

ISSUE

6

FILES FOR EVERYBODY

YROOMETJIS



BY ALEXANDER AUGUNAS

PATHFINDER®
COMPATIBLE



FILES FOR EVERYBODY YROOMETJIS

Author Alexander Augunas
Developer Alexander Augunas
Cover Art Chan Yue Rong
Interior Art Chan Yue Rong
Graphic Design Alexander Augunas

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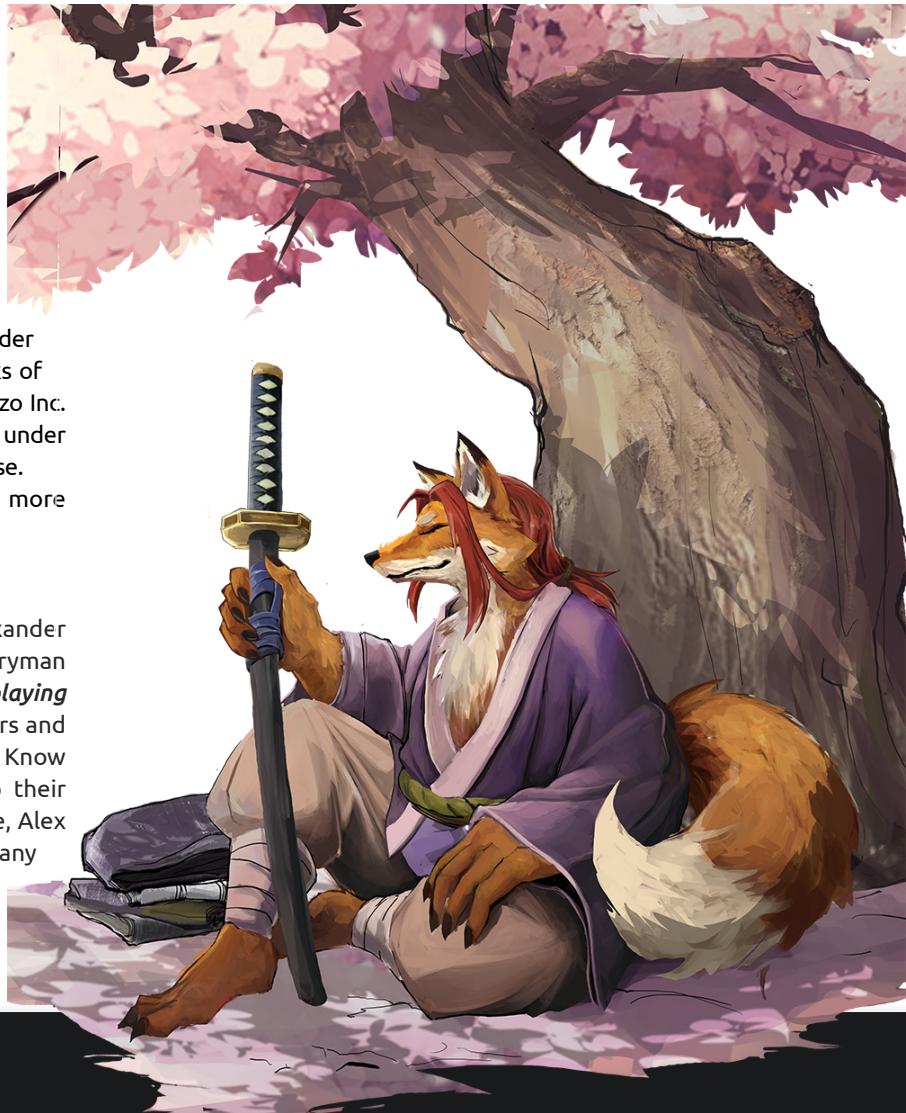
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Everybody Games began as the blog of Alexander Augunas in January 2014 under the name Everyman Gaming, where he wrote about *Pathfinder Roleplaying Game* tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the 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.

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~ Alexander Augunas
Publisher & Crunchmaster of Everybody Games



USING YROOMETJI

While yroometjis can be used just about anywhere in your campaign setting, they absolutely lend themselves to settings with strong resemblances to the Australian outback. However, it's important to remember that your campaign world might not necessarily match up to the real-world geography of planet Earth, and as an intelligent ancestral group, yroometjis are relatively free to travel wherever they want. Keeping them in a traditional Australian setting makes sense, but you shouldn't feel like you can't use this ancestry simply because "kangaroos can't be found here."

POUCHES

One aspect of yroometjis that sometimes throws off players and GMs is that all yroometjis have pouches. This is in contrast to most real-world marsupials, like kangaroos, wherein only female marsupials have pouches. The reasoning here is simple: the pouch is among the most iconic traits that kangaroos have, and rather than create a gross "sexual dimorphism mechanic" that no one really wants, it seemed a better call to just give pouches to all yroometjis, boys and girls alike.

YROOMETJI

Known for their stoic demeanors and standoffish demeanor towards strangers, yroometjis are often a welcome sight to those who find themselves lost within the vast expanses of land they call home. Rather than seeing themselves as owners of their ancestral lands, yroometjis act as stewards and guardians, working to guide nature in a way that promotes happiness and harmony for all. They are personable people known for their jovial attitudes as much as their caution towards outsiders.

PHYSICAL DESCRIPTION

Yroometjis are tall, lithe humanoids whose bodies are covered in short, thick fur that ranges in shades of light to ruddy brown, blond, beige, red-brown, and fulvous. Often disparagingly called kangaroo folk or simply roo folk, these comparisons are nonetheless accurate. Their squat ears stand at attention on the sides of their heads and they have long, slender faces with broad muzzles, beady eyes with irises running the same gamut of color as humans, and can grow mops of hair on their heads that they often grow out and style. The average yroometji sports powerful muscles

in their digitigrade legs and tails, and their hands and feet sport sharp black nails, with those found on their feet being thick and sharp enough to disembowel foes with a properly aimed kick.

Unlike kangaroos and similar creatures, both male and female yroometji possess a marsupial pouch on their lower abdomen. Because of this, yroometji lack many of the overt sexual dimorphisms of other humanoid races such as breasts and nipples, and as a result foreigners often struggle to tell male yroometjis apart from female yroometjis. A yroometji's pouch is capable of carrying approximately a cubic foot of volume and approximately 20 pounds. Although yroometji mothers carry their infant children in their pouches until they're about 3 months old, most yroometji use their pouch more for the convenience of carrying small trinkets, favorite baubles, or light snacks around in it, much as a human would use a pocket sewn into their clothing.

LIFE CYCLE

Yroometji children are born live after a gestation period of twelve months, transferred from within their mother's body directly into her pouch. Yroometjis spend the next three months completely dependent upon their mother, living exclusively within the pouch as they continue to grow and develop. Infant yroometjis are typically able to pull themselves out of their mother's pouches for the first time around three months of age, and once free from the pouch they develop quickly, gaining the ability to walk upright and hop sooner than their human peers thanks to their wide feet and broad tails. This proves a challenge for yroometji mothers, however, as their infant children often display an obsessive interest with exploring the outside world and are prone to hopping off on their own at the slightest provocation. Once a yroometji is free from the pouch, they grow and age much like human children, though they tend to acquire motor skills more quickly and develop physically at a slightly accelerated rate.

