

ISSUE
12

FILES FOR EVERYBODY MEPHIAN



BY ALEXANDER AUGUNAS

PATHFINDER®
COMPATIBLE



Everybody
Games

FILES FOR EVERYBODY MEPHIANS

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ABOUT EVERYBODY GAMING

Everybody Games began as the blog of Alexander Augunas in January 2014 under the name Everyman Gaming, where he wrote about *Pathfinder Roleplaying Game* tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with

Rogue Genius Games to release *Ultimate Occult* and has remained with them since. In 2019, the company's name changed to Everybody Games in order to reflect our mission to get everyone gaming.

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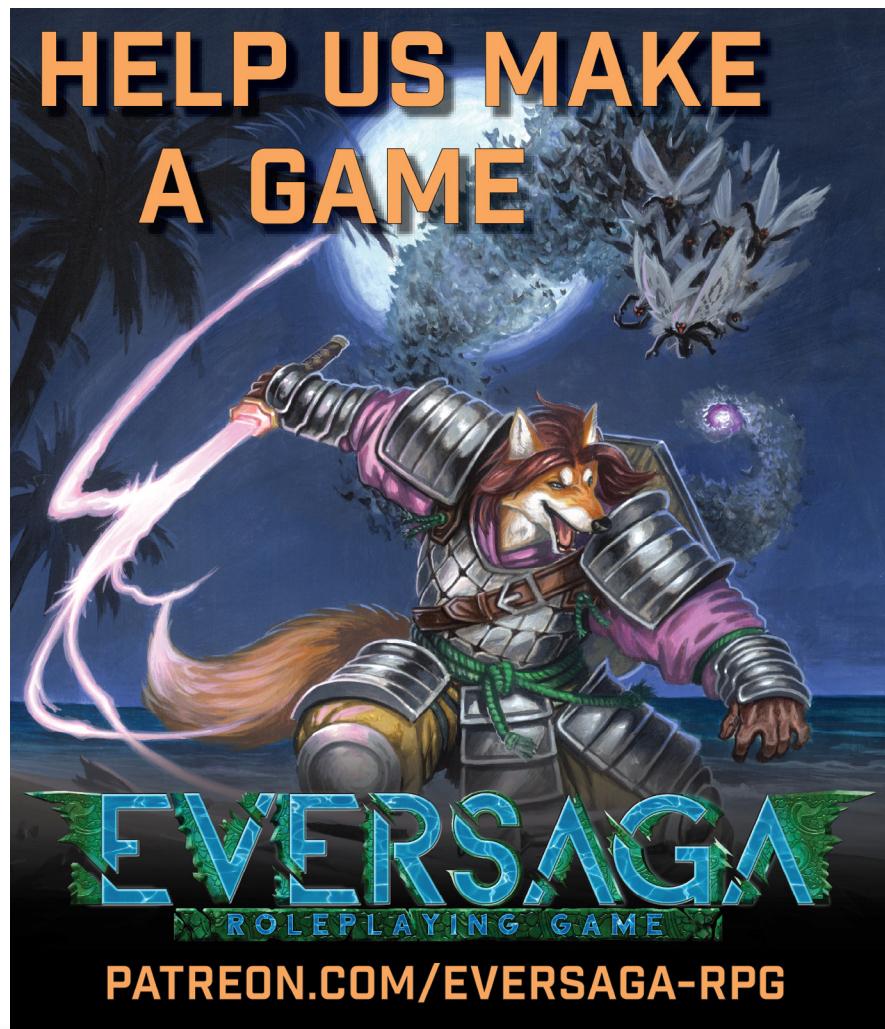


GET EVERYONE GAMING!

Look, we get it. Getting your closest friends and family together for a Tabletop RPG session is tough. Not only do you need to pick a system that everyone wants to play, but everybody needs to build characters that work well together, the GM needs to choose or create a perfect campaign pitch, and to top it all off you gotta find time where everyone can get together and game. It's not easy! Which is why you need a publisher who knows how difficult it is to get everybody together and on the same page. That's why you need Everybody Games.

Welcome to *Files for Everybody*, a Third-Party Pathfinder Second Edition product series brought to you by Everybody Games. We know how tough it is to get everybody together around the table, so we try to provide you exactly the content you need to keep everybody excited and invested in your Pathfinder Second Edition campaign. From new classes to class feats, archetypes to skill feats, spells to rituals, ancestries and monsters, and much more, Everybody Games has what you need to get everyone gaming! In *Files for Everybody*, each file focuses on a specific topic, whether it be new feats, a new class, a new ancestry, or something else entirely. We want it to be easy to navigate each *File*, and keep our content simple to use and rewarding to master. Regardless of topic, we believe that every issue in our *Files for Everybody* series is something special and wonderful, no matter how small, and hopefully after this issue you'll feel the same!

~ Alexander Augunas
Publisher & Crunchmaster of Everybody Games



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USING MEPHIANS

Mephians can be used just about anywhere in your campaign setting, and lend themselves especially well to rural or pastoral areas where their communities are able to thrive in peace. Mephians are loosely based on skunks, stink badgers, and red pandas, and make sense in regions based after Philippian, Japanese, and Indigenous American Cultures. However, they're versatile and travelled enough to fit wherever you want!

MEPHIAN MUSK

Mephians resemble skunks, and as you'd expect they possess the ability to create a foul-smelling musk. This product goes out of its way to describe this ability as being a secretion from the mephisto's tail rather than a spray, as is the case with actual skunks and stink badgers. The reason for this is aesthetics—it's difficult to take a character seriously if their special ability requires them to bend over and point their butt at their foe, much less wonder how said person doesn't so without dropping their guard. While this could certainly be a misconception that mephisto characters face in your world, we advise against describing it as a reality.

MEPHIANS

Known for being a relaxed, community-focused people, mephians have long-faced prejudice from other races due to their strong resemblance to skunks and their ability to secrete a similarly pungent musk. They are hardy folk who strongly value empathy and communal governing, but even as relations between mephians and other races have improved, mephan culture continues to emphasize the importance of building relationships with outsiders slowly with caution that often borders paranoia.

PHYSICAL DESCRIPTION

It's fairly simple to see why mephians are often called "skunk folk", as they possess thick, darkly colored fur in shades of black, umber, or gray. Each mephan has a distinct pattern of white markings on their fur located on the top of their head, down their necks and across the front of their torso, down to their nether regions and up their backs, culminating in fanciful stripe patterns that run down the middle of their thick, distinctive tails. Mephians possess plantigrade legs and five-fingered hands, each of their digits possessing small but sharp nails. Teardrop-shaped ears sit atop their large heads, which possess pronounced muzzles and keen noses. The entirety of the bottom of a mephan's foot, as well as the palms and bottom portions of their fingers are furless, instead possessing thick, leathery padding.

All mephians possess the ability to secrete a unique musk that nearly all living creatures find revolting. Contrary to what many believe, the glands that mephians use to secrete their musk are located in their tail as opposed to their posterior, where such glands are located in skunks. Rather than spray their musk, mephians use their tails to lather their musk onto their opponents, essentially smearing it onto them like sweat. The end result is the same, however, for a mephan's musk is repulsively pungent to nearly all living creatures.

LIFE CYCLE

Mephians birth their children live after a gestation period of nine months, with most pregnancies resulting in a single newborn. At birth, young mephians are both blind and deaf, these senses typically developing fully three weeks after the mephan is born. Mephan children grow at approximately the same rate as human children, though they tend to be somewhat harder than their peers thanks to the thick fur that covers their bodies, which acts as natural padding from injury. Their fur gives young mephians a certain sense of invulnerability, and mephan children, adolescents,

and even adults are fond of physical roughhousing as play, provided no one gets hurt.

While mephians possess numerous rites of passage similar to those of humans, one significant rite of passage that all mephians undertake is learning how to control their tail's musk glands, which typically occurs by three years of age. Prior to this, mephan younglings have little control over their body's production of



IF YOU'RE A MEPHIAN, YOU LIKELY...

Prefer to spend time in good company, especially with fellow mephians
Are stoic and able to work for a while before tiring.
Zealously value your childhood community and family, as well as those that you view as true friends.
Enjoy spending most of your time among friends and families and engaging in hobbies that you cultivated during your youth.
Empathize well with others, even those you just met.
Know a great deal about a specific niche that you've likely been interested in since you were a very young child or toddler.

OTHERS PROBABLY...

