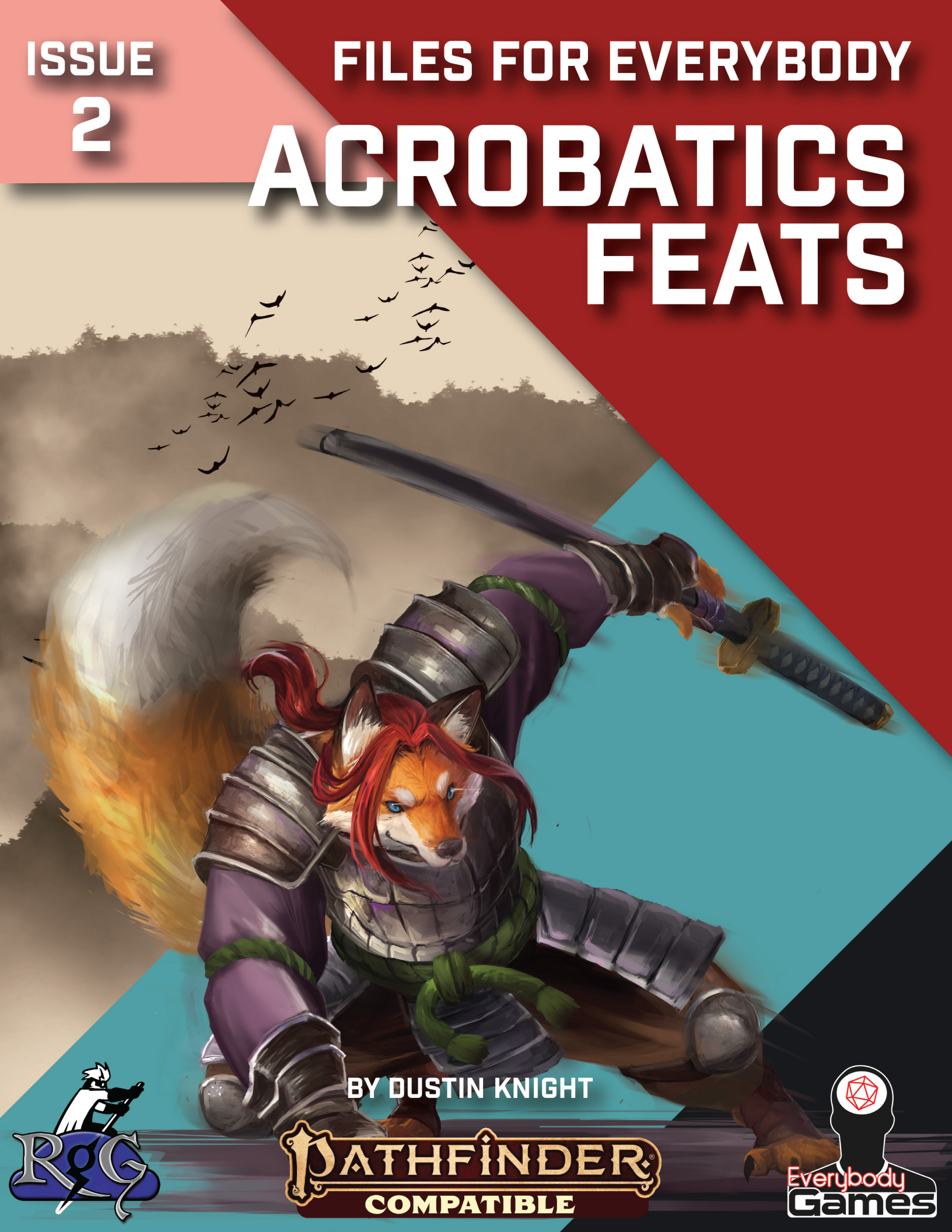
ISSUE 2

FILES FOR EVERYBODY

ACROBATICS FEATS



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PATHFINDER COMPATIBLE

Everybody Games

FILES FOR EVERYBODY
ACROBATICS 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 all-new Acrobatics 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 Acrobatics). Unless the GM decides otherwise, all feats described herein are Common.

Background

One of the new feats described in this product is Surf, which allows characters to hang ten on a variety of boards to traverse the ocean. The following background is appropriate for characters who've spent their whole lives at the ocean's shores, surfing.

Surfer **Background**

You grew up in a coastal village where surfing is a major part of your people's culture. You may have been a fisherman or a diver who used surfing practically as a way to traverse the open sea alone, or surfing may have simply been your favorite childhood hobby.

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

You're trained in the Acrobatics skill and the Ocean Lore skill. You gain the Surf skill feat (see page 05).

ACROBATICS FEATS

Acrobatics feats allow characters to quickly and nimbly traverse their environments, dancing through dangerous adversaries and balancing across narrow cliff faces. Training in Acrobatics is often dangerous, but few skills allow characters to appear as sublime as they do when darting past a deadly foe or somersaulting across treacherous footing. The following skill feats require a proficiency rank of trained or better in the Acrobatics skill.