Yroometjis possess powerful muscles in their hindquarters that enable them to jump vast distances



IF YOU'RE A YROOMETJI, YOU LIKELY...

Are more comfortable expressing your emotions through physical contact as opposed to words.
Respect nature and actively strive to protect it from harm.
Keep strangers at arm's length, but actively seek physical intimacy with friends, family, and romantic partners.
Have an array of personal items, including baubles and snacks, within your pouch.
Enjoy exercising and playfully roughhouse with your friends and siblings.
Value your people's traditions, but insist that they, like all living things, must be able to change if they are to persist through the ages.

OTHERS PROBABLY...

Mistake your body paintings as being part of your natural fur pattern.
Believe that you're stuck in your ways and slow to adapt and change
Expect you to move about solely by hopping from place to place and are surprised when they see you walking around at a leisurely pace.
Are intimidated by your physique and misinterpret your flexibility as laziness.
Think that you're ignorant due to your people's laxness towards book learning and long-standing tradition of passing their history down through oral storytelling.
Frequently ask inane questions about your pouch, feet, and tail.

with relative ease. Most yroometjis are able to leap as far as they could run by the time they're four years old, and yroometjis treat their children's first 30-foot bound as a milestone not unlike an infant human's first steps. As they age, yroometji culture emphasizes the use of leaping as opposed to simple running, as the former is seen as being more energy efficient than the latter. Skilled yroometjis are able to traverse vast distances with well-timed vertical jumps, a skill most adults deem essential to the walkabouts their children will undergo as adolescents.

Yroometjis are physically mature after approximately 15 years, after which they age at the same rate as humans, living an average of 100 years. Nonbinary yroometji are commonplace, and while many such yroometji identify more with one gender over the other, most express a combination of masculinity and femininity.

PHYSIOLOGY

Yroometjis are warm-blooded creatures who stand approximately 6 feet tall and weigh 200 pounds on average. Although lithe in appearance, yroometjis have strong, muscular bodies capable of propelling themselves great distances into the air with practiced leaps. Their tail muscles in particular are strong enough that a yroometji can strike enemies with their tail with force comparable to that of a punch or a kick. Yroometjis have large eyes that are located on either side of a broad muzzle outfitted with a sensitive nose. They have digitigrade legs and feet with four toes each and leathery skin on their undersides, a noteworthy difference from the kangaroos to which yroometjis are often compared. Each of a yroometji's fingers and toes possesses a single black nail, though the nails on a yroometji's toes are significantly thicker and sharper than those on their hands, to the extent that many yroometji employ a unique martial arts style that allows them to disembowel their enemies using practiced kicks.

Unlike many marsupials, all yroometjis possess a pouch on their lower abdomen of roughly the same size and shape. While some argue that the pouch is a vestigial structure for male yroometjis, yroometji culture strongly emphasizes the importance of all genders in the rearing of young, and it's common for yroometji men to carry younglings between the ages of 3 months and 6 months to a year in their pouches as necessary. A yroometji's pouch is both durable and flexible, although yroometjis often voice discomfort when storing their full capacity within their pouches. Young yroometji don't have pouches, as the pouch usually forms around an individual's 4th birthday.

HIT POINTS

10

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Charisma
Constitution

ABILITY FLAWS

Intelligence

LANGUAGES

Common
Yroometji
Additional languages equal to your Intelligence modifier (if its positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Humanoid
Yroometji

POUCH

You have a pouch on your midriff that you can use to hold 1 bulk of items. Transferring an item from your hand to your pouch (or vice versa) is an Interact action. You can't access your pouch while wearing medium or heavy armor.

CULTURE

Yroometji culture is intrinsically tied to their ancestral lands, which are typically marked by slow-changing geographic boundaries such as rivers, lakes, and mountains. Their lands form the foundation for all aspects of yroometji tribe's culture, for yroometjis are adaptive and resourceful folk capable of using whatever gifts their lands provide them with to survive and thrive.

LIFE

Yroometji are a jovial folk that observe an array of holidays based upon their traditional beliefs, especially the birth of their young. Unlike other races, who count birthdays from the moment a child is born, yroometjis consider their younglings unborn until the first time they pull themselves out of their mother's pouch. Since yroometji grow and develop for almost three months in infancy before this occurs, yroometji children are often roughly three months older than peers who were otherwise "born" on the same day as them, and even without this additional time spent developing in their mother's pouch, yroometjis are naturally stouter and develop faster than children of other races.

In addition to birthdays, most yroometjis observe a coming of age ceremony known as a bora, in which a young yroometji is taught the sacred laws of their tribe, as well as the tribe's sacred songs, dances, and lore. Rather than being the name of the ceremony itself, 'bora' refers to the sacred site upon which the ceremony is held. All ancestral yroometji lands contain a hidden bora, a place of reverence where the boundaries between the material and spiritual worlds are thin. Once the rites have been properly learned, the youngling is sent on their first walkabout, a journey into the Spirit World in search of clarity or understanding. Younglings are sent without guidance or instruction, but nearly all yroometji return from this first walkabout having met their totem spirit and having gained a better understanding of themselves and their place in the world.

ARCHITECTURE

Yroometjis often build small but respectable dwellings that make use of natural fauna and terrain, paying special care to integrate their homes with the land they settle in. For instance, a yroometji tribe dwelling in a savannah may elect to cover her home with dirt and grass seed to replace the grass she cleared in constructing her home, while a tribe living along the coast might decide to construct a floating village atop a multitude of barges to avoid sullying the pristine beauty of the shores. Most yroometji dwellings possess few rooms, electing instead for larger multipurpose spaces over smaller specialized ones. Exactly how these rooms are divided up depends largely on the individual, but most

yroometjis have a single public room for entertaining guests and other group activities, a communal room that all family members share, a nursery used by all family members aged 14 years or younger, a private room for each mated pair of yroometjis living in the home, and two or more bathrooms. The public room is often used for relaxation and entertainment, while the communal room is used for preparing and eating meals, as well as family gatherings.

CLOTHING

Yroometji clothing is traditionally woven from plant fibers and animal hair taken from the creatures they hunt for food. Most yroometjis wear only what clothing is necessary to protect their modesty and their bodies from their environments, with favored outfits consisting of trousers and simple vests that allow the wearer access to their pouches. A yroometji's footpads are sturdy and resistant to most injuries, so they don't commonly wear shoes. In situations where shoes are necessary, however, yroometji footwear consists of simple laced boots that typically stretch from the tip of their toes to their knees. Yroometji shoes are usually open toed in order to allow the wearer to use their lethal kicks to full effect. Yroometjis commonly accessorize their outfits with jewelry made from crystal, polished rock, or carved bone, and favor wearing feathers and similar trappings when possible.

COMMUNITIES & NATIONS

Community life is among the most important of yroometji virtues, as they tend to live in small settlements of as few as 30 yroometjis to as many as 400 or 500. Yroometjis view the community as a living, breathing organism in its own right and strive to make sure that every part of their communities is healthy and functioning properly. Villagers regularly band together to help feed the hungry, house the homeless, and care for the sick whenever necessary, and every member of a yroometji community is expected to provide for the greater good of the community in some manner. Yroometji communities are most often led by seasoned elders, though younger yroometjis can join their local council of elders through simple merit. In general, yroometji settlements tend to be closed off to outsiders, even yroometjis of other villages, although this practice has been increasingly challenged by younger yroometjis who see the wider world and its inhabitants as a larger community that their people are intentionally keeping themselves apart from, rather than a place to be kept at arm's length.

