

ISSUE
16

FILES FOR EVERYBODY PUGILIST OPTIONS



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PATHFINDER[®]
COMPATIBLE

2ND EDITION



Everybody
Games

FILES FOR EVERYBODY PUGILIST OPTIONS

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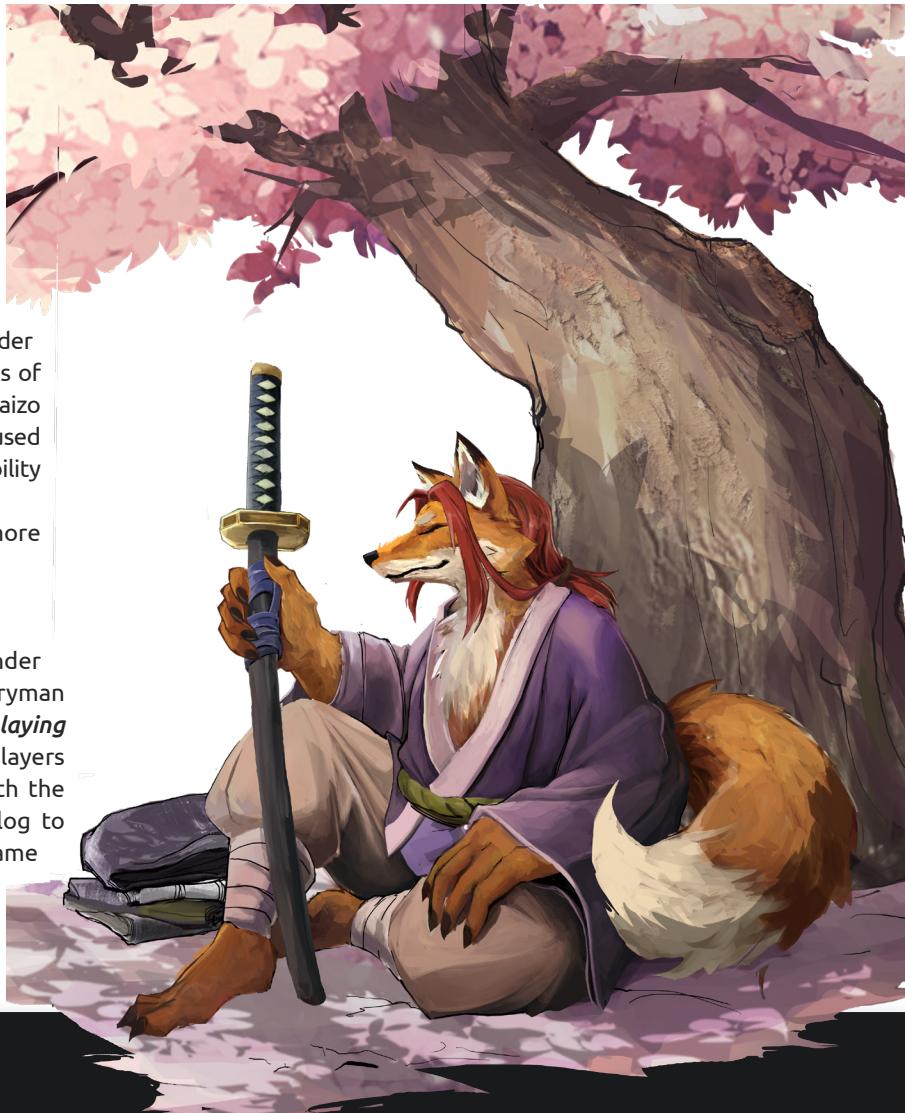
ABOUT EVERYBODY GAMING

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>!

You can also follow Everybody Games on Facebook at <https://www.facebook.com/ttrpgeverybodygames> or on Twitter using our handle, [@EBGamesLLC](https://twitter.com/EBGamesLLC).



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



FILES FOR WHO?

The following pages detail a new archetype for the *Pathfinder Second Edition Roleplaying Game* that allows characters of any class to specialize in unarmed fighting. Unarmed fighting comes naturally to creatures of every ancestry, and as a result this archetype is considered a Common option unless the GM says otherwise.

NEW BACKGROUND

For some, fighting is a way of life that defines their history more so than any other.

CONTENDER BACKGROUND

Whether because you trained in fist-fighting or because you got yourself into frequent altercations as a youth, you know how to handle yourself in a fist fight.

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

You're trained in Athletics and one of the following Lore skills: Gladiatorial Lore, Underworld Lore, or a Lore about a specific settlement. In addition, you can choose the Pugilist Dedication feat (see page \$\$) as an ancestry feat or a class feat at 1st level even though you don't meet its level prerequisite. You must still meet its other prerequisites to gain the feat.

PUGILIST

Pugilists are masters of unarmed combat, brawlers who prefer to solve their problems with their fists rather than their words. Hailing from all walks of life, pugilists see their bodies as fearsome weapons that, through training, can be honed to withstand the sharpest swords and the mightiest spells. Though they wield the most fundamental of weapons, pugilists are far from unrefined. The best pugilists train constantly, aware that an undisciplined fist is as useless, and ultimately self-damaging, as an edgeless blade.