Blinding Squall ◆◆ — Feat 2

GENERAL SKILL

Prerequisites expert in Acrobatics

Requirements You have a fly Speed and are flying at ground level.

You kick up a blinding cloud of dust and debris in a 5 foot burst centered on a corner of your space. All creatures within that area are concealed, and all other creatures are concealed to them. The cloud lasts for 1d4 rounds or until dispersed by a strong wind. Some areas might lack sufficient dust or debris to use this feat, at the GM's discretion. For instance, you couldn't use Blinding Squall to kick up dust or debris in an empty room where no dust or debris exists.

Cat Pounce ↷ — Feat 5

GENERAL SKILL

Prerequisites master in Acrobatics, Cat Fall

Trigger You fall and land on a creature.

You're particularly skilled at falling directly onto your enemies. You gain resistance against the triggering falling damage equal to half your level. The creature you landed on must attempt a Reflex save (DC equals your Acrobatics DC or 15, whichever is greater).

» **Critical Success** The creature takes bludgeoning damage equal to half your level.

» **Success** The creature takes bludgeoning damage equal to one-quarter the total falling damage you took before applying your resistance, plus half your level.

» **Failure** The creature takes bludgeoning damage equal to half the total falling damage you took before applying your resistance, plus half your level.

» **Critical Failure** The creature takes bludgeoning damage equal to the total falling damage you took before applying your resistance, plus half your level.

Special When determining the damage you deal to a creature you land on, do not apply the distance reduction from Cat Fall. For example, if you are trained in Acrobatics and fall 40 feet onto a creature, you would calculate your falling damage as if you had fallen 30 feet while your foe would calculate their damage for being landed on for the full 40 feet that you actually fell.

Confounding Tumbler — Feat 2

GENERAL SKILL

Prerequisites Expert in Acrobatics

When you tumble past an enemy you can leave them vulnerable to attacks. Tumble Through gains the following success and critical success effects.

Critical Success You move through the enemy's space. The enemy is automatically flat-footed against your attacks until the end of your turn.

Success You move through the enemy's space. The enemy is automatically flat-footed against the next attack you make before the end of you turn.

Perfect Balance — Feat 4

GENERAL SKILL

Prerequisites master in Acrobatics, Steady Balance

You perfectly maintain your balance in the face of overwhelming pressure or distractions. Whenever an opponent attempts to Shove or Trip you, the DC is equal to your Acrobatics DC instead of your Fortitude DC. If you fall, you can Grab an Edge even if your hands are tied behind your back or restrained.

Pin the Blade ↷ — Feat 12

GENERAL SKILL

Prerequisites master in Acrobatics

Trigger An adjacent enemy misses you with a weapon attack (including unarmed attacks).

You use acrobatic stunts to use an opponent's blunder to defang their attacks, leaping onto their weapon to reduce their effectiveness with it. Attempt an Acrobatics check against the attacker's Reflex DC. You can only pin one weapon at a time using this ability; using it again causes any previous uses to immediately end.

» **Critical Success** The opponent is clumsy 2 and immobilized, and takes a –2 penalty to attack rolls with the weapon. These effects last 1 round. If the triggering weapon can be dropped, an opponent can end this effect early by dropping the weapon they missed with as a free action.

» **Success** The opponent is clumsy 1 and immobilized for 1 round. If the triggering weapon can be dropped, an opponent can end these conditions by dropping

the weapon they missed with as a free action.
» **Critical Failure** The triggering attack hits you.

Quick Grab ◆ Feat 1

GENERAL SKILL

Prerequisites trained in Acrobatics

You can quickly pick up an item while you're moving. Stride up to your Speed and Interact to pick up one item of light Bulk or less that was within your reach at any point during your movement. You can use Quick Grab while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type. If you're an expert in Acrobatics, you can pick up items of 1 Bulk or less. If you're a master in Acrobatics, you can pick up two items of 2 Bulk or less. If you're legendary in Acrobatics, you can pick up two items of 3 Bulk or less.

Skillful Contortion Feat 2

GENERAL SKILL

Prerequisites Expert in Acrobatics

When an opponent tries to Grapple you, they attempt their Athletics check against your Acrobatics DC instead of your Fortitude DC. If you're a master in Acrobatics, when an opponent critically fails to Grapple you can Step 5 feet instead of grabbing your opponent or forcing them to fall and land prone. If you're legendary in Acrobatics, when an opponent critically fails to Grapple you choose any 2 of the following: you Stride 5 feet; you grab your opponent as if you had succeeded at using the Grapple action against them; you force your opponent to fall and land prone.

Step In ↷ Feat 15

GENERAL SKILL

Prerequisites legendary in Acrobatics

Trigger An opponent your size or larger uses an action with the attack, manipulate, or move trait.