Yroometji culture is intrinsically tied to their ancestral lands, hence their people's apprehension about leaving it. Yroometji traditionally define

their boarders using slow-changing geographic boundaries like rivers, lakes, and mountains, in respect for the spirits that inhabit those lands. As a people, yroometji retain a surprisingly strong mystic element to their day to day affairs despite their eagerness in adapting new technology to their society—to them, man's innovation does not preclude the wisdom of the spirits and vice versa. Yroometjis consider themselves guardians of ancient places where the boundaries between the Mortal Realm and the Spirit World is thin. They have maintained these traditions for generations, and most yroometji settlements can be found within walking distance of such places. Traditionally, a yroometji is not considered to be of age until they are given their clan's totem sent on a pilgrimage within the Spirit World so they can gain understanding about themselves and their role in the community.

CUISINE

Yroometji cuisine largely consists of animals and plants that can be foraged from the surrounding environment, including many types of crab, insects, shrimp, and wild fruits like berries and nuts. Yroometji food is often heavily seasoned and cooked directly upon an open fire, using techniques like baking, braising, grilling, roasting, and smoking. Given that fire is such an integral part of yroometji cooking, fuel for that fire is considered as important an ingredient for a meal as the meal itself, and different types of woods and grasses are selected based upon the desired taste of the food. Most yroometjis cook their food in their home's fireplaces, but just as many build specialized ovens from mud bricks capable of properly utilizing their time-honored cooking traditions. Yroometjis with a particular aptitude or fondness for cooking may have as many of four different ovens in various places across their homes, and most villages have a communal space where food can be publicly cooked using massive smokers and other specialized cooking devices. Famous yroometji dishes included shri'vegga, which consisted of grilled shrimp and vegetables spread across a wild rice pilaf, and avulna which consists of a full colony of ants that have been drowned in barbecue sauce, harvested, and grilled until they pop. The resulting mixture is then mixed with rice and drizzled atop vegetables, fruit, and meat that are first roasted on a skewer over an open fire.

RELATIONS WITH OTHERS

Yroometjis are sociable folk who get along well with foreigners, especially those with ties to the spirits. They make fast friends with catfolk and kitsune, and are very accepting of open-minded humans. They respect the ancient rites of dwarves, although the yroometji culture of peace and spiritual growth clashes spectacularly with the dwarf traditions regarding honor and warfare. As much of yroometji spirituality centers around learning to coexist harmoniously with nature, they do not get along with societies that blatantly pollute or defile nature.

TRADE

Yroometjis tend to primarily practice trades deemed necessary for meeting their basic needs, such as agriculture, tailoring, and construction. Many yroometjis garden or otherwise tend to small patches of land where they can assure themselves some regular supply of food, trading baubles and knickknacks made from animals, plants, colorful stones, and crystals for what they can't gather themselves. Foreigners value yroometjis for their practiced orienteering abilities, and yroometjis are often willing to act as guides for visitors in exchange for compensation, as this allows them to earn money for something they legitimately enjoy doing while also keeping an eye on foreigners who might defile their lands, whether accidentally or intentionally.

ETHNIC GROUPS

Several notable ethnic groups exist among yroometji, as noted below.

» **Drendroo:** At home in tropical climates, drendroo yroometjis are best known for building tree house communities on tropical islands. Their fur ranging in shades of ruddy brown to fulvous, drendroos are of average yroometji build and have thinner tails to compensate. Their culture abhors violence and promotes pacifism whenever

LANGUAGE

Yroometji is among the oldest known languages spoken by mortals, and is best known for its extremely dense rules for pronoun usage. In addition to having male, female, and neutral pronouns, Yroometji also has pronouns for subjects that are simultaneously male and female, as well as pronouns that denote subjects that are sometimes male and sometimes female. It's customary in Yroometji to use a neutral pronoun for young children, objects, and someone you've just met until that individual designates an appropriate gendered pronoun to use for them, if any. Yroometjis are often named after physical occurrences in nature, and include Anmaroo, Balumn, Corola, Delferru, Girro, Jesjiru, Kalti, Malwe, Najinnu, Qedomoro, Ruvro, Salmeri, Xvecae, and Ysmira.

possible, and they're among the most friendly of yroometjis to foreigners.

- » **Gongroo:** Largely secluded from other species, gongroo yroometjis dwell primarily in arid plains and savannas. Although usually average in size, individual gongroos can be much taller than the average yroometji with sturdy builds from having been forced to survive in their harsh homes. Gongroos keep to themselves whenever possible, and restrict foreigner access to much of their settlements.
- » **Lawlaroo:** Found primarily in temperate forests and marshes, lawlaroo yroometjis are have squat bodies, slightly shorter than the average yroometji but thicker overall. Among the most widely distributed of yroometjis, lawlaros often find themselves incorporated into foreigner settlements where they act as nature guides. Many lawlaros have longer fur on the tips of their tails that grows into a fluffy tassel.

ORIGINS

According to yroometji legends, before all gods and divinities, the ancestors existed. These powerful, benign spirits were half mortal and resembled humanoid aspects of the world they were to create—animals, plants, even humans and yroometji. As the ancestors toiled, magic left their bodies and suffused the land with life and drew souls into their creations. When the work had ended, the ancestors were left with mere echoes of the mighty powers they once commanded, but for their sacrifice the land teemed with life and magic. Taking pride in their endeavors, the ancestors settled upon the worlds that they had built for themselves and became the fathers and mothers of the mortal races.

Such was the case with the yroometji, whose ancestors created the kangaroo and the wallaby and shaped the very lands upon which they lived. After a lifetime of creation, the yroometji ancestors settled down upon the lands upon which they had created and bore children—the first yroometjis. As their children grew, the yroometji showed them not only how to hunt and fight, but also how to gather food and respect the natural world. But before their children were fully grown, the yroometji ancestors' magic faded, their life essence spent. Overtaken by grief, the first yroometji resolved to pass from the material world into the spiritual one, hoping to find the souls of their ancestors and return them to their cold bodies. What they found was more splendid than they could have ever imagined, for in the Spirit World, their ancestors were not old and frail, but alive and teeming with magic. It was there that the first yroometji were taught the great secrets of their people—ancient songs, stories, and dances—as well as how to best protect the legacy of their ancestors. It was a lesson

that the first yroometji vowed never to forget, and so they passed on those lessons to each of their children, and their children's children, forevermore.

YROOMETJI HERITAGES

Diverse in their traditions and the ways in which they protect their legacy and the natural world, yroometji have extremely diverse cultures. Choose one of the following yroometji heritages at 1st level.

ARBOREAL YROOMETJI

Your people have adapted to life amidst the tall, hearty trees that can be found amidst your ancestral home. Your size is Small instead of Medium and you are trained in Athletics. When Climbing trees, vines, and other foliage, you move at half your Speed on a success and at full Speed on a critical success (and you move at full Speed on a success if you have Quick Climb). This doesn't affect you if you're using a climb Speed.