Assume your musk is secreted from your posterior.
Suspect that despite your kind words that you're actually heartless and unsympathetic to the plights of others.
Expect you to constantly reek of an awful odor.
Believe that you rely solely on your musk to defend yourself in combat and are surprised if you know how to fit.
Fear that you'll spray them with your musk at the smallest slight or grievance.
Frequently ask to pet your fur or tail because of how fluffy it looks.

musk, causing their glades to release the musk as soon as their body creates it. This often makes caring for mephisto young revolting for non-mephians, though special ointment is available that temporarily blocks a mephisto from secreting their musk, similar to an antiperspirant. Controlling one's musk glands is simply a matter of practice and muscle control, however, and usually several days of practice is enough for most mephians to master this skill.

Mephians are physically mature after approximately 18 years, after which they age roughly at the same rate of humans, living an average of 100 years. Mephians are almost always bisexual, though many prefer partners of a specific sex.

PHYSIOLOGY

Mephians are warm-blooded creatures who, on average, stand just shy of 6 feet in height weigh a hefty 200 pounds. Approximately half of a mephisto's weight comes from their thick fur, with the average mephisto's tail weighing nearly 40% of their combined weight in total. They have teardrop shaped eyes with bright irises ranging similarly to humans in coloration, plantigrade feet with stubby nails, and a tail roughly the length of their legs whose long, thick, and shaggy fur accounts for the majority of its bulk. They secrete their infamous musk from numerous glands located in the pores of their tails' skin. Rather than possessing the ability to release each gland individually, mephians release all glands simultaneously.

Mephians have sharp noses and a refined sense of taste, but their vision is often somewhat lacking. They struggle at seeing long distances and often need glasses or contacts to have the same visual acuity as a human. Most mephians prefer the least obtrusive method of medical care, and don't see the point in costly and potentially dangerous corrective vision procedures when an inexpensive trinket will do the trick.

The mephisto reproductive cycle revolves around a female mephisto's estrous cycle, which is sensitive to fluctuations in the magnetic field of their current world of residence. This translates to approximately one cycle per month, but it can be more or less intense due to environmental factors like solar flares, whose effects on magnetic fields can trigger months-long periods of receptiveness. In response to this inconvenience, mephians have been alchemically controlling their ancestry's estrous cycle for millennia using pheromone-absorbing women's garments and medicinals designed to regulate the male libido in 12-hour cycles. Yet even when such preventative measures aren't used, mephisto culture strongly emphasizes that pheromones aren't consent, and every mephisto is expected to practice self control in the presence of a woman experiencing her estrous cycle.

HIT POINTS

10

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Constitution
One free ability boost

LANGUAGES

Common
Mephisto
Additional languages equal to your Intelligence modifier (if its positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Humanoid
Mephisto

MEPHIAN MUSK

You gain the Secreted Musk action (see page 09) and are trained with its DC. You are immune to mephisto musk.

TAIL

You batter foes with your tail. You have a tail slap unarmed attack that deals 1d6 bludgeoning damage and has the nonlethal trait.

CULTURE

Mephian culture emphasizes the importance of community, self-sacrifice, and empathy towards others, yet mephians themselves are often cold to those they've just met and slow to befriend others despite the warmth they share with friends and family. They believe in hard work, equality, and free love, viewing them as pillars of society. That having been said, mephians are scrappy folk used to fighting for their rights and have no qualms with entering battles of words or weapons to defend what they view to be just.

LIFE

Mephians are well-known for their unique child-rearing practices, many of which other races find bizarre. Among the most noteworthy is their people's tendency to swap custody over their children for years at a time, a tradition going back centuries. Around the mephian's 8th birthday, they become eligible for custodial swap, during which the child is passed over to another financially stable adult to be fostered for a year or longer. This allows childless adults in the community to experience what it's like to have children while giving those with children a break from child rearing (or rearing that specific child, at least). Participation in custodial swapping isn't mandatory, but the community often incentivise it by creating healthcare pools and similar benefits for participants.

While swaps can be completely random, they usually aren't. Biological parents can request their biological children back at any time, and have limited pools of "vacation time" that allow them to trade their children while receiving none in return. Parents can also request specific children and swap amongst themselves, although systems that reward parents for taking children who exhibit significant problem behaviors and various disorders exist to ensure that all parents get to reap the benefits of allowing the village to raise each child. Young mephians also have a say in who they're swapped to, and the committees that run the swap are vigilant in ensuring the safety of the children during these events. Traditionally, child swaps only occur between mephians, though no precedent preventing non-mephians from participating exists.

Mephians believe in family beyond blood, the communal bonds that protect and provide for one another. Most mephians care for the safety and well-being of their community, be it ten souls or ten-thousand, as they would their own flesh and blood. It's often difficult to determine where mephian bloodlines begin and end, as mephians are prone to adopting others into their blood families, creating massive webs of interlocking families based squarely on friendships and personal connections. Although rare,

it's completely possible for a mephian to drag friends of other races into their extended families in this manner too, though anyone brought into a mephian's extended family is expected to prove themselves and their devotion to the community at large. The approval of a mephian community can be a fickle thing, which is one reason why many mephians work so hard to stay in their families' good graces.

ARCHITECTURE

Mephian architecture favors the use of wood and stone in harmony, often colored in simple, bold palettes that evoke natural themes such as spring or summer. Rooms are open, airy, and usually have some means of allowing plenty of natural sunlight to enter, be it floor-to-ceiling windows or hidden skylights. Whereas other races build up, mephians prefer to build down, often entertaining guests on ground floor levels while keeping their private quarters nestled away underground. This style keeps their underground chambers dimly lit and insulated, making sleeping chambers warmer during the winter and cooler during summer. Mephian bedrooms usually feature a large communal room where families can sleep together that is connected to separate, private chambers for each individual. While mephians will use these chambers when ill or seeking solitude, in mephian culture seeking private sleeping arrangements with another often carries the connotation of sexual encounters.

CLOTHING

Despite their race possessing the means to mass produce clothing if they wanted to, mephian clothing tends to be hand-sewn using traditional materials supplemented by technological processes. This means that while mephians will use state of the art techniques to weave and treat cloth, they often insist upon sewing their clothing by hand to ensure that the stitch work is just right. Mephian clothing tends to be soft, comfortable, and designed primarily to associate the wearer with ideas like "boldness", "cuteness", or "mysteriousness". This is largely because mephian fur is generally warm enough to allow mephians to exist comfortably in all but the most extreme climates on Terros, so the average mephian doesn't need to wear clothing for environmental protection. In contrast, fashion is extremely important to mephians and mephian culture, and they have their own fashion trends that may run in tandem with those of one ancestral group one day and change dramatically several days later. Most mephians love clothing and most consider receiving a well-made outfit that suits one's personality or interests to be an extremely thoughtful and considerate gift.

COMMUNITIES & NATIONS

Mephians each hold a specialized role in their community, and most mephians look to proven leaders for leadership, proven spiritual leaders for spiritual guidance, and so on. While more than willing to lean on one another, they have trouble following the advice of those who haven't proven themselves and their intentions to the community. Those found capable of leading a mephan community are known as councilfolk, as much of a title of respect as a professional. Councilfolk preside over community policy for as long as their community supports them, and new elections to replace councilfolk are called by majority decree, an event that usually marks the end of that councilfolk's political career. As a result, those wishing to be career councilfolk find themselves faced with ceaseless pressure to avoid provoking the ire of those they govern.

CUISINE

Traditional mephan cuisine relies heavily on root vegetables, especially potatoes and other tubers, as well as a variety of spices that are used to season their meat and greens. Traditional dishes usually find a way to incorporate nuts and berries, with most mephians pairing fruits to their entrees as elves pair wine. While mephians will eat meats from animals like chickens, cows, and pigs, traditional mephan fare often uses meat taken from giant amphibians, arthropods, reptiles, and worms, and commonly eat grubs, larvae, and the eggs of such creatures. In the case of insects, adult crickets, beetles, and similar creatures toasted with a variety of species and eaten in a manner similar to bacon bites in salads and on larger meats, such as those taken from lizards or giant salamanders. One upscale mephan dish is known as Iszarbee, which consists of a lizard fillet marinated in chili and spice for 56 hours that is served atop rice with befswan, which consists of popling beetles that are soaked in wine, then roasted until their exoskeletons pop. The dish is considered exquisite by culinary experts despite how squeamish many humans become at the thought of its ingredients.

RELATIONS WITH OTHERS

Although empathetic as a people, mephians are somewhat cold to outsiders that they don't know personally. This paranoid guard that many mephians have towards others creates a barrier to forming a friendship that is difficult for many to overcome, though those who win over a mephan's heart find a true friend willing to go to great lengths to support them. Surprisingly, dwarves respect a mephan's reservations, a move that is often the first, positive step towards long-lasting friendships. They're guarded when dealing with kitsune, believing stereotypes that paint them as thieves, tricksters, and home-wreckers, and find elves detached from reality. Mephians find humans unpredictable on account of their diversity and myriad of cultures and creeds.

