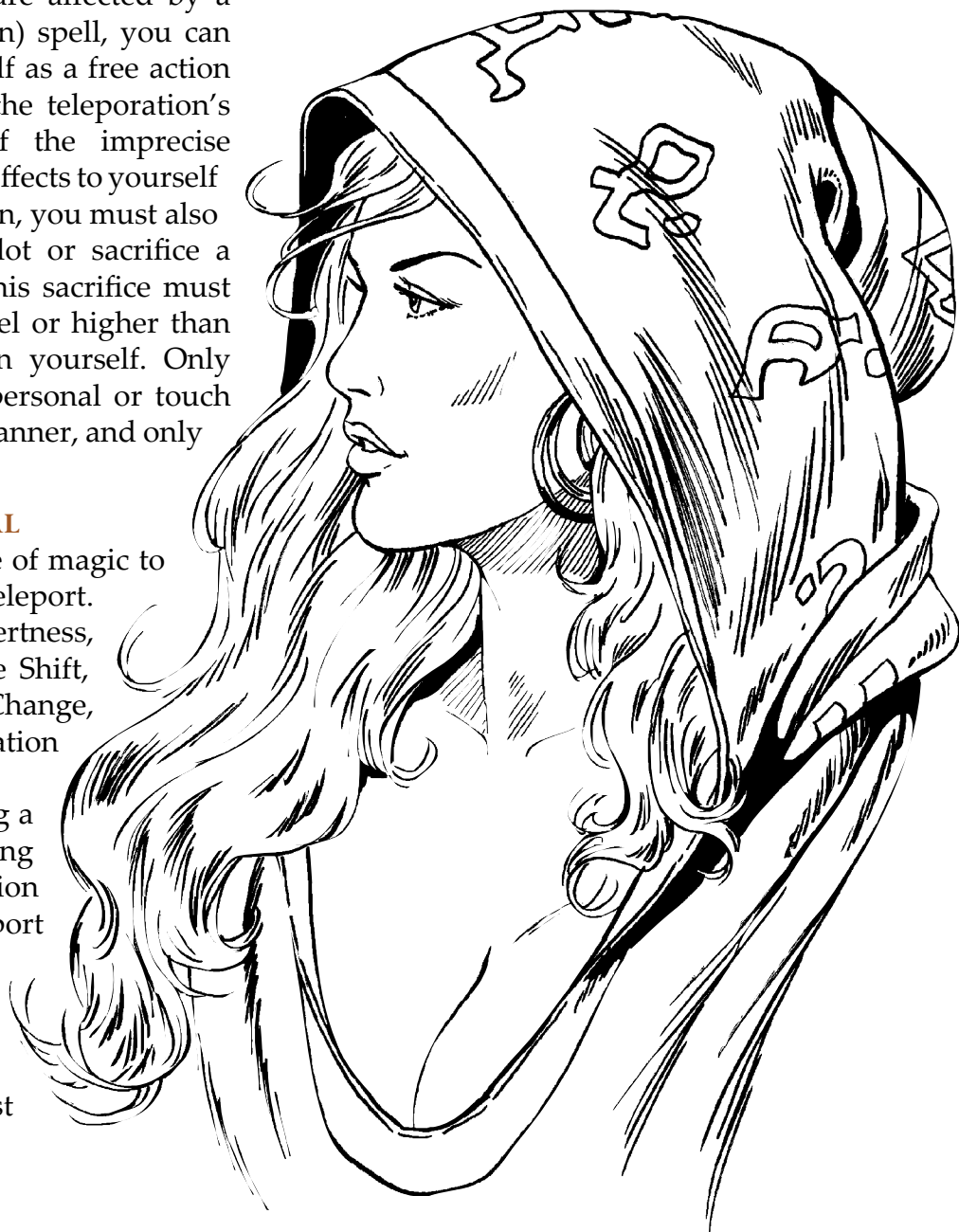
### UNEXPECTED ARRIVAL

You can send a wave of magic to precede you when you teleport.

**Prerequisites:** Alertness, Magical Aptitude, Phase Shift, Slow Teleport, State Change, able to cast a conjuration (teleportation) spell.

**Benefit:** When casting a spell as a result of a "long moment" teleportation using the Slow Teleport feat, you may cast a spell with a duration of instant. This spell takes effect at the destination of the teleport spell just

before your arrival. For example, you could cast a *fireball*, which would occur centered at the point of your arrival just before your teleportation deposits you there.



# WE ERR ON THE SIDE OF AWESOME!

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