BUSHBORN YROOMETJI

Your family's ancestral lands are covered in dense undergrowth and bushes, and from a young age you've learned to efficiently move throughout such terrain. Each time you Stride, you ignore up to 10 feet of difficult terrain or 5 feet of greater difficult terrain caused by plants, such as bushes, vines, and undergrowth. Plants manipulated by magic impede your progress normally. If you have Woodland Stride, you instead gain a +1 circumstance bonus to saves against plants (both plant creatures and mundane plants).

DESERT YROOMETJI

You were raised in an arid climate where water wasn't always assured to you. As a result, your ancestors developed numerous adaptations that help you survive in this environment. You're aren't fatigued when you don't get enough to eat or drink to survive comfortably until you take a total amount of damage from starvation or thirst equal to your level + your Constitution modifier. You treat environmental heat and cold effects as if they were one step less extreme (incredible heat or cold becomes extreme, extreme heat or cold becomes severe, and so on).

RIVERLANDS YROOMETJI

You've always dwelled close to water, and whether your family lived next to a powerful river or your ancestors settled near the sea, some say you could swim before you could walk. You are trained in Athletics. When Swimming, you move at half your Speed on a success and at full Speed on a critical success (and you move at full Speed on a success if you have Quick Swim). This doesn't affect you if you're using a swim Speed.

SPIRIT SPEAKER YROOMETJI

You have particularly close ties to the world's nature spirits, and find it easy to stop and petition them for aid. You learn Sylvan as a bonus language. You can cast the *guidance* cantrip as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

In addition, you gain a +1 circumstance bonus to Diplomacy checks to Make an Impression or make a Request of any creature that's a guardian of nature, such as a fey or a kami.

STARGAZER YROOMETJI

Your ancestors have longingly gazed up in wonder at the nighttime sky every night for countless generations, and your people have developed especially keen nighttime sight. You gain low-light vision.

STEWARD YROOMETJI

While all yroometji believe that taking care of the environment is the duty of all sapient people, your devotion to nature is so powerful that you've learned to channel a bit of nature magic. Choose one cantrip from the primal spell list. You can cast this spell as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up. You can change this cantrip to a different one from the same list once per day by meditating to attract the attention of a different nature spirit; this is a 10-minute activity that has the concentration trait.

STRIDER YROOMETJI

Whether because your people are nomadic or because you've spent much time traveling over land, you are especially nimble among yroometji. Your Speed increases by 5 feet. In addition, when you're determining your travel speed in feet per minute, miles per hour, or miles per day, treat your Speed as if it were 10 feet faster. You only gain this bonus to your travel speed when you're traveling over flat and clear terrain at a pace that isn't exhausting, and only if you aren't moving through difficult terrain or greater difficult terrain.

WANDERER YROOMETJI

While most yroometjis live in communities that are thousands of years old, your ancestors decided to leave their traditional community behind, living in tandem with peoples of other ancestral groups rather than nature. While your family's still values their clan's traditional ways, living amongst other species has broadened your outlook on life. You gain an ability boost to Charisma or Constitution and one free ability boost and no ability flaw; this replaces the yroometji ancestry's usual ability boosts and ability flaws. In addition, choose one skill. You're trained in that skill. At 5th level, you become an expert in that skill.

WAYFINDER YROOMETJI

Whether because you recently took your own journey of self-discovery or because your family are nomadic folk who travel from place to place, you're exceptionally good at navigating to where you want to be. You are trained in Survival. At 5th level, you become an expert in Survival. In addition, you can cast the *know direction* cantrip as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a nashi, you select from among the following ancestry feats.

1ST LEVEL

ANCESTRAL MARKINGS

YROOMETJI

While any yroometji might choose to paint themselves with the traditional markings of their ancestors or clan, their

YROOMETJI ADVENTURERS

Most yroometjis adventure to protect nature in some shape or form, often because a prognostication delivered by their clan's fortune teller or a similar premonition. Yroometjis can be aloof towards those they don't know, but once their trust has been won they're extremely caring and devoted people.

Typical backgrounds for yroometjis include animal whisperer, artisan, farmhand, fortune teller, herbalist, hermit, hunter, laborer, martial disciple, nomad, and scout.

Yroometjis make great rangers and sorcerers, but many also become druids or monks.

significance inspires you to soar to great heights. Each day during your daily preparations, choose one of the following actions. If you choose Ancestral Skill, you must also choose one skill that you have a proficiency rank of trained or better with. If you choose Ancestral Weapon, you must also choose one weapon that you have a proficiency rank of trained or better with. Instead of choosing a weapon, you can choose all of your unarmed attacks as though they were a single weapon.

Once you use the chosen action, you can't use it again for 1 hour.

- » **Ancestral Guard**  **Trigger** An opponent makes an attack against your AC; **Effect** You gain a +1 status bonus to your AC against the triggering attack.
- » **Ancestral Fortitude**  **Trigger** You attempt a Fortitude save or an attack roll or skill check is attempted against your Fortitude DC; **Effect** You gain a +1 status bonus to the triggering Fortitude save or to your Fortitude DC against the triggering effect.
- » **Ancestral Reflexes**  **Trigger** You attempt a Reflex save or an attack roll or skill check is attempted against your Reflex DC; **Effect** You gain a +1 status bonus to the triggering Reflex save or to your Reflex DC against the triggering effect.
- » **Ancestral Skill**  **Trigger** You attempt a skill check with the chosen skill; **Effect** You gain a +1 status bonus to the triggering skill check.
- » **Ancestral Weapon**  **Trigger** You make an attack with the chosen skill; **Effect** You gain a +1 status bonus to the triggering attack roll.
- » **Ancestral Will**  **Trigger** You attempt a Will save or an attack roll or skill check is attempted against your Will DC; **Effect** You gain a +1 status bonus to the triggering Will save or to your Will DC against the triggering effect.

FOCUSED HEARING

FEAT 1

YROOMETJI

You have an acute sense of hearing and are able to detect even the slightest whispers of sound. As long as you can hear normally, you can use the Seek action to sense undetected creatures in a 60-foot cone instead of a 30-foot cone. When you use Seek in this manner, it gains the concentration trait. You also gain a +2 circumstance bonus to locate undetected creatures that you could hear within 30 feet with a Seek action.

KEEN SENSES

FEAT 1

YROOMETJI

Your sense of smell is exceptionally keen among yroometji. You gain a special sense: imprecise scent with a range of 30 feet. This means that you can use your sense of smell to determine the exact location of a creature. The GM will usually double the range if

you're downwind from the creature or halve the range if you're upwind. In addition, your sense of smell is so keen that when you use it to Follow Tracks, you gain a +1 circumstance bonus to your check.

MIGHTY KICK

FEAT 1

YROOMETJI

Your feet sport sharp nails that are deadly weapons in their own right. You gain a kick unarmed attack that deals 1d6 bludgeoning damage. Your kick is in the brawling group and has the finesse, unarmed, and versatile P traits.

POUCH CONVENIENCE

FEAT 1

YROOMETJI

Requirements trained in Crafting.

You've modified your clothing and armor to make accessing your pouch easier. You can access your pouch while wearing medium or heavy armor.

QUICK YROOMETJI

FEAT 1

YROOMETJI

You've learned how to use your springing gait to propel yourself forward faster. Your Speed increases by 5 feet.