TRADE

Mephians are hardworking individuals who never shy away from physical labor, and as a result they often occupy trades and professions that others find grueling or physically exhausting, especially if those jobs involve working or living off of the land in some way. Farming, fishing, lumbering, hunting, and quarrying are all respected mephan professions for this reason, as are trades that use natural materials to create fine products. Mephan cooks are particularly well-received both by members of a mephan community and non-mephians, and trades like carpentry, construction, and sculpting

ETHNIC GROUPS

Several notable ethnic groups exist among mephians, as noted below.

» **Aposesian:** Relatively lithe compared to the average mephan, aposesian mephians commonly live in rocky or hilly

LANGUAGE

Mephians primarily speak Mephan, an old language that shares an alphabet with Common despite having substantially different pronunciations, as syllables are accented differently in Mephan. Additionally, Mephan is famous for being among the world's oldest languages to not only have three separately gendered pronouns—one male, one female, and one neutral—but also use gender neutral pronouns for all subjects by default unless the subject's gender is known.

Mephan names are traditional, focusing on very romantic-sounding sounds and words that relate back to personality traits or famous rulers. Mephians commonly nickname their friends and dear ones, but consider it rude to use anything but one's full and proper name without permission. Several common mephan names include Aleamme, Arel, Avenya, Bialicia, Denyeson, Emalot, Eubertus, Eugarita, Flourva, Halyebaul, Lealelt, Maysant, Millina, Niel, Racildis, Rerviace, Rueaux, Theomelina, Vyllemin, and Ysolt.

terrain, and possess a total of four strips that run the length of their bodies and tail—two stripes that cross their backs horizontally around their midriffs and as many as four that drape down their backs. To the average viewer, an aposesian mephan's stripes resemble spots, which causes some to refer to them as spotted mephians. Aposesian mephan culture values action and assertiveness more than other mephan cultures, and they have a reputation for being hot-headed despite their empathetic tendencies.

- » **Lembulgi:** Native to arid climates, lembulgi are best known for their wide, squat noses and their monochrome fur. Unlike other mephians, who are distinctly striped, lembulgi mephians have white fur on their backs and black fur on their fronts. As one might expect, a lembulgi mephan's squat nose is keener than that of other mephians, and is coarse to the touch. When using their musk, a lembulgi's coarse fur often stands on edge as their musk glands open, giving the tail a weapon-like appearance.
- » **Scanganku:** When the typical individual pictures a mephan, they often picture a scanganku simply because scanganku mephians often have fur patterns that best mirror the common skunk, their backs and tails completely white save for a thick, black stripe that runs straight down the middle of this marking. Scanganku communities are often tightly-knit even among mephan standards, and while fiercely loyal many communities closely guard themselves against foreigners to the point of xenophobia.
- » **Ultaxi:** Lacking much of the average mephan's fluffy fur, ultaxi mephians have short, bristly fur and a single, well-defined white stripe that stretches from the base of the back of their necks all the way to tip of their tails, which can be up to half as long when compared to other mephan ethnic groups. Ultaxi mephians are sometimes called island mephians because their communities are native to oceanic islands, their thinner fur an adaptation for tropical heat.

ORIGINS

Mephan mythology is somewhat sparse compared to the myths of other species, as most mephians don't feel particularly compelled to ask questions like "Where did we come from" or "Why are we here". The stories that do exist tend to posit the idea that true to their appearance, the first mephians were formed from skunks that had been blessed by ancient nature spirits with wisdom and sapience. In many ways, mephan creation myths are remarkably similar to those of the yroometji, though few modern mephians pay much mind to them now.

As far as religion goes, the closest thing that the mephians have to a patron deity is Bethsarion. In life,

Bethsarion was a mephan philosopher who posited that while deities existed and were powerful, they are not worthy of mortal worship on the grounds that they do very little to assist mortals in their day to day lives. When Bethsarion died, Zeus, the Cosmic Ruler in those days, nailed the philosopher to the Wall of the Forlorn, the final resting place of all atheist souls, and christened him the Atheist God. After his captor was cast down by other deities, Bethsarion was freed from the Wall and granted the powers and privileges of a demigod, charged with watching over the souls of atheists so that they too would receive a final reward.

MEPHIAN HERITAGES

Whether nestled in traditional haunts or traveling across the world, mephians have developed a number of diverse cultures based around their strong communal bonds. Choose one of the following mephan heritages at 1st level.

ARTISAN MEPHIANS

Many mephan communities place great value in the arts, and your ancestors are no exception. Your family has practiced a particular trade for centuries, and it's a tradition you proudly uphold. You become trained in Crafting (or another skill if you're already trained in Crafting) and gain the Specialty Crafting skill feat, but you also gain the feat's circumstance bonus to Earn Income with the Crafting skill.

ATHEIST MEPHIAN

While you might not be a true atheist—a person who eschews all contact with divine entities—your family indoctrinated you with a deep suspicion of those who blindly serve a deity, and you possess significant skill at resisting divine power as a result. You gain a +1 status bonus to your AC and saving throws against divine spells and abilities, plus resistance equal to half your level against damage from divine spells and abilities.

COMMUNAL MEPHIAN

All mephians have a strong tradition of communal living, but you spent most of your life swapping custodians. This unique practice allowed you to experience many different avenues of life, and you've mastered abilities from a variety of different walks of life as a result. Choose a class other than your own. You gain the multiclass dedication feat for that class, even though you don't meet its level prerequisite. You must still meet its other prerequisites to gain the feat.

EMPATH MEPHIAN

You've developed a deep, acute sense for others' feelings and emotions. You become an expert in

Perception. When you Sense Motive and succeed or critically succeed, you automatically learn the target's attitude towards you in addition to the usual information provided by your success.

HONEYFUR MEPHIAN

Your ancestors have famously thick fur and skin that protects you from harm. You gain Toughness as a bonus feat, but the DC of recovery checks is $8 +$ your dying condition value.

IRONBELLY MEPHIAN

You have a particularly strong stomach and recover quickly from nausea. You gain a +1 circumstance bonus to Fortitude saves against ingested poisons and effects that cause the sickened condition. Whenever you're sickened, you can attempt a DC 11 Constitution check whenever you Retch. You reduce your sickened condition by 2 (instead of 1) on a success or by 3 on a critical success.

MUSKWALLOW MEPHIAN

Your family is well-known for their masterful use of their musk, and you can produce it more often than most. You can use *Secrete Musk* three additional times per hour. This benefit stacks with those of the *Enduring Musk* feat.

SOJOURNER MEPHIAN

Whereas most mephians stick with their family communities for all their lives, you come from a mephan family known for picking up and traveling about, traveling the world in hopes of seeing its wonders. Your wider world view has granted you useful tools and knowledge. You gain Additional Lore as a bonus feat, but you choose two Lore subcategories and gain two additional skill increases at the indicated levels, which must be applied to the chosen Lore subcategories.

TRADITIONALIST MEPHIAN

Your family has long espoused a fondness for traditional mephan values, and you've dabbled in a variety of different mephan cultural arts. You gain a 1st-level ancestry feat from the mephan ancestry. You must meet the prerequisites, but you can select the feat later in the character creation process to determine which prerequisites you meet.

WELDBOND MEPHIAN

Your family are practitioners of the old ways, and you've inherited a bit of skill with primal magic as a result of your upbringing. Choose one cantrip from the primal spell list. You can cast this spell as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a mephan, you select from among the following ancestry feats.

1ST LEVEL

COMMUNAL COOPERATION

MEPHIAN

A youth spent living closely with friends and neighbors has taught you from a young age to set aside differences and work with others to achieve greatness. You gain a +4 circumstance bonus on checks to Aid.

MEPHIAN ADVENTURERS

Mephians aren't prone to lives of adventure because they prefer to stay close with their loved ones. As a result, a mephan who becomes an adventurer often does so because their loved ones are also adventurers or because they have nothing left to lose.

Typical backgrounds for mephians include artisan, artist, bounty hunter, charlatan, criminal, emissary, and farmhand. Mephians are versatile enough to excel at any class.

MEPHIAN ACTION

All mephians have the following action, as noted in their ancestry traits.

SECRETE MUSK

POISON

Frequency once per hour

You secrete a nauseating musk. If your next action is a tail slap unarmed attack and your attack hits, your foe attempts a Fortitude save.

- » **Success** The target is unaffected.
- » **Failure** The target is sickened 1. For 1d4 weeks, any creatures attempting to detect the target via scent treat that sense as being one step more precise (vague to imprecise or imprecise to precise). This doesn't apply while they are submerged in water.
- » **Critical Failure** As a failure, but the target is sickened 2 and cannot reduce the value of their sickened condition below 1 for $6d6 \times 10$ minutes.

