ISSUE 4

FILES FOR EVERYBODY

STEALTH FEATS

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PATHFINDER COMPATIBLE

R&G

Everybody Games

FILES FOR EVERYBODY
STEALTH 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**!

You can also follow Everybody Games on Facebook at **https://www.facebook.com/ttrpgeverybodygames** or on Twitter using our handle, **@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

Feats for Who?

This product includes 12 all-new Stealth 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.

Skill Synergy

This installment of *Files for Everybody* introduces a new trait, synergy.

Synergy (Trait) A skill action with this trait combines training with two different skills, using one to support the other. Qualifying for a skill feat with the synergy trait requires training in both skills listed in the feat's prerequisites, though the feat is typically classified as a feat of whichever skill demands more training. For example, if a skill feat requires you to be an expert in Stealth and trained in Arcana, the feat would be classified as a Stealth feat as opposed to an Arcana feat.

STEALTH FEATS

Stealth feats allow characters to quietly and discretely take action, moving across entire battlefields unseen and concealing items from their opponents until the perfect opportunity arises. Training in Stealth takes hard work and practice, demanding that one observe their environment and learn to think like their adversaries in order to be where their eyes won't wander. The following skill feats require a proficiency rank of trained or better in the Stealth skill.

Ambient Cover — Feat 1

General Skill

Prerequisites expert in Stealth

You utilize chaotic surroundings to keep yourself hidden. You are concealed whenever you're within a crowd and don't treat the crowd as difficult terrain. When you Sneak, if you start and end your movement within a crowd, you gain a +2 circumstance bonus to your Stealth check as if you had cover.

Ambush Master — Feat 7

General Skill

Prerequisites master in Stealth, Swift Sneak

You know how to take full advantage of an unwary enemy, relentlessly attacking them until they're neutralized. Whenever you Strike a target that you're undetected or unnoticed against, that creature is flat-footed against all Strikes you make against them until the end of your turn, even if your first Strike missed.

Cautious Prowler — Feat 2

General Skill

Prerequisites expert in Stealth

Trigger You become observed after using a Seek or Interact action during your turn.

You carefully mask your movements, stopping yourself short of attracting unwanted attention. Resolve the triggering Seek or Interact action as a failure, then attempt a Stealth check opposed by each creature's Perception DC.

» **Critical Success** You are undetected by the creature.
» **Success** You are hidden from the creature and you lose any remaining actions you had for the turn.

Conceal Efforts — Feat 1

General Skill

Prerequisites expert in Stealth

Trigger You attempt to use a skill action or an Interact action while observed. At the GM's discretion, particularly flashy or loud actions may require a higher proficiency rank to conceal.

You discretely perform an action so an observer doesn't notice what you're doing. After completing the triggering action, the GM rolls your Stealth check in secret and compares the result to the Perception DC of each creature observing you.

» **Success** The creature doesn't realize that you're using the action.
» **Failure** The creature recognizes that you're up to something, but doesn't know what you're trying to do.
» **Critical Failure** The creature recognizes exactly what you're trying to do.

Conceal Trap — Feat 2

General Secret Skill

Prerequisites expert in Stealth

You conceal a snare or a hazard, making it difficult to detect. Attempt a Stealth check against the Crafting DC of a snare that you're observing or the disable DC of a hazard you're observing. At the GM's decision, some hazards might be impossible to conceal, such as a tornado or a tsunami wave.

» **Critical Success** If you're concealing a snare, it's Stealth DC is equal to 4 + it's Crafting DC or 4 + your Stealth DC, whichever is higher. If you're concealing a hazard, the DC is equal to 4 + its Stealth DC or 4 + your Stealth DC, whichever is higher. This lasts until the snare or hazard is triggered or until someone else tries to conceal it.
» **Success** If you're concealing a snare, it's Stealth DC is equal to it's Crafting DC or your Stealth DC, whichever is higher. If you're concealing a hazard, it's Stealth DC is equal to its Stealth DC or your Stealth DC, whichever is higher. This lasts until the snare or hazard is triggered or until someone else tries to conceal it.
» **Critical Failure** If you're concealing a snare, it's Stealth DC is equal to its Crafting DC – 4 or your Stealth DC – 4, whichever is worse. If you're concealing a hazard, it's Stealth DC is equal to its Stealth DC – 4 or your Stealth DC – 4, whichever is worse. This lasts until the snare or hazard is triggered or else tries to conceal it.

Disappear ◆ Feat 7

General Skill

Prerequisites master in Stealth

Requirements You have 2 hands available and either have a smokestick in your possession or have the Quick Alchemy action and the smokestick formula.

You attempt to vanish in a puff of smoke. You draw and Interact with a smokestick, activating it normally. If you have the Quick Alchemy action, you can instead create a smokestick using Quick Alchemy instead of drawing one. After you Interact with the smokestick, you immediately Hide or Sneak (your choice).

Misleading Snipe ◆◆ Feat 7

General Skill

Prerequisites master in Stealth, Snipe (see page 5)

You Strike with projectile weapons in such a way as to mislead your foes where the attack came from. When you Hide as part of the Snipe action, Hide gains the following critical success effect if you are at least 15 feet away from the target of your ranged Strike.