SPIRIT GUIDE

FEAT 1

YROOMETJI

You attract the attention of a spirit who assumes the form of an animal that magically bonds to you. You gain a familiar using the rules in Chapter 3 of the *Pathfinder Second Edition Core Rulebook*. The type of animal is up to you, but most yroometji choose animals that have a spiritual significance to them and their ancestors.

TAIL SPRING

FEAT 1

CONCENTRATE FLOURISH YROOMETJI

Requirements You aren't fatigued.

You lean back onto your tail, ready to use it to spring yourself forward into your foe for increased power and momentum. You Step. If your next action is a melee Strike with a melee weapon or unarmed attack that you're trained with, your attack deals +2 additional damage.

YROOMETJI ORATION

FEAT 1

YROOMETJI

You were entranced by the manifold stories told to you by your people about the world, and your knowledge of them provides you with a surprising amount of practical knowledge. You become trained in Nature, Performance, and Yroometji Lore. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

YROOMETJI WEAPON FAMILIARITY	FEAT 1	HOPPING MASTERY	FEAT 9
YROOMETJI		YROOMETJI	
You favor the traditional martial arts of your people. You are trained with clubs, greatclubs, spears, and longspears.		Requirements Hopping Gait.	
In addition, you gain access to all uncommon yroometji weapons. For the purpose of determining your proficiency, martial yroometji weapons are simple weapons and advanced yroometji weapons are martial weapons.		You are able to reliably spring about the battlefield. When you attempt an Athletics check using Hopping Gait, treat a critical failure as a failure, a failure as a success, and a success as a critical success.	
5TH LEVEL		MULTITUDE OF MARKINGS	FEAT 9
DEADLY KICK	FEAT 5	YROOMETJI	
YROOMETJI		Requirements Ancestral Markings.	
Requirements Mighty Kick.		You can call upon your ancestral body markings for aid more often. During your daily preparations, choose two actions listed in Ancestral Markings instead of one. You can choose the same action twice.	
HOPPING GAIT	FEAT 5	NATURE'S DEDICATION	FEAT 9
YROOMETJI		YROOMETJI	
Requirements expert in Athletics, Powerful Leap.		You learn the secrets of the wild with ease. You gain a 2nd-level multiclass dedication feat, even if you couldn't take another dedication feat until you take more feats from your current archetype. This dedication feat must have the druid, monk, ranger, or sorcerer trait or list a proficiency rank of expert or better in Nature. If you choose a dedication feat with the sorcerer trait, your bloodline must grant access to the primal spell list. The GM can allow you to choose a other dedication feats if they are suitably connected to nature or primal magic.	
» Critical Success You Stride. At any point during your Stride, you Leap twice. Neither Leap counts against the total distance you can Stride; for example, if you have a Speed of 25 feet, you could Stride 10 feet, Leap 10 feet, then Stride 10 feet more, then Leap 10 feet more, and then finally Stride 5 feet more.		13TH LEVEL	
» Success You Stride. At any point during your Stride, you Leap once. Your Leap doesn't count against the total distance you can Stride; for example, if you have a Speed of 25 feet, you could Stride 10 feet, Leap 10 feet, then Stride 15 feet more.		EMPOWERED MARKINGS	FEAT 13
» Failure You Stride.		YROOMETJI	
» Critical Failure You fall prone.		Requirements Ancestral Markings.	
YROOMETJI WEAPON MASTERY	FEAT 5	Your markings provided you with greater benefits. Increase the status bonus provided by each action listed in Ancestral Markings to +2.	
YROOMETJI		POUCH FLOURISH	FEAT 13
You are especially skilled with the traditional weapons of your people. Whenever you critically hit using an unarmed attack, a yroometji weapon, or one of the weapons listed in Yroometji Weapon Familiarity, you apply the weapon or unarmed attack's critical specialization effect.		YROOMETJI	
9TH LEVEL		You Interact with your pouch, transferring one item from your hand to your pouch or vice versa. You must be able to access your pouch to use this action. Once you use Pouch Flourish, you can't use it again until your next turn.	
YROOMETJI WEAPON EXPERTISE	FEAT 13	YROOMETJI	
YROOMETJI		Requirements Yroometji Weapon Familiarity.	
You possess great skill with yroometji weapons. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in unarmed attacks, yroometji weapons, and every weapon listed by Yroometji Weapon Familiarity.			

CLASS OPTIONS

Yroometji are tireless protectors of nature, and have developed numerous techniques that allow them to combat a wide array of threats. Their talent for evoking nature's fury is prized for its effectiveness at tackling and surpassing all manner of obstacles commonly faced by adventurers. This section includes new class options that are associated with nashi characters, as well as a new archetype. Unless noted otherwise, these options are considered of Common rarity for all characters by default.

DRUID DRUIDIC ORDER

While still distinct from yroometji society, yroometji druids are far more included in the happenings of day to day life for the typical yroometji, and common as spiritual leaders and healers. The following druidic order is available to all druids, but is especially common among yroometjis.

LIFE

You are a scion of life, seeking to protect and promote living creatures be they animals, plants, or people. You are trained in Medicine. You also gain the Nature's Cure druid feat. You gain the *nature's remedy* order spell, and you increase the number of Focus Points in your focus pool by 1. Committing wanton cruelty to living creatures or killing living creatures unnecessarily is anathema to your order. (This doesn't prevent you from defending yourself against living creatures or harvesting them when necessary for survival.)

1ST LEVEL DRUID FEATS

MEDICINAL CATALYST

FEAT 1

DRUID

Prerequisite life order

You have mastered numerous magical and medicinal techniques that help life flourish, even under adverse conditions. You gain a +1 conditional bonus to Medicine checks. Whenever you use Medicine or a necromancy spell to heal Hit Point damage, treat any results of a 1 that you roll as a 2 when determining the total amount of damage healed.

REGROWTH

FEAT 1

DRUID

Prerequisite life order

You promote the rapid regrowth of any wounded creature that you heal. Whenever you cast a *heal* spell, every living creature healed by your spell gains fast healing 2 for a number of rounds equal to the spell's level.

4TH LEVEL DRUID FEATS

STUBBORN HEALING

FEAT 4

DRUID

Prerequisite life order

You channel life's stubborn resolve to assist a wounded or harmed ally. You gain a +1 status bonus to counteract checks attempted as part of the effects of a primal spell with the healing and necromancy traits.

6TH LEVEL DRUID FEATS

LIFE FONT

FEAT 6

DRUID

Prerequisite life order

Through the blessings of nature, you gain additional spells that channel the fundamental forces of life called positive energy. When you prepare your spells each day, you gain a number of additional spell slots equal to the number of druid feats you possess, up to $1 + \text{your Wisdom modifier}$. You can only prepare *heal* spells in these spell slots, and they're automatically heightened to the highest level of druid spell that you can cast.

8TH LEVEL DRUID FEATS

EXPANDED FONT

FEAT 8

DRUID

Prerequisite Life Font

You are able to channel the forces of life in new and unpredictable ways. You can sacrifice one *heal* spell you've prepared in your extra slots from Life Font to cast one of the following spells instead: *remove curse*, *remove disease*, *remove paralysis*, or *restoration*. The spell is heightened to the same level as the *heal* spell you sacrificed.