EMPATHIC	FEAT 1	POWERFUL JAWS	FEAT 1
MEPHIAN		MEPHIAN	
You have a natural affinity for reading emotions, giving you considerable skill at figuring other people out. You become trained in Diplomacy. You can use Diplomacy instead of Perception to Sense Motive. You take a -2 circumstance penalty when using Diplomacy to Sense Motive if your target is Hostile, Indifferent, or Unfriendly towards you.		You've learned to brandish your sharp teeth into a deadly weapon. You gain a jaws unarmed attack that deals 1d6 piercing damage and has the agile and grapple traits.	
ENDURING MUSK	FEAT 1	PRACTICED SKILL	FEAT 1
MEPHIAN		MEPHIAN	
Extended practice with your musk has enabled you to train your body to produce more of it than a typical member of your people would possess. Increase the frequency of Secret Musk to three times per hour. In addition, when you Secret Musk its effects apply to all tail slap Strikes you make until the start of your next turn.		You excel at quickly learning new skills. Choose one skill. You gain the trained proficiency rank in that skill. You also gain a skill feat of your choice that requires you to be trained in the chosen skill.	
If you have Musk Expert, your Secret Musk no longer has a frequency. This allows you to use the Secret Musk action at will.			
KEEN SENSES	FEAT 1	RAISE TAIL 	FEAT 1
MEPHIAN		MEPHIAN	
Your sense of smell is exceptionally keen among mephians. You gain a special sense: imprecise scent with a range of 30 feet. This means that you can use your sense of smell to determine the exact location of a creature. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind. In addition, your sense of smell is so keen that when you use it to Follow Tracks, you gain a +1 circumstance bonus to your check.		You raise your tail defensively, using your thick fur to screen for enemy attacks. You gain a +1 circumstance bonus to AC until the start of your next turn.	
MUSK PITCH	FEAT 1		
MEPHIAN			
You can coalesce your body's sweat-like musk into a globule that you can hurl at foes. You gain a musk pitch ranged unarmed attack that deals 1d4 acid damage; these Strikes have the poison trait and a range of 10 feet. On a hit, your target must attempt a Fortitude save against your Secret Musk. On a critical hit, your target takes a -2 circumstance penalty to this save. Musk pitches do not add critical specialization effects.		While Raising your Tail, you can use your reaction to snap your tail into place, warding off a blow. When doing so, your tail prevents up to 5 damage. You take any remaining damage, and if the amount of damage you take exceeds your level + your Constitution modifier, you cannot Secret Musk or Raise Your Tail again until someone uses Treat Wounds on you.	
Each musk pitch Strike you make counts as one use of Secret Musk for the purpose of determining that action's frequency. If you have Musk Expert, increase the range of your musk pitch to 20 feet.			
POWERFUL CLAWS	FEAT 1	TAIL TRAINING	FEAT 1
MEPHIAN		MEPHIAN	
You've honed your claws into deadly weapons. You gain a claw unarmed attack that deals 1d6 slashing damage and has the agile and versatile (piercing) traits.		You practice considerably with your tail, allowing you to fight with it in a wholly unique manner. You don't take a -2 circumstance penalty when making a lethal attack with your tail slap. In addition, choose two of the following weapon traits: agile, finesse, forceful, parry, shove, sweep, or trip. Your tail slap gains both traits. Instead of choosing two traits, you can choose one trait (except finesse) and increase the damage of your tail slap to 1d8 bludgeoning.	
		THREATENING MUSK	FEAT 1
		MEPHIAN	
		You leverage an opponent's fear of being exposed to your musk against them, easily coercing them into obeying your requests. You become trained in Intimidation. You gain a +2 circumstance bonus to Intimidation checks to Coerce opponents that aren't sickened. You don't gain this bonus against mephians, creatures that are immune to the sickened condition, or that are immune to your Secret Musk. This bonus doesn't apply when you aren't able to Secret Musk and the target of your Coercion attempt knows it.	
		If you have Musk Expert, this bonus also applies when you use Intimidation to Demoralize a target that meets the requirements described above.	

5TH LEVEL

DIZZYING MUSK

FEAT 5

MEPHIAN

Your musk's intensity makes foes woozy, lowering their guard. Whenever a foe fails their Fortitude save against your Secret Musk they're flat-footed until they Retch. A foe that critically fails their Fortitude save is flat-footed for their sickened condition's duration, regardless of whether or not they Retch.

FUME MUSK

FEAT 5

MEPHIAN

Requirements You haven't use Secret Musk more often than its frequency.

You release your musk and spread its scent around you, exposing enemies to it without needing to directly apply it to them. You Secret Musk. At the end of your turn, all creatures within 10 feet of you must save against your Secret Musk, even if you didn't hit them with your tail unarmed attack.

If you have Musk Expert, your Fume Musk action affects all creatures within 20 feet.

MEPHIAN UNARMED EXPERTISE

FEAT 5

MEPHIAN

You skillfully use your body in battle. Whenever you score a critical hit with a tail slap or an unarmed attack you gained from a mephian ancestry feat, you apply the unarmed attack's critical specialization effect.

SECRETE AND STRIKE

FEAT 5

MEPHIAN

You've trained yourself to be able to release your musk quickly, and can do so as you swing your tail at an enemy. You Secret Musk, then make a tail slap Strike.

9TH LEVEL

COMMUNAL UPLIFT

FEAT 9

MEPHIAN

Your acute desire to help those you care for has fostered an even greater sense of cooperation within you. If you are at least an expert in the skill you are Aiding, you get a success on any outcome rolled to Aid other than a critical success.

EMPOWERED MUSK

FEAT 9

MEPHIAN

Frequent use of your musk has conditioned your body to formulate a more potent variant of mephian musk. When you use Secret Musk, your target uses the following degrees of success instead of those listed by the Secret Musk action on page 09.

» **Critical Success** The target is unaffected.

» **Success** The target is sickened 1. For 1d4 weeks, any creatures attempting to locate the target via scent treat that sense as being one step more precise (vague to imprecise or imprecise to precise). This doesn't apply while the target is submerged in water.

» **Failure** As a success, but the target is sickened 2 and cannot reduce the value of their sickened condition below 1 for 6d6 × 10 minutes.

» **Critical Failure** As a failure, but the target cannot reduce the value of their sickened condition below 1 for 1d4 weeks.

RIGHT IN THE EYES

FEAT 9

MEPHIAN

Prerequisites

Musk Pitch

You've gained enough control over your musk pitch that you can aim for specific regions of your foe's body, and favor aiming for their head. Whenever you make a musk pitch Strike and your attack is a critical hit or your target critically fails their Fortitude save, your target is blinded for 1 minute. At the end of their turn, the target attempts a DC 15 flat check to remove this penalty. If the target uses an Interact action to attempt to wash the musk out of their eyes, reduce the DC to 11. The target must have access to clean water to use the Interact action in this manner.

13TH LEVEL

MEPHIAN UNARMED EXPERTISE

FEAT 13

MEPHIAN

Prerequisites

Mephian Unarmed Cunning

Your unarmed attacks blend experience and tradition. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in the tail slap and unarmed attacks you gained from mephian ancestry feats.

MUSK EXPERT

FEAT 13

MEPHIAN

Extensive use of your body's natural musk has enabled you to produce far more potent pheromones. Your proficiency for your musk's save DC increases to expert. Possessing this feat also enhances several other mephian feats, as noted in their description.

TAIL GUARD STANCE

FEAT 13

MEPHIAN | STANCE

Prerequisites

Raise Tail

You instinctively raise your tail to defend against enemy attacks. While you're in this stance, you constantly have your tail raise as per the Raise Tail action, provided you're otherwise be able to use that action.

CLASS OPTIONS

Mephians have deep-seated traditions that span generations, and many of their spells and abilities have been passed down through their communities for hundreds of years or longer. While not every mephan is a warrior, many time-honored mephan techniques use strength of arms to defend one's self and their home. This section includes new class options that are associated with mephan characters, as well as a new archetype. Unless noted otherwise, these options are considered of Common rarity for all characters by default.

ALCHEMIST RESEARCH FIELD

Masters of scent and odor, aromachologist alchemists create alchemical perfumes whose odor affect the bodies and behaviors of sapient persons. Rare among most ancestral groups, aromachology was pioneered by mephians, as they use this specialized form of alchemy to alter the odor of their infamous musk. The following research field is Common for mephan alchemists and Uncommon for alchemists of other ancestral groups.

AROMACHOLOGIST

You specialize in the creation and practical use of alchemical perfumes. You start with the formulas for any two 1st level alchemical perfumes of your choice in addition to your other formulas (see page 16).

When you use an alchemical perfume that you crafted, the perfume's save DC is equal to its base DC or your Crafting DC, whichever is higher.

