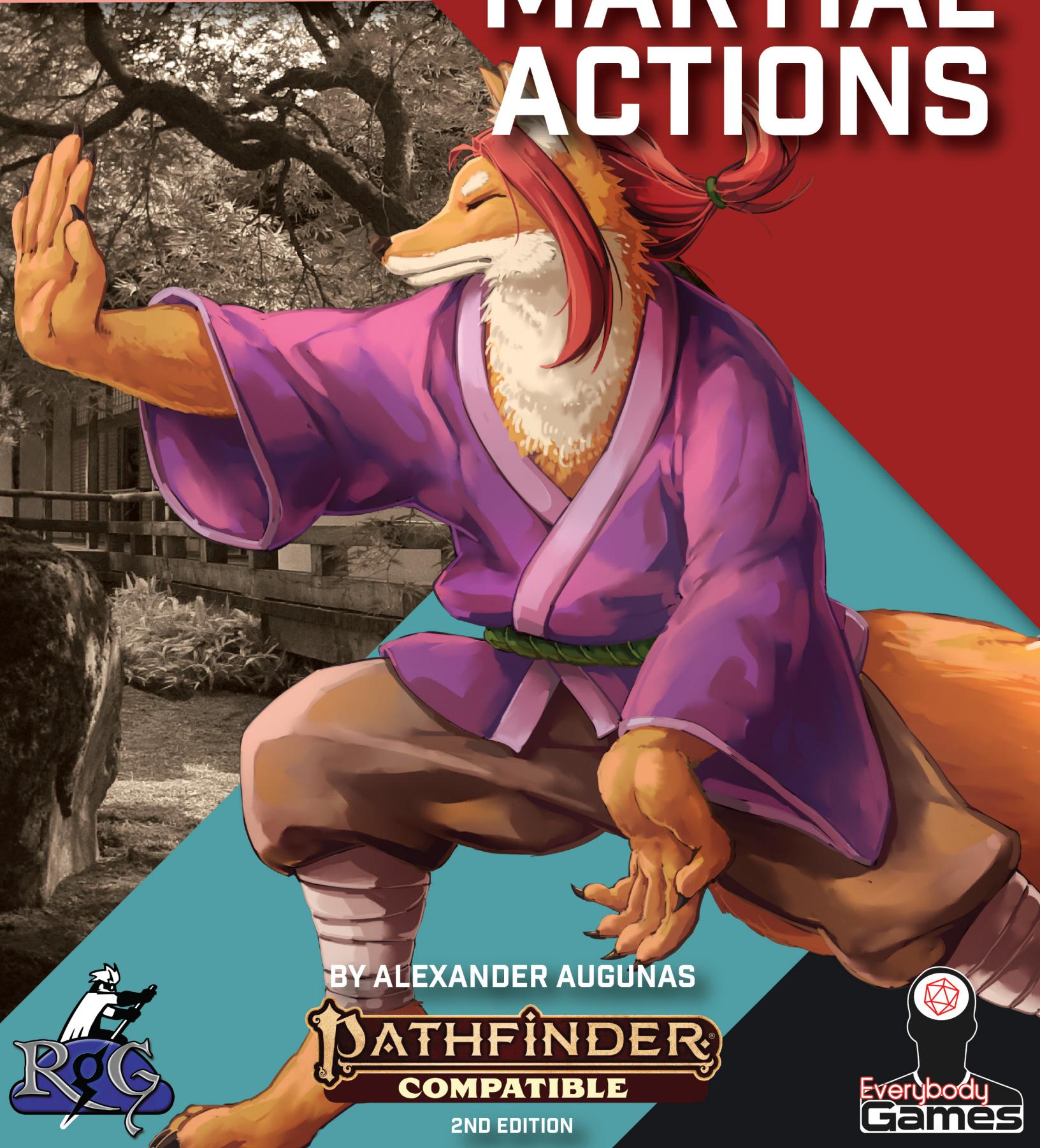


ISSUE
20

FILES FOR EVERYBODY
**MARTIAL
ACTIONS**



BY ALEXANDER AUGUNAS

PATHFINDER[®]
COMPATIBLE

2ND EDITION



FILES FOR EVERYBODY MARTIAL ACTIONS

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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

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ACTIONS FOR WHO?

This section introduces two new basic actions—Coup de Grace and Fight Defensively—as well as a host of new general feats designed to allow any character to specialize in these tactics. Because Coup de Grace and Fight Defensively are classified as basic actions, it's assumed that if the GM allows these rules, these actions will be accessible by all characters in the campaign; no special feats or features needed.

WHY USE THIS?

At a glance, Fight Defensively fits the definition of power creep; it's a new option that unquestionably raises the power level of the PCs if they have it. So, why should you let your players use this basic action for free? Fight Defensively is designed for GMs and players who feel as though *Pathfinder Second Edition*'s math is too swinging; the game features frequent hits and critical hits, and an untimely critical hit from a high-level adversary is usually enough to lay low any PC in a single swing. Fight Defensively is designed to mitigate this swingy-ness. If you don't find the game swingy, then this action might not be for you, and that's okay!