10TH LEVEL DRUID FEATS

REINCARNATION

FEAT 10

DRUID

Prerequisite expert in Nature, life order

You learn the secret to restoring life to the dead from nature itself. You learn the *resurrect* ritual. When casting this ritual, it is automatically heightened to the highest level of druid spell you can cast, and you and any secondary casters participating in the ritual can attempt Nature checks instead of the ritual's usual primary and secondary skills.

In addition to the ritual's usual effects, some or all of the following occur.

- » **Ability Scores** If the target is a PC, their player can reassign all of their ability boosts and flaws. They must abide by the same rules and guidelines as if they were making a new character. If a PC's ancestry changes, they must also reassign their ability scores.
- » **Age** The target becomes a young adult. If the GM deems it appropriate for the campaign, the target can instead return as an adolescent or even a child (though if the target is a PC, their player must consent to returning as a child).
- » **Ancestry** The target's ancestry changes, either to your ancestry or to an ancestry that's native to the region where you cast the ritual. If the target is a PC, their player chooses whether or not to change their ancestry. If the target is an NPC, the GM chooses. If a PC's ancestry changes, their player reassigns their ability scores, chooses a heritage from among those available to their new ancestry, and chooses new ancestral feats from among those available to their new ancestry. The PC can choose Adopted Ancestry with their previous ancestry as their 1st-level ancestry feat, or they can retrain one of their general feats for Adopted Ancestry if they are 3rd level or higher.
- » **Appearance** Regardless of whether or not the target's ancestry changes, the target's appearance is altered as a result of reincarnation. This can be as insignificant as a change in the color of their eyes or as extensive as a complete change in gender. If the target is a PC, the PC's player determines the extent of the changes.
- » **Memory** The target retains all of their memories of their previous life, but they are somewhat distant and fuzzy, as if they happened in a dream.
- » **Personality** The target's personality might change slightly or drastically as a result of this ritual, though never enough to change their alignment. If the target is a PC, the PC's player determines the extent of the changes.

12TH LEVEL DRUID FEATS

NATURE'S SUCCOR

DRUID

Prerequisite Life Font

You revitalize the target with a blast of positive energy. You can sacrifice one *heal* spell you've prepared in your

FEAT 12

Focus 1

extra slots from Life Font to cast *breath of life* as a primal spell.

16TH LEVEL DRUID FEATS

REFLEXIVE SUCCOR

FEAT 16

DRUID

Prerequisite Nature's Succor

You are able to effortlessly protect others from death. You gain an additional reaction each round that you can only use to cast *breath of life*.

18TH LEVEL DRUID FEATS

QUICK HEALING

FEAT 18

DRUID

Prerequisite Life Font

You are able to effortlessly provide healing to others. You are permanently quickened 1. You can only use this additional action to cast heal spells. If you have Expanded Font, you can use also this action to cast any spell listed by that feat.

20TH LEVEL DRUID FEATS

GRAND SUCCOR

FEAT 20

DRUID

Prerequisite Nature's Succor

You are effortlessly able to whisk allies away from death. When you cast *breath of life* to prevent a creature from dying, they heal $10d8+80$ Hit Points instead of the amount listed by the spell. If you have Regrowth, they also gain fast healing 2 for 10 rounds.

In addition, you can cast *breath of life* when a creature dies from *disintegrate* or a death effect, restoring them to life. A creature revived in this manner gains the clumsy 2, drained 2, enfeebled 2, and stupefied 2 condition for 24 hours.

DRUID ORDER SPELLS

The following order spell is associated with life order druids, and allows druids to utilize their mastery over the natural world to quickly remedy hurt creatures.

NATURE'S REMEDY

Focus 1

UNCOMMON CONJURATION DRUID

Cast  somatic, verbal

Range touch; **Targets** 1 living creature

You accelerate and enhance the target's natural healing abilities, allowing them to quickly recover from harm. Choose one of the following Medicine actions and attempt a spell attack roll: Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. Treat the result of your spell attack roll as if you had rolled a Medicine

check to use the chosen action. Any effects that apply when you use the chosen Medicine action apply normally, and if you choose Treat Wounds you can increase the DC to heal more Hit Points, as noted by the action.

MONK FEATS

While they often lack the traditional fighting institutions that monks of other ancestral groups use to hone their fighting skills, yroometji monks have a long and storied history of utilizing complex fighting styles that have been said to have been passed down through the ages by the precursors of nature. The following feats are available to all monks unless they have the yroometji trait, in which case a monk must be a yroometji to select the feat.

2ND LEVEL MONK FEATS

ANCESTRAL WEAPONRY

FEAT 2

MONK

Prerequisites trained with a weapon that has your ancestry's trait, Monastic Weaponry.

Your familiarity with your people's weapons is so great that you can blend your monk training with your ancestral fighting styles. You treat all weapons that have your ancestry's weapon trait as though they also had the monk trait when determining if you can use them in tandem with your monk feats and abilities. This includes Monastic Weaponry's ability to use your unarmed strike proficiency rank as your monk weapons' proficiency rank.

PRIMAL KI

FEAT 1

MONK

Prerequisites must be taken at 1st level.

Your ki is inspired not from the divine, but the natural world. Instead of deciding whether your ki spells are divine spells or occult spells, your ki spells are primal spells. You gain the Wild Stance ki spell.

4TH LEVEL MONK FEATS

SPIRIT GUIDE FORM

FEAT 4

MONK YROOMETJI

Prerequisites Primal Ki

You gain the *spirit guide form* focus spell, and the total number of Focus Points in your focus pool increases by 1.

MONK KI SPELLS

Yroometji monks can gain the following ki spell by selecting Spirit Guide Form.

SPIRIT GUIDE FORM

Focus 2

UNCOMMON POLYMORPH TRANSMUTATION

Cast somatic, verbal

Duration 1 minute

You assume one of several animal forms, gaining the effects of *animal form* spell heightened to spirit guide form's level. Unlike *animal form*, you choose from among the following forms which range in size from Tiny to Medium:

- » **Crocodile** Speed 20 feet; **Melee** jaws (forceful), **Damage** 2d8 piercing plus grab.
- » **Kangaroo** Speed 40 feet; **Melee** bludgeoning kick (forceful), **Damage** 2d8 bludgeoning; **Melee** piercing kick (agile), **Damage** 1d10 piercing.
- » **Thylacine** Speed 25 feet; **Melee** jaws (agile), **Damage** 1d10 piercing.

WILD STANCE

Focus 1

UNCOMMON POLYMORPH STANCE TRANSMUTATION

Cast somatic, verbal

Your physiology shifts, causing you to gain animal aspects and traits. You gain low-light vision and imprecise scent with a range of 30 feet. These benefits last until you get knocked out, until the encounter ends, or until you enter a new stance, whichever comes first.

If you have any monk feats with the stance trait that include an animal's name in the feat's name (such as Crane Stance or Tiger Stance), you can enter that stance as part of the spell's effects. The effects of this spell are considered to be part of the chosen stance's effects, and end when that stance's effects end.

Heighten (+1) If you have any monk feats with the stance trait that include a creature's name in the feat's name, you can gain the benefits of a primal spell with the polymorph trait whose level is equal to or less than the focus spell's level. When doing so, you must assume a form that matches the animal whose name is in the feat's name.