2ND-LEVEL PUGILIST FEATS

PUGILIST DEDICATION

FEAT 2

ARCHETYPE DEDICATION

Prerequisites Strength 14, Dexterity 14, or Constitution 14; trained in unarmed strikes and unarmored defense.

Your pugilist training teaches you techniques that make you a deadly combatant when unarmed. You gain the powerful fists feature, acting as the monk class feature of the same name. If you already have this feature, you gain one of the following feats of your choice: any Acrobatics skill feat, any Athletics skill feat, or Assurance with either Acrobatics or Athletics.

In addition, whenever your proficiency rank in any weapon increases to expert or beyond, you also gain that new proficiency rank with unarmed strikes. Likewise, whenever your proficiency rank in any kind of armor increases to expert or beyond, you also gain that new proficiency rank with unarmored defense.

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

4TH-LEVEL PUGILIST FEATS

CORKSCREW STRIKE

FEAT 4

ARCHETYPE FLOURISH

Prerequisites Pugilist Dedication.

You throw an overhand, arching punch intended to inflict abrasions and lacerations. Make a melee Strike using an unarmed attack. Your attack deals slashing damage instead of its usual damage type. If your Strike is a critical hit, you can apply the critical specialization for an axe or a sword instead of a brawling weapon.

DUCK ↗

FEAT 4

ARCHETYPE FLOURISH

Prerequisites Pugilist Dedication.

Trigger An opponent makes a melee Strike against you and the attack is a hit or a critical hit.

Requirements

You aren't flat-footed.

You drop your weight fast, allowing you to dodge out of the way of an enemy attack. If the triggering Strike is a success, treat it as a failure. If the triggering Strike is a critical success, treat it as a success.

After the Strike is resolved, attempt a Reflex save against the attacker's Attack DC (10 + the total attack bonus of the triggering Strike).

- » **Failure** You fall prone.
- » **Critical Failure** You fall prone and are clumsy 1 and stupefied 1 for 1 round.

FLOAT LIKE A BUTTERFLY

FEAT 4

ARCHETYPE STANCE

Prerequisites Pugilist Dedication, Dexterity 14, expert in Acrobatics.

Requirements You are wearing light armor or are unarmored.

You utilize nimble footwork during a brawl to evade enemy attacks. While in this stance, whenever you Strike an opponent, you gain a +1 circumstance bonus to AC and Reflex saves against that opponent. You lose this bonus when your Speed is reduced by difficult terrain or when you're flat-footed.

This bonus increases to +2 if you're an expert in unarmed strikes, +3 if you're a master in unarmed strikes, or +4 if you're legendary in unarmed strikes.

HOOK ♦

FEAT 4

ARCHETYPE

Prerequisites Pugilist Dedication.

You throw your lead hand in a semi-circular pattern in an attempt to bypass your opponent's guard. Make a melee Strike using an unarmed attack. In addition, when you attack with a Hook, it gains the open trait if it's the first Strike you attempted this turn; otherwise, it gains the pull trait. Your Hook gains an additional benefit based on whether it has the open trait or the pull trait.

- » **Open** If your Strike is a success or a critical success, the opponent is flat-footed against your next Strike with an unarmed attack.

» **Pull** If your Strike is a success or a critical success, the opponent takes 1 point of precision damage.

MAULER STANCE

FEAT 4

ARCHETYPE | STANCE

Prerequisites Pugilist Dedication, Strength 14, expert in Athletics.

Requirements You are wearing light armor or are unarmored.

You fight wildly, relying on your strength to roughhouse your opponents. While you are in this style, when you Strike with an unarmed attack against an opponent that you successfully Disarmed, Shoved, or Tripped this turn, reduce the Strike's multiple attack penalty by -1.

RIDE THE WAVE

FEAT 4

ARCHETYPE | STANCE

Prerequisites Pugilist Dedication, Strength 14, expert in Athletics.

Requirements You are wearing light armor or are unarmored.

You fight wildly, relying on your strength to roughhouse your opponents. While you are in this style, when you Strike with an unarmed attack against an opponent that you successfully Disarmed, Shoved, or Tripped this turn, reduce the Strike's multiple attack penalty by -1.

UPPERCUT ♦

FEAT 4

ARCHETYPE | FLOURISH

Prerequisites Pugilist Dedication.

You throw an overhand, arching punch intended to inflict abrasions and lacerations. Make a melee Strike using an unarmed attack. If your Strike is a success, your target is dazzled until the end of your next turn. If your Strike is a critical success, your target is dazzled for 1 minute.

6TH-LEVEL PUGILIST FEATS

CLINCHING STANCE ♦

FEAT 6

ARCHETYPE | STANCE

Prerequisites Pugilist Dedication

You move in close to your opponents, keeping yourself near enough that they can't Strike you effectively. While in this stance, you can occupy the same space as any creature that's your size or larger. While occupying a creature's space, that creature is flat-footed against your unarmed attacks and takes a -2 circumstance penalty to attack rolls against you. Creatures that you're flat-footed against are immune to this effect.