MARTIAL ACTIONS

While many a fighting style and stance exists, some martial techniques are near universal in their application to the extent that disparate schools and cultures the world over often develop them convergently. The best known of these techniques involve self-defense and dispatching a downed adversary, as learning to properly defend one's self and to defeat a downed opponent is crucial in any altercation, the former for keeping one's self in the fight and the later for ensuring that the combat ends.

BASIC ACTIONS

The following basic actions can be used by any character that meets their requirements.

COUP DE GRACE

FLOURISH

Requirements Your target is dying, paralyzed, restrained, or unconscious, or is affected by the critical effect of an incapacitation effect.

You attempt to inflict a finishing blow upon a wounded or otherwise incapacitated foe. You Strike the target, using the following degrees of success instead of those described by the Strike action.

- » **Critical Success** As a failure, but you deal double damage. If the target is reduced to 0 Hit Points by your weapon's damage, they gain the dying 4 condition instead of the dying 2 condition. If the target has any Hit Points remaining after taking this damage, they must succeed at a Fortitude save against your Attack DC. On a failed save, the target is reduced to 0 Hit Points and gains the dying 2 condition. On a critical failure, the target is reduced to 0 Hit Points and gains the dying 4 condition.
- » **Success** As a failure, but you deal double damage.
- » **Failure** You deal damage according to the weapon or unarmed attack, including any modifiers, bonuses, and penalties you have to damage.
- » **Critical Failure** Your attack misses and deals no damage.

FIGHT DEFENSIVELY OR

FLOURISH

Requirements You are wielding a weapon that you're trained in or are trained in unarmed strikes.

You defend yourself with a weapon you're wielding or an unarmed attack, parrying enemy blows or knocking them off-target. When you are Fighting Defensively, you gain a +2 circumstance bonus to AC if you are Fighting Defensively using two actions, or a +4 circumstance bonus to AC if you are Fighting Defensively using three actions.

If you are Fighting Defensively while also benefiting from a feat or action that grants a circumstance bonus to AC (such as Raise a Shield or Dueling Parry), Fighting Defensively instead increases the amount needed for an attack roll to critically succeed against you by 2 when you are Fighting Defensively using two actions, or by 4 when you are Fighting Defensively using three actions.

GENERAL FEATS

The following general feats are available to any character that meets their prerequisites.

COMBAT EXPERTISE

FEAT 1

GENERAL

Requirements You are wielding a weapon that you're an expert in or are an expert in unarmed strikes.

You Fight Defensively with a weapon you're wielding or an unarmed attack, effortlessly keeping enemy attacks from hitting you. Using your Combat Expertise counts as Fighting Defensively using two actions. If you use Combat Expertise twice in the same turn, you instead count as Fighting Defensively using three actions.

If you use Combat Expertise three times in the same turn, you count as Fighting Defensively using three actions and increase the amount needed for an attack roll to critically hit you by 2. This increase stacks with any increase from Fighting Defensively, to a maximum of 5.

MERCIFUL BLOW

FEAT 1

FLOURISH GENERAL

Requirements Your target is dying, paralyzed, restrained, or unconscious, or is affected by the critical effect of an incapacitation effect.

You can deliver finishing blows that leave your target alive rather than killing them outright. You Coup de Grace the target. You take a -5 penalty to your attack roll, and your attack gains the nonlethal trait. If your weapon already has the nonlethal trait, you don't take this penalty to your attack roll. Additionally, replace the Coup de Grace's critical success effect with the following effect.

» **Critical Success** As a failure, but you deal double damage. If the target has any Hit Points remaining after taking this damage, they must succeed at a Fortitude save against your Attack DC. On a failed save, the target is reduced to 0 Hit Points and is unconscious. They do not gain the dying condition.

INTIMIDATING DISPATCH ↗

FEAT 3

GENERAL SKILL

Prerequisites expert in Intimidation; **Trigger** You critically succeed on an attack roll to make a Coup de Grace or a Merciful Blow and the target is either dead, dying 2, or unconscious.

You dispatch an opponent with frightening ease. You can Demoralize all targets within 30 feet that were observing you use the triggering Coup de Grace or Merciful Blow. Attempt one Intimidation check and compare the result to the Will DC of all observing creatures, using the degrees of success for the Demoralize skill action. This Demoralize action is modified by your feats and features normally.

TOTAL DEFENSE ⚡

FEAT 3

CONCENTRATION FLURISH GENERAL OPEN

Prerequisites Combat Expertise; **Requirements** You are wielding a weapon that you're an expert in or are an expert in unarmed strikes.

You raise an expert defense against incoming attacks. You Fight Defensively with a weapon you're wielding or an unarmed attack as if using three actions. Until the start of your next turn, you also gain resistance equal to your proficiency bonus with one weapon or unarmed strike of your choice that you're wielding and the amount needed for an attack roll to critically hit you increases by 5. This increase doesn't stack with the increase from Fighting Defensively.

After using Total Defense, you cannot use Attack actions or Cast a Spell until the start of your next turn.

