

ISSUE
13

FILES FOR EVERYBODY

ATHLETICS FEATS



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PATHFINDER
COMPATIBLE



FILES FOR EVERYBODY ATHLETICS FEATS

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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.

Want to check out a full listing of Everybody Games' products and stay up-to-date with Everybody Games' announcements? Visit <http://www.everybodygames.net>!

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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

FEATS FOR WHO?

This product includes 10 new Athletics feats, all of which are General Skill feats. This means that they're available to all characters who meet the listed prerequisites (typically trained or better in Athletics). Unless the GM decides otherwise, all feats described herein are Common.

BACKGROUND

The following new background represents one of many ways in which a character could have become trained in Athletics.

PARKOUR SPECIALIST

You spent your life hurling yourself over a variety of obstacles in thrilling and death-defying ways, honing your body and reflexes in the process.

Choose two ability boosts. One must be Strength or Dexterity and one is a free ability boost.

You're trained in the Athletics skill and a Lore skill pertaining to one settlement of your choice. You gain the Lightning Reflexes general feat.



ATHLETICS FEATS

Athletics feats allow characters to use brute force or overwhelming strength to smash their way through whatever obstacles lay before them. Although athleticism gets a reputation for being relatively unskilled in comparison to other skills, the muscle memory and physical conditioning needed to properly utilize these feats is most certainly a skill all its own, worthy of celebration. The following skill feats require a proficiency rank of trained or better in the Athletics skill.

BREAK FREE ◆

FEAT 7

GENERAL SKILL

Prerequisites master in Athletics

You're able to break free from most restraints with your superior strength. Attempt an Athletics check to Escape. If you're legendary in Athletics, you attempt a single Athletics check and apply it against the DC of all effects grabbing, immobilizing, or restraining you.

Additionally, your Escape action gains the following critical success and success effects.

- » **Critical Success** You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target. Afterwards, you Strike the source of the condition you Escaped; use the Athletics DC you escaped from as the source's AC for this Strike. If you successfully Strike the creature, hazard, spell effect, object, or other impediment that grabbed, immobilized, or restrained you, you cannot be grabbed, immobilized, or restrained by that impediment for 1 round.
- » **Success** You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target. Afterwards, you Strike the source of the condition you Escaped; use the Athletics DC you escaped from as the source's AC for this Strike. You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target. You Strike the object or hazard imposing the condition or conditions upon you.

CHOKE ◆

FEAT 1

GENERAL SKILL

Prerequisites trained in Athletics

Requirements You have a creature grabbed.

Your grip limits your foe's ability to breathe. Attempt an Athletics check against the target's Fortitude DC.

- » **Critical Success** The target cannot breathe or use auditory actions that rely on speech or vocal utterances for 1 round. During this time, the target must immediately begin holding their breath and each time you successfully Choke the target,

reduce the remaining number of rounds of air the target has by 3. If the target is suffocating, they must immediately attempt a Fortitude save against suffocation; a failed save deals damage as usual and increases the save DC and damage dealt by future failed saves as usual.

- » **Success** The target cannot breathe or use auditory actions that rely on speech or vocal utterances for 1 round. During this time, the target must immediately begin holding their breath and each time you successfully Choke the target, reduce the remaining number of rounds of air the target has by 1.
- » **Critical Failure** Your target can try to Escape your grabbed condition as a reaction.

CLIMBER'S SAVE

FEAT 2

GENERAL SKILL

Prerequisites expert in Athletics

When you Grab an Edge, you can attempt an Athletics check instead of a Reflex save to catch yourself.

DESTRUCTIVE SMASH ◆◆

FEAT 2

ATTACK GENERAL SKILL

Prerequisites expert in Athletics

Requirements You are wielding an improvised weapon or have a creature grabbed.

You can smash things together to break them both at once, even if one of those things is another creature's face. You Strike using an improvised weapon. If you're grabbing a creature, you use that creature as your improvised weapon, dealing damage equal to your unarmed strike damage. A grabbed creature used as an improvised weapon usually deals bludgeoning damage, but the GM might allow you to deal other kinds of damage based on the creature's body. For example, a spiny creature might deal piercing damage or a fire elemental might deal half bludgeoning damage, half fire damage. If your Strike is a success or a critical success, the improvised weapon you're wielding takes half as much damage as it deals to the target of your Strike, applying any hardness or resistances it has normally.

