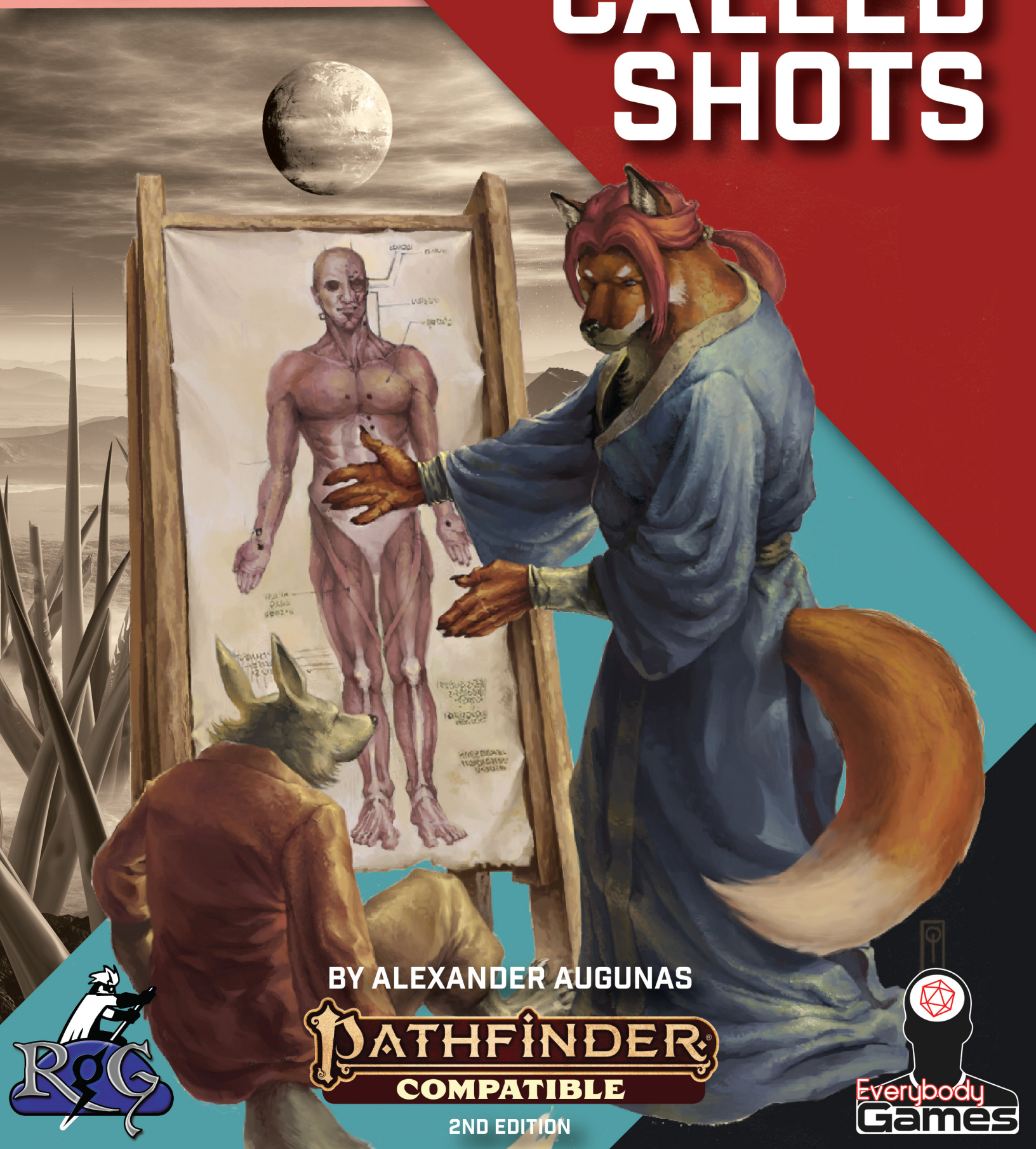
ISSUE 19

FILES FOR EVERYBODY

CALLED SHOTS



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PATHFINDER COMPATIBLE

2ND EDITION

R&G

Everybody Games

FILES FOR EVERYBODY
CALLED SHOTS

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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

For Who?

The rules presented in this product are of the Common variety, meaning it's assumed that every character capable of wielding a weapon can make a called shot with that weapon without much training. The called shot rules are designed to give martial characters ways to hobble enemies without having to rely on specific skills or feats; just hit your enemy real good in a vulnerable place, and boom! Instant penalties.

Is this OP?

When GMs see a new rules set that adds new options for all players that lacks any opportunity cost (such as a feat), they are often rightfully concerned about the power level of those rules. There's no denying that the called shot rules adds power to the players; versatility of action is a power unto itself, after all. However, since the rules are available to everyone, there's no reason that NPCs can't also make called shots, and more importantly, the power represented by the called shots system isn't necessarily going to let players defeat their enemies any faster. It's strictly a way for players to hinder their enemies that comes at a significant damage opportunity cost.