RANGER HUNTER'S EDGES

Yroometjis are skilled hunters who often make use of centuries-old techniques for hunting prey, be them an animal to serve as food for their clan or an interloper whose is actively harming their traditional lands.

AMBUSH

You have trained to take advantage of lapses in your opponent's defenses. On the first round of combat, if you roll Deception or Stealth for initiative, your hunted prey is flat-footed to you if they haven't acted yet. Whenever you hit your hunted prey, your attack deals +2 additional damage if your hunted prey is flat-footed. At 11th level, this extra damage increases to +4, and at 19th level, the extra damage increases to +6.

Masterful Hunter Upgrade Your mastery of skills allows you to catch your prey off-guard. If you roll

Deception or Stealth for initiative and you have master proficiency in the skill that you rolled, your hunted prey is flat-footed to you until the end of your next turn if the result of your initiative equals or exceeds the hunted prey's Perception DC.

MENACE

You have trained to instill fear into your enemies. You gain a circumstance bonus to attack rolls, Athletics checks, Deception checks, and Thievery checks against frightened creatures equal to the condition value of the creature's frightened condition, up to a maximum bonus of +2.

Masterful Hunter Upgrade You menace your hunted prey, allowing you to quickly instill fear within them. If you have master proficiency in Intimidation, when you attempt to Demoralize your hunted prey, treat a critical failure as a failure, a failure as a success, and a success as a critical success.

PACK TACTICS

You have trained to use your allies to take down powerful opponents. Whenever your hunted prey is attacked by an ally, you can Aid your ally without needing to have prepared to help them first. You can typically aid any ally you want, so long as you're close enough to your hunted prey that you could Strike them with an unarmed attack or a weapon you're wielding. You can aid any action that has the attack trait in this manner, applying your bonus to your ally's attack roll or skill check as appropriate. You gain a +1 circumstance bonus to attack rolls and skill checks to Aid allies, and your allies gain a +1 circumstance bonus to attack rolls and skill checks to Aid you.

Masterful Hunter Upgrade Your mastery of aiding others allows you to assist your allies with lightning speed. At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only to Aid.

YROOMETJI RITUAL

Yroometjis have developed the following ritual to assist them in caring for wounded allies, though it is sometimes used to smuggle creatures into places unseen. This ritual is common for yroometjis and uncommon for nonyroometjis

POUCH ALLY

UNCOMMON **POLYMORPH** **TRANSMUTATION**

Cast 1 hour; **Cost** rare oils worth a total value determined by the target creature's size, as follows: Fine (1.2 sp), Diminutive (2.5 sp), Tiny (5 sp), Small or Medium 1 sp; Large (4 sp), Huge (9 sp), Gargantuan (1.6 gp), Colossal (3.6 gp)

Primary Check Medicine or Occultism (trained),

RITUAL 1

Nature (trained)

Range touch; **Targets** 1 willing yroometji and 1 willing creature

Duration permanent or until dismissed

The target shrinks to half an inch in size and is relocated into the target yroometji's pouch for the spell's duration. While within the target yroometji's pouch, the target creature is asleep and nourished by the target yroometji's body. This causes the yroometji to require twice as much food and water to avoid starvation and dehydration. The target creature counts as having negligible Bulk for the purpose of determining how much can fit within the target yroometji's pouch, and the ritual's magic protects the target creature from whatever else the yroometji puts into their pouch. The target yroometji can dismiss the ritual by using an Interact action to pull the creature out of its pouch, which causes the creature to awaken and return to their normal size in any space that's adjacent to the target yroometji of their choice.

» **Critical Success** As a success, but the target creature can dismiss the ritual by envisioning itself returning to its normal form. When doing so, the target creature enters a space of their choice that's adjacent to the target yroometji.

» **Success** While within the target yroometji's pouch, the target creature dreams everything that the target yroometji experiences with all of its senses. When the target yroometji uses an Interact action to dismiss the ritual, the target creature returns to their normal size in any space of their choice that's adjacent to the target yroometji.

» **Failure** While within the target yroometji's pouch, the target dreams normally; it doesn't experience what the target yroometji experiences. When the target yroometji pulls the target creature from their pouch, the target creature must attempt a DC 13 Constitution check. The target is affected as if they had gotten the same result (critical success, success, failure, or critical failure) on a Fortitude save against a *baleful polymorph* spell. Instead of a harmless animal, the target is transformed into a young yroometji. If the target fails or a critically fails, roll a DC 15 flat check to determine how young the target becomes. On a success, the target transforms into an adolescent yroometji, gaining the enfeebled 1 condition. On a failure, the target transforms into a child yroometji, becoming Small and gaining the enfeebled 2 condition. On a critical failure, the target transforms into an infant yroometji, becoming Diminutive and unable to take actions.

» **Critical Failure** As a failure, but the target treats a critical success on all checks as a success, all successes as failures, and all failures as critical failures.

EQUIPMENT

Masters of their environments, yroometjis have cultivated an entire fighting style based around boomerangs, a type of club with aerodynamic properties. Yroometji boomerangs are often named after natural forces and are specialized for specific types of attacks; it's not uncommon to see a seasoned yroometji warrior carry a dozen or more different kinds of boomerangs on their person. Yroometjis are also well-known for their body paints, which unleash powerful magical effects with a mere thought.

WEAPONS

Yroometjis often use time-honored, traditional weapons that their clans have perfected over thousands of years.

NEW WEAPON TRAITS

The following weapon traits compliment the new weapons described on page 17.

Multistrike: You can use the multistrike basic action with the weapon.

Return: When you make a thrown Strike with the weapon and the result is a critical success or a miss, the weapon flies back to your hand after the Strike is complete. If your hands are full when the weapon returns, it falls to the ground in your space. If the *returning* rune is etched onto a weapon with the return trait, the *returning* rune doesn't count towards the maximum number of property runes that the weapon can be etched with.

WEAPON DESCRIPTIONS

Each of the weapons listed on the accompanying table are described below.

Yroometji Avalanche: This boomerang is resembles a massive three-pronged star, with each prong stretching about 10 inches in length and ending with a thick head for clobbering foes. When properly thrown, a yroometji avalanche spins clockwise, greatly improving its accuracy and power.

Yroometji Beaker: This boomerang is shaped like a right angle, but its outer segments are slightly flayed at the end. Traditionally used for hunting birds, a beaker is designed to strike multiple targets with a single throw.

Yroometji Returner: Perhaps the best-known yroometji boomerang, a returner is designed to return to its wielder when thrown. Returners typically return only if they miss, as colliding with their mark usually causes them to fall to the ground unless the attack is particularly well executed.

Yroometji Sirocco: This boomerang is shaped in the familiar right-angle style of other yroometji

boomerangs, but its flayed edges allow its wielder to easily throw the weapon beyond its mark's field of vision, taking advantage of a foe's limited range of visibility to deal deadly blows.

Yroometji Throwstick: This boomerang is little more than a particularly aerodynamic club, designed specifically to increase in power with every throw or swing. The unique curvature that allows it to soar further than a typical club can also be used to guide enemy attacks away from the wielder.

Yroometji Tsunami: This boomerang is essentially a massive version of the yroometji returner. The weapon's increased size allows it to deliver lethal blows, but it is significantly heavier and more cumbersome to wield than other boomerangs.