Field Discovery When using advanced alchemy to make alchemical perfumes during your daily preparations, you can use a batch of reagents to create any three perfumes instead of just two of the same perfume.

Perpetual Infusions Choose any two 1st-level alchemical perfume formulas that you know.

Perpetual Potency The moderate versions of the alchemical perfumes you choose for perpetual infusions.

Greater Field Discovery The effects of your alchemical perfumes last twice as long.

Perpetual Perfections The greater versions of the alchemical perfumes you chose for perpetual infusions.

BARBARIAN INSTINCT

Although not always barbarians in the traditional sense, mephan warriors often train themselves to fly into a trance-like state that enables them to fight with unmatched ferocity in battle. Using this rage, mephians often fight to protect their communities and loved ones from harm. The following instinct is available to all barbarians, but is especially common among mephians.

GUARDIAN

Your rage is fueled by a boundless sense of duty towards others that spurs you to protect them using all your might. You might be the protector of your community, the world's last line of defense against a great evil, or simply a caring friend who wishes to defend what matters most to them.

ANATHEMA

Not interceding when someone attempts to harm your loved ones or community members is anathema to your instinct.

RAGING DEFENDER (INSTINCT ABILITY)

While raging, when you Strike an opponent that is hostile towards one of your allies, you can increase your damage from Rage from 2 to 3. If you choose to increase your damage done to the target, the target takes a -2 circumstance penalty to attack rolls against your allies (but not you).

SPECIALIZATION ABILITY

When using raging defender, increase the damage from Rage from 3 to 7 and the circumstance penalty to attack rolls to -3. If you have greater weapon specialization, instead increase the damage when using raging defender to 13 and the penalty to -4.

RAGING RESISTANCE

You resist all damage types, but only damage dealt by foes that are taking your raging defender's circumstance penalty to attack rolls against your allies.

6TH LEVEL BARBARIAN FEATS

SHIELD OF SWINGS

FEAT 6

BARBARIAN

Prerequisites guardian instinct

Trigger A creature within your reach Strikes your ally.

You block enemy attacks aimed at your allies with even more powerful attacks. Make a melee Strike against the

triggering creature, using the result of the attack roll it made against your ally as its AC. If you hit, your Strike deals no damage but the triggering creature's Strike is disrupted. If your attack is a critical hit, your Strike deals normal damage (not double damage) in addition to disrupting the creature's action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

8TH LEVEL BARBARIAN FEATS

TAKE THE HIT

FEAT 8

BARBARIAN

Prerequisites guardian instinct

Trigger An ally within your reach is hit by a Strike or fails a Reflex save.

You push a nearby ally out of the way of an enemy's assault. If the triggering ally was hit or critically hit by a Strike, you take all damage from that Strike and any secondary effects that trigger from that Strike (such as poison damage or the Grab action) resolve against you instead of the triggering ally. If the triggering ally failed a Reflex save, you are affected by that effect as if you critically failed the ally's saving throw. This is in addition to your own result if the effect affected both you and the triggering ally.

12TH LEVEL BARBARIAN FEATS

RAGING DEFENDER

FEAT 12

BARBARIAN | STANCE

Prerequisites guardian instinct

You defend an ally with your life. When you enter this stance, choose one ally. While you're in this stance and raging, the chosen ally gains a +1 circumstance bonus to AC and Reflex saves while you're within 5 feet of them. If your next action is to Rage, you can choose to grant your chosen ally resistance to damage equal to 3 + your Constitution modifier while raging. If you grant your ally this resistance, you don't benefit from your raging resistance class feature.

BARD FEATS

Mephians are an artistic people through and through, and bards hold a special place of high authority within mephian communities. Mephian bards often use their performances to extol the values and virtues of their home communities, immortalizing both in sonnet and song using the following focus spells.

2ND LEVEL BARD FEATS

BATTLE SONG OF THE PEOPLE'S REVOLT

FEAT 2

AUDITORY | BARD | FLOURISH | METAMAGIC

You inspire your allies by performing a battle song depicting the events of a famous revolution. If your next action is to cast the *inspire courage* or *inspire defense* composition cantrip, choose one ally affected by your performance. That ally gains the Sudden Charge fighter feat for as long as they remain affected by your inspire courage. If the target already has Sudden Charge, the next time they use Sudden Charge they reduce the number of actions needed to use the feat by one (minimum one action).

6TH LEVEL BARD FEATS

RESTORATIVE PERFORMANCE

FEAT 6

BARD | FLOURISH | METAMAGIC | VISUAL

Prerequisites expert in Performance

Your performance restores the vitality of an ally. If your next action is to cast a composition spell, choose one ally within 10 feet and attempt a Performance check with the same DC as for Treat Wounds, and restore a corresponding amount of Hit Points; this does not remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Restorative Performance for 1 day.

If you're legendary in Performance, allies you target with Restorative Performance are immune to Restorative Performance for 1 hour instead of 1 day.

8TH LEVEL BARD FEATS

ULLABY OF ANCIENTS

FEAT 8

BARD

You learn the *ullaby of the ancients* composition spell, which lulls even the most stoic creatures into a sound slumber.

14TH LEVEL BARD FEATS

ARIA OF THE DRIFTING SOUL

FEAT 14

BARD

You learn the *aria of the drifting soul* composition spell, which reverses the effects of gravity for one creature.

BARD FOCUS SPELLS

Bards can acquire the following focus spells using the bard feats detailed in this section.

ARIA OF THE DRIFTING SOUL

Focus 7

UNCOMMON | AUDITORY | BARD | EVOCATION | TRANSMUTATION

Cast somatic, verbal

Range 60; **Targets** 1 creature

Duration 1 minute

You perform an eerie aria whose slow crescendos and

dreary melody leaves listeners with a bobbing sensation, akin to a leaf adrift on a breeze. You can affect the target in one of the following ways. Regardless of which effect you choose, the target is temporarily immune to your *aria of the drifting soul* for 1 hour after its duration ends.

- » **Beneficial** The target gains a fly Speed equal to its Speed or 20 feet, whichever is greater.
- » **Baleful** The target immediately falls upward, to a maximum distance of 120 feet. The target might be able to Grab an Edge to arrest its fall if it falls past an appropriate surface. If the target falls against a solid object (such as a ceiling), it takes the appropriate amount of falling damage and lands on the surface. Once the target reaches the maximum distance, it floats, caught between the normal and reversed gravity. The target can move along the plane where the two forms of gravity meet. Creatures that can levitate or fly can use those abilities to mitigate the effects of a baleful *aria of the drifting soul*. When *aria of the drifting soul* ends, the target falls back down.

ULLABY OF THE ANCIENTS

Focus 4

UNCOMMON AUDITORY BARD ENCHANTMENT INCAPACITATION
MENTAL SLEEP

Cast 3 somatic, verbal

Range 15-foot emanation; **Targets** all creatures in the area except you

Duration 1 round

You perform an ancient melody that lulls creatures into a sound sleep. Each target in the area takes a -1 status penalty to Perception checks for 1 round so long as they can perceive your performance. At the start of your next turn, each foe penalized by this performance must attempt a Will save.

- » **Critical Success** The creature is unaffected.
- » **Success** The creature takes a -1 status penalty to Perception checks for 1 round. The target is then temporarily immune to your *lullaby of the ancients* for 1 day.
- » **Failure** The creature is fatigued. For 1 round, the creature takes a -1 status penalty to Perception checks and is slowed 1. The target is then temporarily immune to your *lullaby of the ancients* for 1 day.
- » **Critical Failure** The creature falls unconscious for 1 minute. They fall prone and release what they're holding. When attempting Perception checks to wake up, the DC is equal to your Performance DC. When the duration ends, the creature is sleeping normally instead of automatically waking up. The target is then temporarily immune to your *lullaby of the ancients* for 1 day.

CLERIC DOCTRINE

One might expect mephian clerics to be rare on

account of their people largely eschewing divine worship in favor of relying on each other, but this isn't necessarily the case. Most mephian clerics draw their strength from the belief of mortality as its own form of absolute divinity, and have the following doctrine as a result.

GODLESS CLERIC

You are a cleric of mortality, focusing on connections and relationships with other mortals rather than gods.

First Doctrine (1st) You don't gain the deity or anathema class feature, and you choose whether you can prepare additional *heal* or *harm* spells with divine font. You become trained in one skill of your choice and choose one simple or martial weapon. If you choose a simple weapon, you gain the Deadly Simplicity cleric feat with that weapon. If you choose a martial weapon, you gain the Weapon Proficiency feat with that weapon. You are trained in light armor and have expert proficiency in either Fortitude saves or Reflex saves (your choice). At 13th level, if you gain the divine defense class feature, you also gain expert proficiency in light and medium armor.