CALLED SHOTS

In battle, every advantage that a combatant can seize increases the likelihood that they can snatch victory from the jaws of defeat without severely injuring themselves in the process. To this end, one of the most effective ways that an individual can hamper their enemy is by making strategic attacks against specific regions of their adversaries' bodies, hobbling them just enough that they can ultimately be felled. Such strategy allows combatants to hinder their enemies, making it easier to ultimately defeat them.

New Basic Action

The following action is available to all characters.

Called Shot ◆

Flourish

Requirements You're attacking with a weapon that you're trained or better in. **Trigger** You Strike a single creature.

You carefully aim your attack at a specific part of the target's body, attempting to hobble or otherwise hinder them. Choose body region. You take a circumstance penalty to the triggering Strike based on the body region you're targeting, and the Strike's success and critical success effects of the triggering Strike with the following effects.

» **Critical Success** As a success, but your Strike deals normal damage and the target moves two steps down the injury track associated with the chosen body region.

» **Success** Your Strike deals damage half damage according to the weapon or unarmed strike; roll the damage normally, including any modifiers, bonuses, and penalties you have to damage, then deal damage equal to half of the result. The target also moves one step down the injury track associated with the chosen body region.

Called Shot Body Regions

When you make a Called Shot, you choose one body region to target. This must be a body region that your target possesses; for example, you couldn't choose manipulating limb if your target is a snake because snakes lack dedicated manipulating limbs. When you attempt a Called Shot, you take a circumstance penalty to your Strike's attack roll based on the body region that you're targeting.

If your Called Shot is a success, your target moves one step down the injury track associated with that body region, typically to Stage 1 if the target doesn't have a previous injury to that body region. If the target is already injured, they instead progress one stage down that body region's injury track. If your Strike is a critical Hit, they move two steps down the injury track associated with the targeted body region, up to Stage 4.

Recovering from an injury caused by a Called Shot is difficult. To recover from an injury, the victim must receive one or more 24-hour days of medical treatment via the Treat Wounds skill action, as noted by the body region's recovery entry. The person providing this care to the victim can take a single 8-hour rest during each 24 hours spent providing medical treatment, but any other interruption greater than a moment of conversation requires the provider to add 12 hours to the time required to treat the victim's injury. After fully receiving this treatment, the victim's stage on that injury track is reduced by one stage. If this would reduce the victim's stage below Stage 1, the victim makes a full recovery, is no longer injured, and suffers no effect from the injury.

If an injury progresses to Stage 4, the body part associated with that region is damaged beyond repair, usually because it has been severed (if the Strike dealt slashing damage) or ruined (if the Strike dealt any other type of damage). No amount of medical treatment can allow a severed or ruined region to recover.

» **Healing Effects and Injuries** An injury represent a form of damage that is more extreme than what a simple heal or soothe spell can mend. As a general rule, healing effects cannot remove or reduce the effects of injuries, including effects that normally remove or suppress the conditions they impose. The exception to this rule is the regenerate spell, which is specifically capable of restoring severed and ruined body parts. Each round that an injured target is affected by regenerate, they can choose one injured body region and reduce their Stage on that body region's injury track by one, even removing the injury outright if this would reduce the injury's stage below Stage 1. *Regenerate* can even reduce the injury stage of an injury that has progressed to Stage 4, so long as the victim is alive, but it cannot do so if the victim is dead.

» **Resurrection and Injuries** Effects that return dead creatures to life, such as *raise dead*, generally do

not reduce the stage of any injuries that the victim suffered unless that injury's effect specifically notes that the victim's injury inflicts the dying condition upon them. In such cases, the effect reduces the victim's injury stage by one stage.

Ears

Ear injuries impair a victim's auditory senses. This makes it difficult for the victim to gather information from their environment.

Penalty –2; **Recovery** 3 × the injury's stage; **Stage 1** The target takes a –1 status penalty to initiative checks and checks that involve sound but also rely on other senses. If they perform an action with the auditory trait, they must succeed at a DC 2 flat check or the action is lost; attempt the check after spending the action but before any effects are applied; **Stage 2** As Stage 1, except the target takes a –2 status penalty and their flat check's DC is 5; **Stage 3** The target is deafened; **Stage 4** As Stage 3, but the structures responsible for the target's hearing are ruined.

Eyes

Eye injuries impair a victim's vision, making it difficult for them to see.

Penalty –4; **Recovery** 3 × the injury's stage; **Stage 1** The target is dazzled; **Stage 2** The target is dazzled. If vision is the target's only precise sense, they also take a –2 status penalty to Perception checks; **Stage 3** The target is blinded; **Stage 4** As Stage 3, but the target's eyes are ruined.

Head

Often resulting in serious cognitive functioning impairments, head injuries are among the most dangerous that living creatures can suffer.

Penalty –3; **Recovery** 7 × the injury's stage; **Stage 1** The target is stupefied 1; **Stage 2** The target is slowed 1 and stupefied 2; **Stage 3** The target is slowed 2 and stupefied 3; **Stage 4** The target dies, as if they had progressed to dying 5.