LEAPING START ◆**FEAT 7****GENERAL SKILL****Prerequisites** master in Athletics**Trigger** Your last action was a Leap or an action for which Leap is a subordinate action (such as High Jump).**Requirement** You are adjacent to an include at the end of any movement allowed by your Leap.

You cling onto nearby walls at the end of a jump. Attempt an Athletics check to Climb the incline that you're adjacent to. Your Climb action gains the following critical success and success effects.

- » **Critical Success** You climb up or across the incline a number of feat equal to 5 feet plus maximum vertical distance of your Leap plus 5 feet per 20 feet of your land Speed.
- » **Success** You climb up or across the incline a number of feat equal to half the maximum vertical distance of your Leap plus 5 feet per 20 feet of your land Speed (minimum 5 feet).

PIN WEAPON ◆**FEAT 1****ATTACK GENERAL SKILL****Prerequisites** trained in Acrobatics**Requirements** Your target is within reach and no more than one size larger than you.

You force an opponent's weapon against something solid to hinder its use. Choose one weapon wielded by your target and attempt an Athletics check opposed by your target's Reflex DC.

- » **Critical Success** Your target is grabbed and takes a -2 circumstance penalty to attack rolls with the chosen weapon for 1 round. Both the penalty and the grabbed condition end if your target moves out of your reach, Escapes from your grab, or Releases the item.
- » **Success** Your target takes a -2 circumstance penalty to attack rolls with the chosen weapon for 1 round. This penalty ends if the target moves out of your reach or Releases the item.

QUICK EDGE GRAB**FEAT 2****GENERAL SKILL****Prerequisites** expert in Athletics**Frequency** once per Round.

When you fall, saving yourself is second nature to you. You can Grab an Edge as a free action. Unless you're legendary in Athletics, the DC to Grab an Edge as a free action is equal to 10 + the incline's Climb DC. If you fail to Grab an Edge with this feat, you can use your reaction to Grab an Edge. However, if you use your reaction to Grab an Edge, you cannot use this feat to try again.

If you're a master in Athletics, you don't need a free hand to Grab an Edge. If you're legendary in Athletics, improve this feat's frequency to twice per round. If you use one of your uses of this feat per round to Grab an

Edge and fail, you can use the second use to try again.

STAIR MASTER**FEAT 7****GENERAL SKILL****Prerequisites** master in Athletics

You can effortlessly ascend most slopes. You gain the following benefits.

- » You ignore any difficult terrain caused by inclines of 45 degrees or less, including most stairs.
- » When Striding down an incline of 45 degrees or less, you gain a +10 circumstance bonus to your Speed.
- » When Climbing across an incline that's less than 90 degrees and more than 45 degrees, you get the outcome one degree of success better than the result of your roll.

SUNDER ◆**FEAT 1****ATTACK GENERAL SKILL****Prerequisites** trained in Athletics**Requirements** Your target is no more than one size larger than you.

You can attack and destroy weapons, armor, and other objects held and worn by your foes. Choose one item that your target is wielding, wearing, or carrying and attempt an Athletics check opposed by your target's Reflex DC. You take a -2 penalty to this check if targeting a worn item, including nonmagical equipment such as a backpack or a quiver.

- » **Critical Success** Strike the chosen item with one weapon you're wielding. If you hit, your Strike ignores a number of points of the target's hardness equal to your Athletics proficiency bonus.
- » **Success** Strike the chosen item with one weapon you're wielding.
- » **Critical Fail** You lose your balance, becoming flat-footed until the start of your next turn.

Special If you have Titan Wrestler, you can Sunder creatures up to two sizes larger than you, or up to three sizes larger than you if you're legendary in Athletics.

WALL WALK ◆**FEAT 15****GENERAL MOVE SKILL****Prerequisites** legendary in Athletics, Quick Climb or a climb Speed

Climbing up inclines is as effortless for you as striding across the ground. You gain a wall walking speed equal to the lower between your Speed and your climb Speed. When you use the Wall Walk action, you move across the ground or up or down inclines and vertical surfaces up to your wall walk Speed. You must have both hands free to move up, across, or down an incline unless you can Climb without one or both of your hands.

Special When using an action that lists Climb or Stride as a subordinate action, you can Wall Walk instead.

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NEXT TIME!

In Issue 14 of Everybody Games's *Files for Everybody*, author Thilo Graf offers a dazzling array of new spells perfectly suited for tricksters of all stripes! Available for a variety of classes and magic traditions, these spells allow spellcasters to pull off dastardly maneuvers and twist the odds to their favor with cunning applications of magical force.

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