Second Doctrine (3rd) Choose one saving throw or two skills that you're trained in. You gain expert proficiency in the chosen saving throw or skills.

Third Doctrine (7th) You gain expert proficiency for divine attack rolls and spell DCs or the weapon you chose with your first doctrine. If you chose to gain expert proficiency with a weapon, you apply the weapon's critical specialization effect, using your divine spell DC if necessary.

Fourth Doctrine (11th) You gain expert proficiency for divine attack rolls and spell DCs or the weapon you chose with your first doctrine, whichever you didn't choose as your third doctrine.

Fifth Doctrine (15th) Choose one saving throw or two skills that you're an expert in. You gain master proficiency in the chosen saving throw or skills. If you chose a saving throw, when you roll a success with that saving throw, you get a critical success instead.

Final Doctrine (19th) You gain master proficiency for divine attack rolls and spell DCs or the weapon you chose with your first doctrine, whichever you didn't choose as your fifth doctrine.

ROGUE RACKET

Mephians aren't much for lawbreaking, as their strong communal bonds make illicit activities unattractive for the average individual. That being said, mephians who flirt with more dangerous settings and environments learn to rely on their empathic talents and silver tongues to navigate social situations with ease, often becoming rogues who adopt the following racket.

DANDY

Your unduly devoted adherence to a personal sense of style and flair isn't just for show—you use these things to help escape dangerous situations and navigate social settings with ease. You might be a charlatan or a mountebank, or you might simply be a member of high society who legally earns their keep.

You gain the Showboat action (see below).

You're trained in Diplomacy and Performance. You can choose Charisma as your key ability score.

SHOWBOAT

UNCOMMON AUDITORY CONCENTRATE LINGUISTIC ROGUE VISUAL

Frequency once per round

You show off your skills and abilities, taking great pains to make your attack look as flashy as possible to impress others of your greatness. Choose one opponent within 30 feet and attempt a Performance check against their Will DC.

- » **Critical Success** As a success, and you immediately attempt to either Demoralize or Feint the target as a free action (your choice). You can attempt a Performance check instead of a Deception or Intimidation check when using this action.
- » **Success** Until the start of your next turn, any time you Strike the target with an agile or finesse weapon, you deal additional mental damage to the target equal to your Charisma modifier. When doing so, you don't add your Strength modifier to your damage roll unless your Strength modifier is a penalty.
- » **Failure** The target is unaffected.
- » **Critical Failure** You take a -1d4 circumstance penalty to Deception, Intimidation, and Performance checks against the target for 1 hour.

2ND LEVEL ROGUE FEATS

STUPEFYING SHOWBOAT

FEAT 2

AUDITORY CONCENTRATE LINGUISTIC ROGUE VISUAL

Requirements dandy racket

Your showboating stupefies your opponents, making it difficult for them to react to you. Whenever you successfully Showboat, your target is stupefied 1 until the end of their next turn. If your Showboating was a critical success, your target is stupefied 2 instead.

10TH LEVEL ROGUE FEATS

DEADLY DISTRACTION

FEAT 10

AUDITORY CONCENTRATE LINGUISTIC ROGUE VISUAL

Requirements dandy racket

You're able to use your words to distract your enemies before going for a decisive strike. When you Showboat a creature and your result is a success or a critical

success, until the start of your next turn you can sneak attack that creature even if they aren't flat-footed. If the target of your Showboating is flat-footed, any agile or finesse weapon you use to Strike the target either gains the deadly d6 weapon trait or its existing deadly weapon trait improves by one step, up to deadly d12.

MUSKOLOGIST ARCHETYPE

As the creators of aromachology, mephians have similarly learned to utilize this powerful form of alchemy to augment their body's ability to create musk.

MUSKOLOGIST DEDICATION

FEAT 2

MEPHIAN MUSKOLOGIST

Prerequisites expert in Crafting, Alchemical Crafting, must know four or more formulas for 1st-level alchemical perfumes.

You've learned to use aromachology to alter your musk's odor. You gain the alchemist's infused reagents class feature, gaining a number of reagents each day equal to your level. You can use this ability to create free alchemical perfumes during your daily preparations. Your advanced alchemy level is equal to your level.

If you have infused reagents from a different feat or feature, this ability allows you to use that feat or feature to create alchemical perfumes if you normally couldn't. You also gain 4 additional infused reagents per day that you can only use to create alchemical perfumes.

Special You cannot select another dedication feat until you have gained one other feat from the muskologist archetype.

PERFUME INFUSION

FEAT 4

MEPHIAN MUSKOLOGIST

Prerequisites Muskologist Dedication

You spend 10 minutes using alchemical hormones to adjust a willing mephan's natural musk, granting it the alchemical properties of an alchemical perfume. When you use this ability, you must expend one alchemical perfume. You cannot expend an alchemical item with the infused trait in this manner unless you're a mephan and you're adjusting your own musk.

For 1 day after you use Perfume Infusion, replace the failure and critical failure effects of the target mephan's Secret Musk with those of the chosen alchemical perfume. The target's musk uses their Secret Musk ability's save DC instead of the alchemical item's save DC, and their musk takes on all olfactory properties of the expended alchemical perfume. If you use Perfume Musk on a target again while it's already affected by it, the previous use ends.

If you're a master in Crafting, Perfume Infusion lasts for 7 days. If you're legendary in Crafting, Perfume Infusion lasts indefinitely.

EQUIPMENT

Compared to other peoples, mephians don't produce as many unique items and equipment simply because so few of them feel drawn to the adventurer's life. As a result, most mephan innovations tend to be gear that, while useful, isn't particularly desirable by an adventurer. For example, mephians have developed numerous home improvements and innovations, such as indoor plumbing and ventilation systems. Most mephan contributions to an adventurer's toolkit are alchemical in nature, often involving unique odors and aromas.

ALCHEMICAL ITEMS

Mephians have innovated numerous alchemical items, the most notable of which are alchemical perfumes. Alchemical perfumes alter a creature's body or mind when inhaled, using their sense of smell as a means of delivering their potent effects. The following are among the better known alchemical perfumes originally invented by mephan aromachologists.

Level	Item	Category
1	Ill-be-gone perfume, lesser	Perfume
1	Reekgag perfume, lesser	Perfume
1	Sleepytime perfume, lesser	Perfume
1	Sweetsmile perfume, lesser	Perfume
2	Everyours perfume, lesser	Perfume
2	Numbness perfume, lesser	Perfume
3	Brandywine perfume, lesser	Perfume
3	Mindslow perfume, lesser	Perfume
4	Relaxation perfume, lesser	Perfume
5	Reekgag perfume, moderate	Perfume
5	Sweetsmile perfume, lesser	Perfume
6	Ill-be-gone perfume, moderate	Perfume
6	Numbness perfume, moderate	Perfume
6	Petrifying perfume, lesser	Perfume
6	Sleepytime perfume, moderate	Perfume
7	Brandywine perfume, moderate	Perfume
7	Mindslow perfume, moderate	Perfume
8	Everyours perfume, moderate	Perfume
9	Reekgag perfume, greater	Perfume
9	Relaxation perfume, moderate	Perfume
9	Sweetsmile perfume, greater	Perfume
10	Numbness perfume, greater	Perfume
11	Brandywine perfume, greater	Perfume
11	Ill-be-gone perfume, greater	Perfume
11	Sleepytime perfume, greater	Perfume
12	Petrifying perfume, moderate	Perfume
13	Reekgag perfume, major	Perfume
13	Sweetsmile perfume, major	Perfume
14	Everyours perfume, greater	Perfume
14	Numbness perfume, major	Perfume
14	Relaxation perfume, greater	Perfume

15	Brandywine perfume, major	Perfume
15	Mindslow perfume, greater	Perfume
16	Ill-be-gone perfume, major	Perfume
17	Sleepytime perfume, major	Perfume
18	Petrifying perfume, major	Perfume
19	Mindslow perfume, greater	Perfume
19	Relaxation perfume, major	Perfume
20	Everyours perfume, major	Perfume
20	Petrifying perfume, major	Perfume

ALCHEMICAL PERFUMES

An alchemical perfume is a vial of pungent liquid whose odor produces an extraordinary effect when smelled. Alchemical perfumes produce a variety of effects, most notably inflicting status conditions onto foes and enhancing allies. Alchemical perfumes have the bomb, consumable, inhaled, and perfume traits.

ACTIVATING PERFUMES

You can activate a perfume in one of two ways: you can either Interact to activate a perfume as you unstop its bottle, or you can Strike with an by throwing it as you would an alchemical bomb. Once unleashed, the perfume creates a cloud filling a 10-foot cube lasting for 1 minute or until a strong wind dissipates the cloud.