You dart in close to your opponent, entering their space and making concentration difficult. Attempt an Acrobatics check against the target's Reflex DC.

» **Critical Success** The opponent gains the flat-footed and immobilized conditions and can't use actions with the concentrate trait. These effects end if you use an action with the move trait or if your opponent uses an action to forcibly move you (such as if they Shove you).
» **Success** The opponent gains the immobilized condition, is flat-footed against your attacks, and can't use actions with the concentrate trait. These effects end if you use an action with the move trait or if your opponent uses an action to forcibly move you (such as if they Shove you).
» **Critical Failure** You are flat-footed against the opponent's attacks until the start of your next turn.

Surf ◆ Feat 1

GENERAL SKILL

Prerequisites trained in Acrobatics

Requirements You are holding or are adjacent to a sheet of metal or wood large enough and sturdy enough for you to fit into, such as a door, a heavy shield, or a wooden plank.

You Surf horizontally across a liquid surface (such as water or lava) or down an incline. Attempt an Athletics check. The DC is equal to the Athletics check to Swim through the liquid or Climb down the incline. Surfing allows you to ignore any difficult terrain or ground-based hazards that wouldn't ordinarily affect your board's movement. For example, if you Surf across deep snow, that snow wouldn't count as difficult terrain for you.

You can't Surf if there's no force acting upon your board, whether that's the force of a wave pushing you across the ocean or gravity pulling you down an incline. If the force pushes you further than the distance you can travel with a single action, you must Surf at least once each round or you fall off of your board at the end of your turn as if you had critically failed your Acrobatics check to Surf.

» **Critical Success** You Surf a distance up to twice your Speed.
» **Success** You Surf a distance up to your Speed.
» **Critical Failure** You fall prone as you slip off of your board. If you are Surfing over liquid, you fall into the liquid and start to sink. If you are Surfing down an incline, you fall to the bottom of the incline and taking falling damage equal to half the total number of feet that you fell.

Trap Dancer ◆ Feat 3

GENERAL MOVE SECRET SKILL

Prerequisites expert in Acrobatics

Requirements You are aware of a hazard.

You attempt an Acrobatics check and Stride up to your speed. If you move past a hazard that has no minimum proficiency to disable it, the GM compares the result of your Acrobatics check to the trap's Disable DC. This only affects hazards that trigger from a standard part of traveling (such as stepping on a floor plate or moving through a magical sensor while walking). If you're a master in Acrobatics, this feat applies against hazards with a minimum proficiency rank of expert. If you're legendary in Acrobatics, this feat applies against hazards with a minimum proficiency rank of master.

» **Critical Success** You trigger the hazard in a way that prevents it from affecting you or your allies.
» **Success** The hazard does not trigger.
» **Failure** The hazard triggers normally.
» **Critical Failure** The hazard triggers normally and you fall prone.

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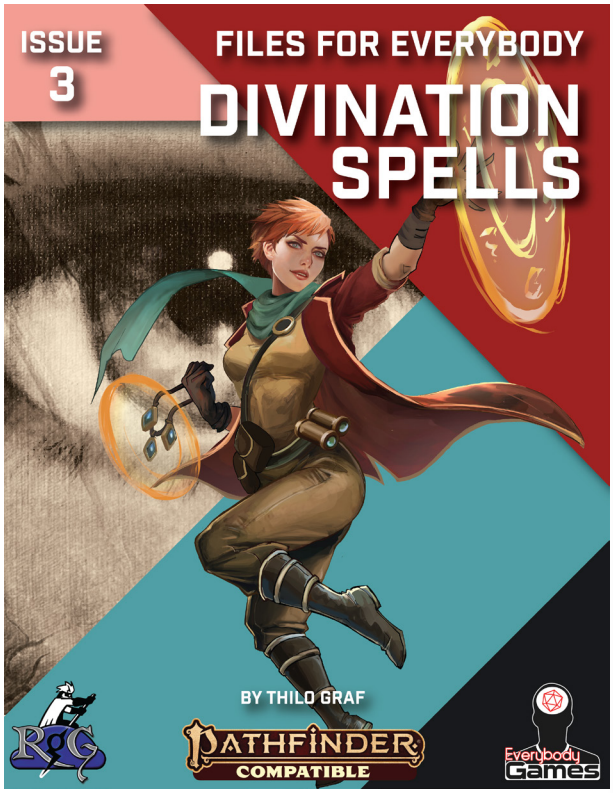
NEXT TIME!

In Issue 3 of Everybody Games' ***Files for Everybody***, legendary reviewer Thilo Graf AKA Endzeitgeist offers a crop of brand-new divination spells for spellcasters of every magic tradition! Wade through the collective unconsciousness with *lore delve*, peer into places unknown with *mirror sight*, harness your animal instincts with *instinctual prescience*, and more! Armed with these fantastic spells, you'll be prepared for almost anything you'll encounter on your Pathfinder Second Edition adventures!

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