» **Critical Success** If the creature could see you, you're now undetected. If you were already hidden or undetected, you retain that condition.

Quick Conceal ↻ Feat 2

General Skill

Prerequisites Expert in Stealth

Trigger You Interact to pick up a small object (such as a weapon of light bulk) or you use such an object as part of another action or activity, such as Striking with a weapon of light bulk or Casting a Spell with a wand.

You attempt to quickly stash a small object away before someone realizes you interacted with it or used it in some fashion. You Conceal an Object, targeting the triggering object. If you're being observed by any creature, the GM rolls your Stealth check and compares it to this passive observer's Perception DC. Once the GM rolls your check for a concealed object, that same result is used no matter how many passive observers are watching you or how many passive observers you attempt to sneak the object passed. A creature that you successfully Conceal an Object from in this manner might still suspect you of foul play, but is unable to prove it.

At the GM's decision, if you conceal the item in a place where it's supposed to be (such as placing a dagger back into its sheath), no further Stealth checks may be required beyond the initial one to conceal the item in the first place. Furthermore, you take a –1 circumstance penalty each time you use Quick Conceal within 1 hour, up to a maximum penalty of –4.

Silent Dispatch ◆ Feat 7

Attack General Secret Skill

Prerequisites master in Stealth

Trigger While you are undetected or unnoticed, you use an action that kills a creature of your size or smaller or causes them to gain the dying, paralyzed, restrained, or unconscious condition.

You attempt to silently dispatch your foe. If your next action is to Sneak and you move into a square that's adjacent to the triggering creature, you can attempt to drag that creature back with you to an area where you both are concealed or have cover or greater cover. You take a –4 circumstance penalty to your Stealth check to Sneak while doing so and add the following effects to the result of your Stealth check.

» **Critical Success** The triggering creature becomes unnoticed by the observing creature.

» **Success** The triggering creature becomes unobserved by the observing creature.

Seek Synergy Feat 7

General Secret Skill Synergy

Prerequisites expert in Perception, master in Stealth

Your mastery of subterfuge allows you to quickly pinpoint potential hiding places, making it easier for you to spot others attempting to hide from you. Whenever you use the Seek action, treat any success to locate a creature that's hidden, unnoticed, or unobserved as a critical success.

Snipe ◆ Feat 2

Attack General Skill

Prerequisites expert in Stealth

Requirements You are concealed or are behind cover or greater cover.

You launch a ranged attack at an opponent quickly before darting out of sight. Strike with a ranged weapon you're wielding, then Hide. You can also Interact once to either draw a thrown weapon or reload a ranged weapon.

If you have the Legendary Sneak feat, you can use this ability even when you aren't concealed or behind cover or greater cover.

Spirit Away Feat 15

Attack General Secret Skill

Prerequisites legendary in Stealth, Silent Dispatch

Requirements The target must be a creature of your size or smaller.

You Grapple the target. If you were hidden from or undetected or unnoticed by the target, treat any success as a critical success. If you trigger Silent Dispatch as a result of restraining the target, moving via the Sneak action doesn't end the restrained condition and until your next turn, the target can't speak or make any noise louder than a muffled whisper while they're restrained.

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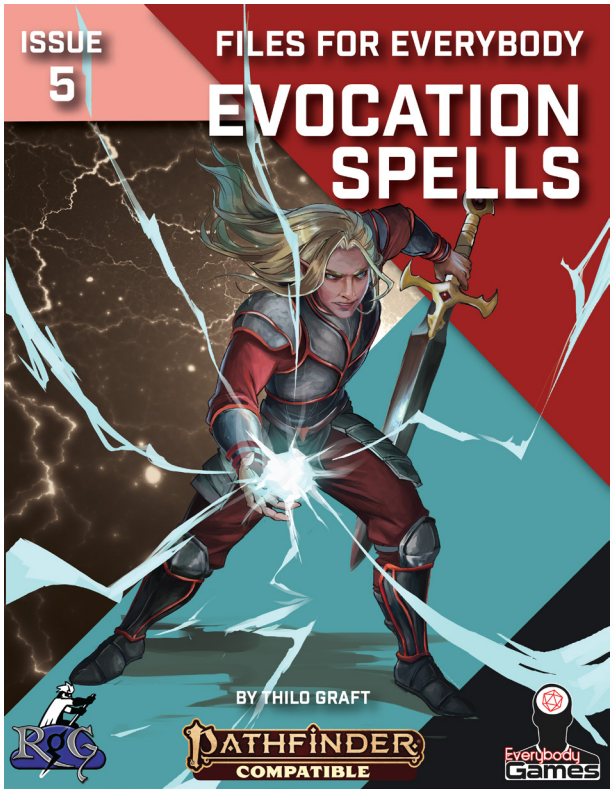
NEXT TIME!

In Issue 5 of Everybody Games' ***Files for Everybody***, Thilo Graft gifts you with everything you need to explode the competition with evocation magic!

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