You usually need two hands to unstop a perfume or one hand to throw it.

BEING AFFECTED BY A PERFUME

Any creature who enters a perfume's cloud or ends their turn within the cloud is exposed to it. If the perfume requires a saving throw, the creature must attempt a saving throw against it. A creature aware of the perfume before entering the cloud can use a single action to hold its breath; this allows the creature to attempt a saving throw with a +2 circumstance bonus against the perfume, even if the perfume doesn't ordinarily allow a save. If no save DC is listed, use $10 + \text{the item's level}$. Holding one's breath in this offers this protection for 1 round.

A creature cannot be affected by a single perfume's cloud more than once per round.

USING PERFUMES

A perfume counts as both a bomb and an elixir for all purposes.

BRANDYWINE PERFUME

ALCHEMICAL 1+

ALCHEMICAL BOMB CONSUMABLE INHALED PERFUME

Usage held in 1 hands; **Bulk L**

Extracted from cannabis, elderflowers, and poppies, this potent perfume intoxicates creatures with a single whiff of its odor. Affected creatures attempt a Fortitude save. Once a creature attempts this Fortitude save, they gain a +4 circumstance bonus to further saves from the perfume's cloud.

Type lesser; **Level 3**; **Price** 12 gp

Affected creatures are sickened 1 on a successful save. On a failed save, an affected creature is sickened 1 and clumsy 1 for 1 minute. On a critical fail, an affected creature also cannot Retch to reduce the value of their sickened condition below 1 for 1 minute.

Type moderate; **Level 7**; **Price** 55 gp

Affected creatures are sickened 1 on a successful save. On a failed save, an affected creature is sickened 1 and clumsy 1 for 10 minutes. On a critical fail, an affected creature also cannot Retch to reduce the value of their sickened condition below 1 for 10 minutes.

Type greater; **Level 11**; **Price** 300 gp

Affected creatures are sickened 2 on a successful save. On a failed save, an affected creature is sickened 2 and clumsy 2 for 1 hour. On a critical fail, an affected creature also cannot Retch to reduce the value of their sickened condition below 1 for 1 hour.

Type major; **Level 15**; **Price** 900 gp

Affected creatures are sickened 2 on a successful save. On a failed save, an affected creature is sickened 4 and clumsy 2 for 1 hour. On a critical fail, an affected creature also cannot Retch to reduce the value of their sickened condition below 2 for 1 hour.

EVERYOURS PERFUME

ALCHEMICAL 2+

ALCHEMICAL BOMB CONSUMABLE EMOTION INCAPACITATION INHALED
MENTAL PERFUME

Usage held in 1 hands; **Bulk L**

Created using roses and pheromones, the poorly named "cupid's cologne" inspires loveless obsession rather than romantic love. Affected creatures attempt a Will save, with a +4 circumstance bonus if you or your allies recently threatened it or used hostile actions against it. Once a creature attempts this Will save, they become immune to further effects from perfume's cloud (but effects suffered from failing this saving throw).

The effects of this perfume end if you use hostile actions against an affected creature, but only for that creature. When the perfume's effects end, the target only realizes that its behavior was atypical unless its

attitude towards you or the actions you convinced it to take class with its expectations.

Type lesser; **Level 2**; **Price** 7 gp

Affected creatures have their attitude towards the creature whose pheromones were used to create the perfume improved by two steps for 1 minute, such as from hostile to indifferent or indifferent to helpful.

Type moderate; **Level 8**; **Price** 90 gp

Affected creatures have their attitude towards the creature whose pheromones were used to create the perfume improved by two steps for 1 hour, such as from hostile to indifferent or indifferent to helpful.

Type greater; **Level 14**; **Price** 700 gp

Affected creatures have their attitude towards the creature whose pheromones were used to create the perfume improved by three steps for 1 hour.

Type major; **Level 20**; **Price** 4,500 gp

Affected creatures gain the controlled condition for 1 hour, treating the creature whose pheromones were used to create the perfume as their controller.

ILL-BE-GONE PERFUME

ALCHEMICAL 1+

ALCHEMICAL BOMB CONSUMABLE INHALED PERFUME

Usage held in 1 hands; **Bulk L**

Smelling strongly of lavender and chamomile, this pleasant-smelling perfume settles the stomach and wards against illness. Affected creatures gain a status bonus against disease and effects that cause the sickened condition for 1 round.

Type lesser; **Level 1**; **Price** 5 gp

Affected creatures gain a +1 status bonus.

Type moderate; **Level 6**; **Price** 35 gp

Affected creatures gain a +2 status bonus and are quickened 1 for 1 round. The additional action from this condition can only be used to Retch.

Type greater; **Level 11**; **Price** 300 gp

Affected creatures gain a +2 status bonus and are quickened 1 for 1 round. The additional action from this condition can only be used to Retch.

Type major; **Level 16**; **Price** 2,000 gp

Affected creatures gain a +4 status bonus and are quickened 2 for 1 round. The additional actions from this condition can only be used to Retch.

MINDSLOW PERFUME

ALCHEMICAL 1+

ALCHEMICAL BOMB CONSUMABLE INHALED MENTAL PERFUME

Usage held in 1 hands; **Bulk L**

Possessing an overwhelmingly pungent aroma of lilies and jasmine, this perfume impairs cognitive functioning. Affected creatures must attempt a Fortitude save.

Type lesser; **Level 3**; **Price** 12 gp

On a failed save, affected creatures are stupefied 1 for 10 minutes. On a critical fail, affected creatures are

stupefied 2 for 10 minutes.

Type moderate; **Level** 7; **Price** 55 gp

Affected creatures are stupefied 1 for 1 round. On a failed save, affected creatures are stupefied 2 for 10 minutes. On a critical fail, affected creatures are stupefied 4 for 10 minutes.

Type greater; **Level** 15; **Price** 1,300 gp

Affected creatures are stupefied 2 for 1 round. On a failed save, affected creatures are stupefied 4 for 10 minutes. On a critical fail, affected creatures are permanently stupefied 4.

Type major; **Level** 19; **Price** 3,000 gp

Affected creatures are stupefied 2 for 1 round. On a failed save, affected creatures are stupefied 4 for 10 minutes. On a critical fail, affected creatures are permanently stupefied 4 and during their next turn, they must attempt a second Will save at the same DC with the incapacitation trait. If this second save is failed, the creature is affected as if they had critically failed a save against a *Feeblemind* spell.

NUBBNESS PERFUME

ALCHEMICAL 1+

ALCHEMICAL BOMB CONSUMABLE INHALED PERFUME

Usage held in 1 hands; **Bulk** L

Extracted from poppies and daffodils, this pungent perfume deadens the nerves. Affected creatures gain resistance to damage and are also enfeebled, clumsy, and stupefied. If a creature is immune to any of these conditions, they do not gain resistance from the perfume.

Type lesser; **Level** 2; **Price** 7 gp

Affected creatures gain resistance 1 and the conditions' value is 1. These effects last 1 round.

Type moderate; **Level** 6; **Price** 55 gp

Affected creatures gain resistance 3 and the conditions' value is 2. These effects last 1 minute.

Type greater; **Level** 10; **Price** 200 gp

Affected creatures gain resistance 5 and the conditions' value is 3. These effects last 10 minutes.

Type major; **Level** 14; **Price** 700 gp

Affected creatures gain resistance 7 and the conditions' value is 4. These effects last 1 hour.

PETRIFYING PERFUME

ALCHEMICAL 1+

ALCHEMICAL BOMB CONSUMABLE INHALED PERFUME TRANSMUTATION

Usage held in 1 hands; **Bulk** L

Smelling of moss and wet stone, petrifying perfume causes anyone who smells it to transmute into stone. Affected creatures must attempt a Fortitude save. Once a creature attempts this Fortitude save, they gain a +4 circumstance bonus to further saves from the perfume's cloud.

Type lesser; **Level** 6; **Price** 55 gp

Affected creatures are slowed 1 for 1 round on a failed save. On a critical fail, they are slowed 2 instead.

Type moderate; **Level** 12; **Price** 325 gp

Affected creatures are slowed 1 for 1 round on a failed save and must attempt another Fortitude save at the end of each of their turns; this ongoing save has the incapacitation trait. For each additional save failed, the slowed condition's value increases by 1 and its duration resets. If the initial save is critically failed, the creature is slowed 2 instead.

Type greater; **Level** 18; **Price** 3,000 gp

Affected creatures are slowed 1 for 1 round on a successful save. On a failed save, the slowed condition lasts until removed or until the perfume petrifies the creature. Affected creatures must attempt another Fortitude save at the end of each of their turns; this ongoing save has the incapacitation trait. For each additional save failed, the slowed condition's value increases by 1 and its duration resets. If the creature is unable to act due to its slowed condition, they become permanently petrified. If the initial save is critically failed, the creature is slowed 2 instead.