LEAVE AN OPENING ↘

FEAT 7

GENERAL

Prerequisites expert with one kind of weapon or unarmed strikes; **Requirements** You do not have a circumstance bonus to your AC.

You purposefully leave an opening in your defense to bait your enemies into attacking you. Choose one weapon you're wielding that you're an expert in; you can choose an unarmed strike you have instead if you're an expert in unarmed strikes. Until the start of your next turn, you are flat-footed against attacks and gain weakness to bludgeoning, piercing, and slashing damage equal to your proficiency bonus. At the start of your next turn, any creature that hit you with a melee or ranged Strike is flat-footed against

you until the end of your turn, and those creatures have weakness to bludgeoning, piercing, and slashing damage dealt by your weapon attacks equal to your proficiency bonus; if a creature already has weakness to any of these damage types, increase its weakness by an amount equal to your proficiency bonus instead.

QUICK DEFENSE ↗

FEAT 7

GENERAL

Prerequisites Combat Expertise; **Requirements** You are wielding a weapon that you're an expert in or are an expert in unarmed strikes; **Trigger** A creature within your reach hits or critically hits you with a melee Strike and you aren't Fighting Defensively.

You quickly raise your guard, attempting to block an incoming attack. You Fight Defensively as if using two actions. If you are wielding a weapon that you're a master in or are a master in unarmed strikes, you instead Fight Defensively as if using three actions.

STRIKE BACK ↗

FEAT 7

ATTACK GENERAL

Prerequisites Combat Expertise; **Requirements** You are wielding a weapon that you're an expert in or are an expert in unarmed strikes; **Trigger** A creature within your reach hits or critically hits you with a melee Strike while you are Fighting Defensively.

You lash out at an enemy that struck you, parodying their attack back at them. Make a melee Strike against the triggering creature. If the attack is a critical hit, you can either attempt to Shove or Trip the target as a free action with a -5 penalty to your check.

If you are an expert in Athletics, you can use the Disarm, Grapple, Shove, or Trip action instead of making a melee Strike. When doing so, you take a -5 penalty to your Athletics check.

STRIKE DEFENSIVELY ⚡

FEAT 7

ATTACK GENERAL OPEN

Prerequisites Combat Expertise; **Requirements** You are wielding a weapon that you're an expert in or are an expert in unarmed strikes

You defend yourself while striking at your enemies. You use your Combat Expertise, then Strike with a weapon you're wielding. This action counts as two attacks when determining your multiple attack penalty, and you always take a multiple attack penalty of at least -5 for any Strike you make while Striking Defensively, even if you've made no previous Strikes during your turn.

If you are an expert in Athletics, you can use the Disarm, Grapple, Shove, or Trip action instead of making a melee Strike. When doing so, you take a multiple attack penalty of at least -5 to your Athletics check, as described above.

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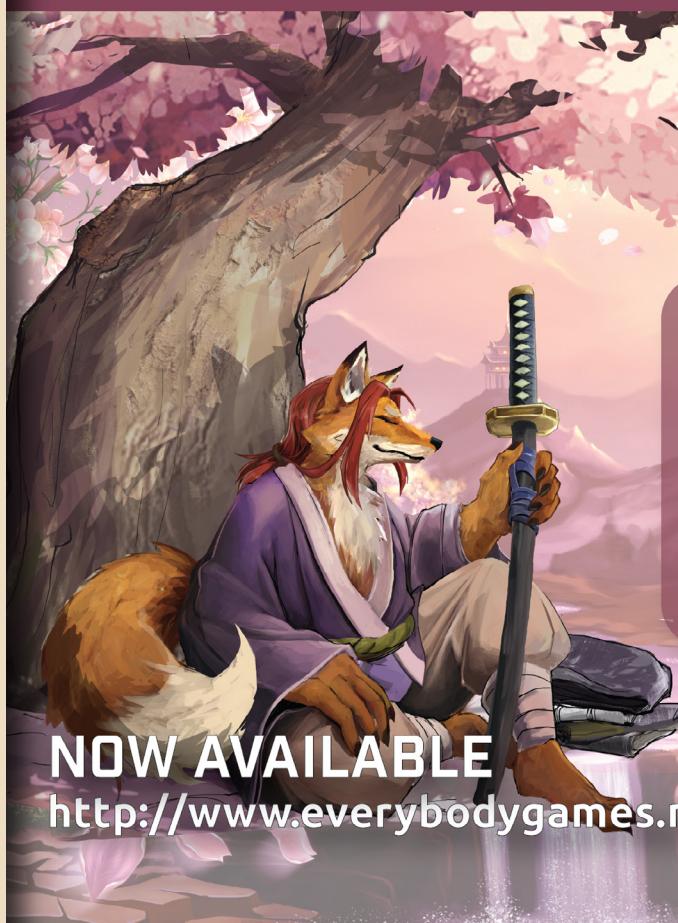
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NEXT TIME!

In Issue 20 of Everybody Games's *Files for Everybody*, author Alexander Augunas introduces new diseases for GMs to inflict upon unwary PCs! New afflictions that muddy the mind, sour the senses, befuddle one's abilities, and more can be found within!

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