ROLL WITH THE PUNCHES ♦

FEAT 6

ARCHETYPE

Prerequisites Pugilist Dedication, Dexterity 14, expert

in Reflex saves.

Trigger You would damage from a physical attack.

Requirements You are in a pugilist stance.

You lean back from your enemy's attack, lessening some of the impact, preventing you from taking an amount of damage up to your Dexterity bonus (minimum 0). After using this reaction, you leave your pugilist stance.

8TH-LEVEL PUGILIST FEATS

FLASH KNOCKDOWN ♦

FEAT 8

ARCHETYPE | DEDICATION | STANCE

Prerequisites Pugilist Dedication, Dexterity 14, expert in Acrobatics.

Trigger You fall prone.

Requirements You are in a pugilist stance.

You use your unarmed expertise to quickly push yourself back up to a standing position. Attempt an Acrobatics check. If you were Tripped, the DC is equal to your opponent's Athletics DC. The DC is equal to 10 + the bonus of the effect that knocked you prone, such as your attacker's Athletics DC if you were tripped or their spell DC if you were knocked prone by a spell. If you were knocked prone by an effect with a DC, such as from slipping on ice, use that DC.

» **Critical Success** You stand from prone.

» **Success** You stand from prone and are slowed 1 until the end of your next turn.

» **Critical Failure** You are slowed 1 until the end of your next turn.

STING LIKE A BEE ♦

FEAT 8

ARCHETYPE

Prerequisites Float Like a Butterfly.

Requirements You are Floating Like a Butterfly.

You strike fast and hard, giving your opponent no time to react to your attack. Make a melee Strike with an unarmed attack. In addition, when you Sting Like a Bee and succeed, your opponent is flat-footed against your attacks until the start of your next turn. If your opponent was already flat-footed against your Sting Like a Bee, they take 1d6 precision damage instead.

SUCKER PUNCH ♦

FEAT 8

ARCHETYPE

Prerequisites Pugilist Dedication.

Trigger A flat-footed opponent ends a Stride or their turn in a space you threaten with an unarmed attack.

Requirements You aren't flat-footed.

You feign ignorance, then attack your unsuspecting foe. Make a melee Strike with an unarmed attack against the triggering foe. If your Strike is a success, your opponent takes 1 piercing damage.

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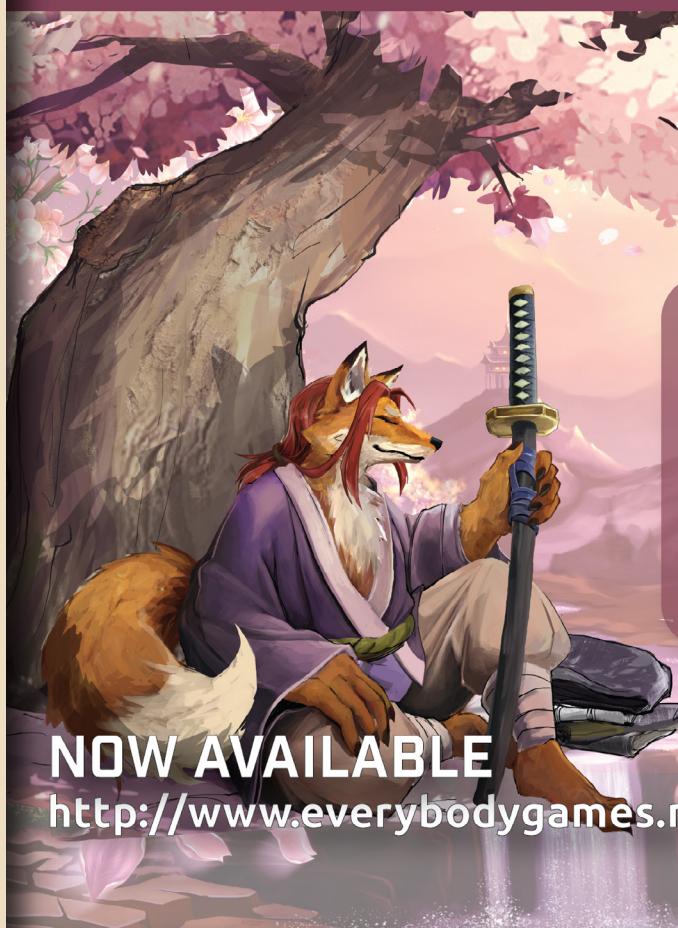
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NEXT TIME!

In Issue 17 of Everybody Games's *Files for Everybody*, author Alexander Augunas unearths a trove of fan-favorite rituals for *Pathfinder Second Edition* players and Game Masters alike! Instantly transfigure creatures into new forms, restore their bodies from tremendous damage, undo powerful effects, and more! Additionally, many of the rituals provided within can be heightened to increasingly powerful ends, allowing ritualists to perform greater and greater feats of magic with their rituals.

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