Type major; **Level** 20; **Price** 4,500 gp

Affected creatures are slowed 1 for 1 round on a successful save. On a failed save, the slowed condition lasts until removed or until the perfume petrifies the creature. Affected creatures must attempt another Fortitude save at the end of each of their turns; this ongoing save has the incapacitation trait. For each additional save failed, the slowed condition's value increases by 1 and its duration resets. If the creature is unable to act due to its slowed condition, they become permanently petrified. If the initial save is critically failed, the creature is instantly petrified.

REEKGAG PERFUME

ALCHEMICAL +1

ALCHEMICAL BOMB CONSUMABLE INHALED PERFUME POISON

Usage held in 1 hands; **Bulk** L

A perfume only by technicality, this foul-smelling substance is mixed from a combination of sewage and corpse flower essence. Mephan alchemists often substitute their own musk for these ingredients. Afflicted creatures must attempt a Fortitude save.

Type lesser; **Level** 1; **Price** 4 gp

On a failed save, affected creatures are sickened 1. On a critical fail, they are sickened 2 and cannot Retch to reduce the value of their sickened condition below 1 for $6d6 \times 10$ minutes.

Type moderate; **Level** 5; **Price** 30 gp

On a failed save, affected creatures are sickened 2. On a critical fail, they are sickened 3 and cannot Retch to reduce the value of their sickened condition below 1 for $6d6 \times 10$ minutes.

Type greater; **Level** 9; **Price** 150 gp

Affected creatures are sickened 1. On a failed save, affected creatures are sickened 3. On a critical fail, they

are sickened 4 and cannot Retch to reduce the value of their sickened condition below 1 for $6d6 \times 10$ minutes.

Type major; **Level** 13; **Price** 600 gp

Affected creatures are sickened 1. On a failed save, affected creatures creatures are sickened 4. On a critical fail, they are sickened 4 and cannot Retch to reduce the value of their sickened condition below 2 for $6d6 \times 10$ minutes.

RELAXATION PERFUME

ALCHEMICAL 1+

ALCHEMICAL BOMB CONSUMABLE INHALED PERFUME POISON

Usage held in 1 hands; **Bulk** L

Mixed from cannabis and poppies with a hint of lavender, this perfume instantly relieves mental tension. Affected creatures must attempt a Fortitude save with a +4 circumstance bonus. Once a creature attempts this Fortitude save, they become immune to further effects from perfume's cloud (but effects suffered from failing this saving throw).

Type lesser; **Level** 4; **Price** 18 gp

On a failed save, affected creatures take a -10 penalty to their Speeds and must attempt a DC 2 flat check whenever they use an action. On a failed check, the action is disrupted and the creature is dazed until the start of their next turn. These effects last 1 round. On a critical fail, these effects last 1 minute instead.

Type moderate; **Level** 9; **Price** 150 gp

On a failed save, affected creatures take a -10 penalty to their Speeds and must attempt a DC 5 flat check whenever they use an action. On a failed check, the action is disrupted and the creature is dazed until the start of their next turn. These effects last 1 round. On a critical fail, these effects last 1 minute instead.

Type greater; **Level** 14; **Price** 700 gp

On a successful save, affected creatures take a -10 penalty to their Speeds and must attempt a DC 2 flat check whenever they use an action. On a failed check, the action is disrupted and the creature is dazed until the start of their next turn. These effects last 1 round. On a failed save, the DC of this flat check increases to 5 and the effects last 1 minute. On a critical fail, the DC of this flat check increases to 11.

Type major; **Level** 19; **Price** 3,000 gp

On a successful save, affected creatures take a -20 penalty to their Speeds and must attempt a DC 5 flat check whenever they use an action. On a failed check, the action is disrupted and the creature is dazed until the start of their next turn. These effects last 1 minute. On a failed save, the DC of this flat check increases to 11. On a critical fail, the creature is dazed for 1 minute.

SLEEPYTIME PERFUME

ALCHEMICAL 1+

ALCHEMICAL BOMB CONSUMABLE INCAPACITATION INHALED PERFUME
POISON SLEEP

Usage held in 1 hands; **Bulk** L

Extracted from jasmine and lavender mixed with ether, this potent perfume quickly overwhelms those who smell it with fatigue that eventually renders them unconscious. Affected creatures attempt a Fortitude save. Once a creature attempts this Fortitude save, they gain a +4 circumstance bonus to further saves from the perfume's cloud.

Type lesser; **Level** 1; **Price** 4 gp

Affected creatures are fatigued on a failed save. On a critical fail, an affected creature also falls unconscious for 1 minute. If it's still unconscious after 1 minute, it wakes up automatically.

Type moderate; **Level** 6; **Price** 56 gp

Affected creatures are fatigued on a failed save. On a critical fail, an affected creature also falls unconscious for 1 hour. If it's still unconscious after 1 hour, it wakes up automatically.

Type greater; **Level** 11; **Price** 300 gp

Affected creatures are fatigued on a successful save. On a failed save, an affected creature also falls unconscious for 1 hour. If it's still unconscious after 1 hour, it wakes up automatically. On a critical fail, if it's still unconscious after 1 hour, it is sleeping normally instead of automatically waking up.

Type major; **Level** 17; **Price** 3,000 gp

Affected creatures are fatigued on a successful save. On a failed save, an affected creature also falls unconscious for 8 hours. If it's still unconscious after 8 hour, it is sleeping normally instead of automatically waking up. On a critical fail, an affected creature falls unconscious for 1 day instead of 8 hours.

SWEETSMILE PERFUME

ALCHEMICAL 1+

ALCHEMICAL BOMB CONSUMABLE INHALED PERFUME

Usage held in 1 hands; **Bulk** L

Smelling strongly of lilies and wisterias, sweetsmile perfume's pleasant aroma dispels stimulates the mind with alchemical happiness, dispelling even the darkest bouts of depression. Affected creatures gain a status bonus against fear for 1 round and reduce the value of their current frightened condition (if any).

Type lesser; **Level** 1; **Price** 4 gp

Affected creatures gain a +1 status bonus and reduce the condition's value by 1.

Type moderate; **Level** 5; **Price** 27 gp

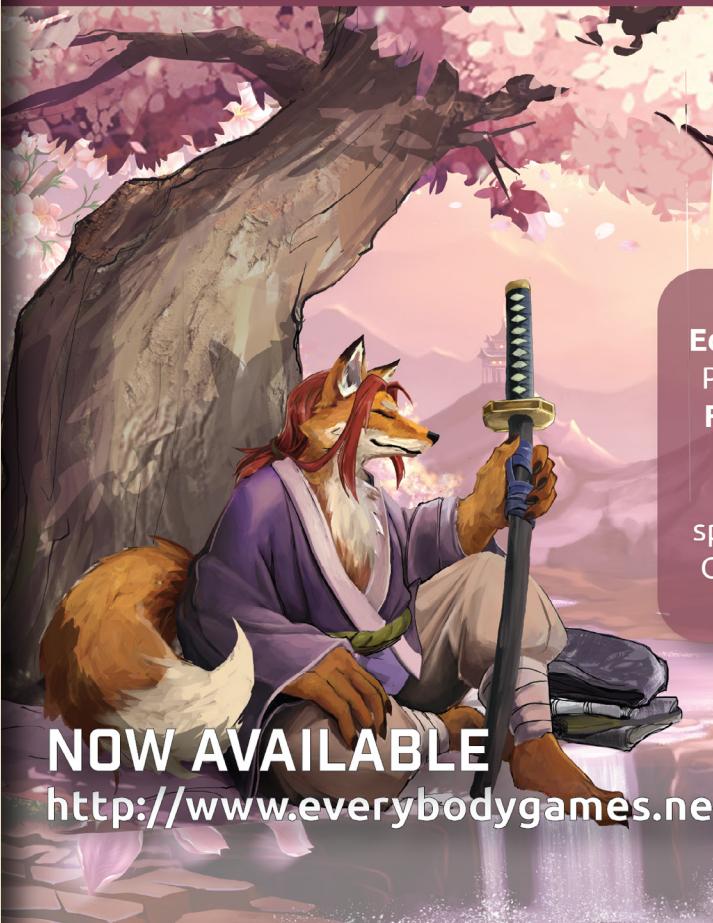
Affected creatures gain a +2 status bonus and reduce the condition's value by 1.

Type greater; **Level** 9; **Price** 150 gp

Affected creatures gain a +3 status bonus and reduce the condition's value by 2.

Type major; **Level** 13; **Price** 600 gp

Affected creatures gain a +4 status bonus and reduce the condition's value by 2.



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