Heart

Damage to the victim's heart is catastrophic, often leading to instant death or lifelong incapacitation.

Penalty –4; **Recovery** 7 × the injury's stage; **Stage 1** At the end of any round during which the target uses more than half of their available actions (rounded up), the target must succeed at a DC 5 flat check or gain the enfeebled 1, clumsy 1, drained 1, and wounded 1 conditions until they restore any number of Hit Points from the Treat Wounds skill action. If the target has any of these conditions from this injury, their value increases by 1 instead; **Stage 2** As Stage 1, except the flat check's DC is 10; **Stage 3** As Stage 2, except the flat check's DC is 15; **Stage 4** As Stage 1, except the target gains the dying 1 condition when they fail their check (or dying 2 if they critically fail).

Locomotive Limb

Locomotive limb injuries dramatically impair a victim's ability to move about. When using Called Shot to inflict a locomotive limb injury, you must choose one type of locomotive limb to injure, such as legs, wings, or fins.

Penalty –2; **Recovery** 7 × the injury's stage; **Stage 1** The target is clumsy 1; **Stage 2** The target is enfeebled 1 and clumsy 1, and all Speeds they have that are associated with the injured locomotive limb are reduced by half; **Stage 3** The target is enfeebled 2 and clumsy 2, and they lose all Speeds they have that are associated with the targeted locomotive limb; **Stage 4** As Stage 3, but the limb is ruined or severed.

Manipulation Limb

Manipulation limb injuries impair a victim's ability to manipulate their environment. Hands and arms are the most common manipulation limbs, but prehensile tails, tentacles, and even stranger appendages can be viable targets for some creatures.

Penalty –1; **Recovery** 1 × the injury's stage; **Stage 1** When the target uses an action that requires the use of the injured manipulating limb, they must succeed at a DC 2 flat check or the action is lost; if they succeed, they are enfeebled 1 and clumsy 1 for that action (no penalty on a critical success); **Stage 2** As Stage 1, except the flat check's DC is 5 and the target is enfeebled 2 and clumsy 2 on a success (enfeebled 1 and clumsy 1 on a critical success); **Stage 3** The target's total number of hands is reduced by 1. **Stage 4** As Stage 3, but the target's manipulation limb is ruined or severed.

Vitals

Vital injuries deal heavy damage to the victim's organ systems, causing internal bleeding and even death.

Penalty –1; **Recovery** 4 × the injury's stage; **Stage 1** The target is wounded 1. At the end of any round during which the target uses more than half of their available actions (rounded up), they must succeed at a DC 5 flat check or take 1d6 persistent bleed damage; **Stage 2** As Stage 1, except the target is wounded 1, the flat check's DC is 10, and on a failed check the target takes 1d8 persistent bleed damage; **Stage 3** As Stage 1, except the target is wounded 3, the flat check's DC is 15, and on a failed check the target takes 2d6 persistent bleed damage; **Stage 4** The target gains the dying 4 condition.

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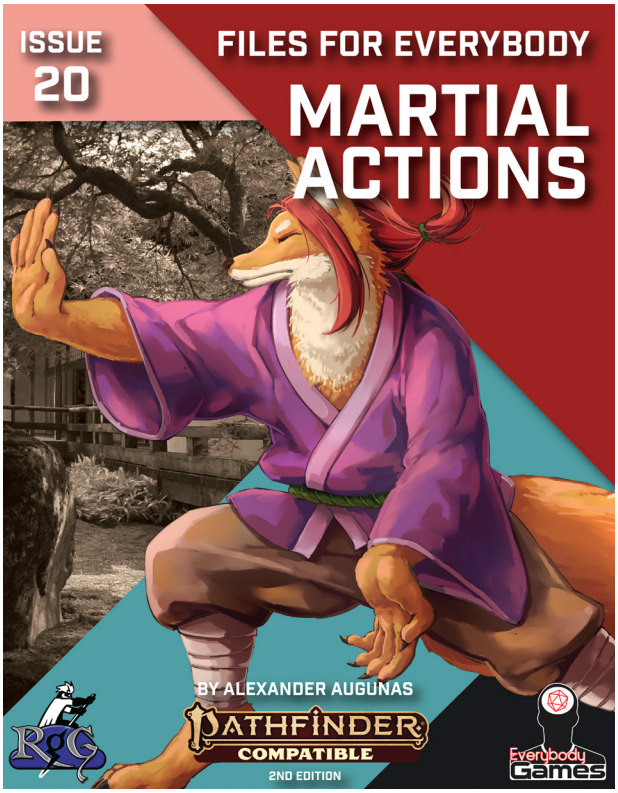
NEXT TIME!

In Issue 20 of Everybody Games's ***Files for Everybody***, author Alexander Augunas introduces a new suit of basic actions available to all characters who are trained with weapons or unarmed strikes that allows those characters to better defend themselves in the heat of battle. Protect yourself from critical hits, roll out of the way of incoming attacks, and more!

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