Yroometji Twister: This boomerang resembles a massive four-pronged star, with each prong stretching about 8 inches in length. When properly thrown, a yroometji twister spins clockwise, greatly improving its accuracy and power.

NEW BASIC ACTIONS

The following is a basic action that you can use with weapons with the multistrike trait.

MULTISTRIKE ♦

ATTACK FLOURISH

Requirements You are wielding a weapon with the multistrike weapon trait that you have a proficiency rank of trained or better with.

Make two Strikes with one weapon that meets the requirements. Both Strikes must be against different creatures that are adjacent to each other, and you apply your multiple attack penalty to each Strike normally.

BODY PAINTS

A body paint is a magical pattern drawn onto your body that you activate when you envision its magic taking effect, which uses it up. Body paintings have the body painting trait. Applying a body painting takes 10 minutes and two hands: one to hold the jar containing the paint

UNCOMMON MELEE								
ADVANCED WEAPONS	PRICE	DAMAGE	BULK	HANDS	GROUP	WEAPON TRAITS		
Yroometji throwstick	1 gp	1d8 B	2	1	Club	Forceful, parry, thrown 25 ft., yroometji		

UNCOMMON RANGED								
ADVANCED WEAPONS	PRICE	DAMAGE	RANGE	RELOAD	BULK	HANDS	GROUP	WEAPON TRAITS
Yroometji avalanche	5 gp	1d8 B	50 ft.	—	1	1	Club	Deadly d8, multistrike, sweep, thrown, yroometji
Yroometji beaker	3 gp	1d6 B	50 ft.	—	L	1	Club	Agile, multistrike, sweep, thrown yroometji
Yroometji returner	2 gp	1d6 B	50 ft.	—	L	1	Club	Agile, backswing, ranged trip, return, thrown, yroometji
Yroometji sirocco	3 gp	1d6 B	50 ft.	—	L	1	Club	Backstabber, deadly d8, ranged trip, return, thrown, yroometji
Yroometji tsunami	5 gp	1d8 B	50 ft.	—	1	1	Club	Fatal d10, ranged trip, thrown, volley, yroometji
Yroometji twister	4 gp	1d6 B	50 ft.	—	L	1	Club	Agile, deadly d8, ranged trip, thrown, yroometji

and the other to extract and apply the paint to your body. You can only apply body paint to yourself or to a willing creature within your reach, and you can only have one application of body paint on yourself at a time. Regardless of who applied the paint to your body, only you can Interact with body paint that's been applied to you. Because the process is so thorough, it is usually impossible to apply body paint to an unwilling target unless that target is paralyzed, petrified, or unconscious.

While most yroometji clans have body painting traditions spanning thousands of years, the patterning painted with body paint doesn't need to be exact to take effect; the entire container need only be applied to your body in a manner that you can envision. As a magic item, body paint doesn't wash off and can't be smeared or ruined unless you specifically want to remove it. Once you've activated the body paint, its magic leaves and it becomes mundane paint that can be washed away or smeared normally.

GHOSTSTRIDE BODY PAINT ITEM 6+

BODY PAINT CONSUMABLE MAGICAL TRANSMUTATION

Bulk 1 (before application)

Ghoststride body paint is derived primarily from the spores of ghost mushrooms mixed with several different species of algae. This gives *ghoststride body paint* a murky, green hue.

Activate ♦ envision (concentrate, polymorph, primal, transmutation); **Effect** You become incorporeal, gaining the incorporeal trait. When the effect ends, you fall if you're in the air and you're shunted out of any objects you're inside of, as per *ethereal jaunt*.

Type *lesser ghoststride body paint*; **Level** 6; **Price** 100 gp
You are incorporeal for 1 round.

Type *ghoststride body paint*; **Level** 10; **Price** 250 gp

You are incorporeal for 5 rounds. These rounds don't need to be used consecutively; you choose at the start of each of your turns whether to use a round, and if you choose not to the effects end until you activate the body paint again. You retain these rounds for up to 1 hour, after which any unused rounds are wasted.

Type *greater ghoststride body paint*; **Level** 15; **Price** 1,000 gp

You are incorporeal for 10 rounds. These rounds don't need to be used consecutively; you choose at the start of each of your turns whether to use a round, and if you choose not to the effects end until you activate the body paint again. You retain these rounds for up to 1 hour, after which any unused rounds are wasted.

GROWPOUCH BODY PAINT

ITEM 1+

BODY PAINT CONSUMABLE MAGICAL TRANSMUTATION YROOMETJI

Bulk 1 (before application)

Growpouch body paint is a favorite among yroometji; as its name implies, its use greatly expands the carrying capacity of a yroometji's pouch by creating an extradimensional space within it. *Growpouch body paint* is created using a combination of floral paste and yroometji fur clippings, usually from the user.

Activate ♦ envision (concentrate, extradimensional, transmutation); **Effect** For the next 24 hours, your pouch opens into an extradimensional space larger than its outside dimensions. The amount your pouch can hold depends on the body paint's type. You can Interact with your pouch to put items in or remove them as normal. You can't fit an item into your pouch that's too large to fit into your pouch's opening. If your pouch is overloaded, you take $1d6$ damage \times the body paint's item level and all items within it are lost forever. You can Interact with your pouch to spill out all items within it unharmed; this

occurs automatically when the body paint's duration expires. A living creature placed within your pouch has enough air for 10 minutes before it begins to suffocate, and it can attempt to Escape against your Athletic DC – 10. An item in your pouch provides no benefits unless its retrieved first and can't be detected by magic that only detects things on the same plane.

Type minor growpouch body paint; **Level** 1; **Price** 18 gp; **Capacity** 6 Bulk

Type lesser growpouch body paint; **Level** 4; **Price** 75 gp; **Capacity** 12 Bulk

Type moderate growpouch body paint; **Level** 7; **Price** 250 gp; **Capacity** 25 Bulk

Type greater growpouch body paint; **Level** 11; **Price** 500 gp; **Capacity** 50 Bulk

Type greater growpouch body paint; **Level** 15; **Price** 1,500 gp; **Capacity** 100 Bulk

Type supreme growpouch body paint; **Level** 19; **Price** 3,000 gp; **Capacity** 150 Bulk

GUMBONE BODY PAINT

ITEM 1+

BODY PAINT CONSUMABLE MAGICAL TRANSMUTATION

Bulk 1 (before application)

Gumbone body paint is aptly named, as it's created from a combination of rubbery sap, eucalyptus extract, and avian bones. When mashed together, gumbone body paint is bone-white in appearance and sticky like gum.

Activate ♦ envision (concentrate, transmutation); **Effect** You treat any difficult terrain or greater difficult terrain gained from being in a tight space as being one step less severe (greater difficult terrain becomes difficult terrain, and difficult terrain becomes normal terrain). In addition, your proficiency rank is considered to be one rank better when determining what sort of obstacles you can Squeeze through (though this doesn't increase your proficiency bonus) and you treat a critical failure as a failure, a failure as a success, and a success as a critical success.

Type lesser gumbone body paint; **Level** 1; **Price** 1 gp
The effect lasts 1 minute.

Type gumbone body paint; **Level** 5; **Price** 10 gp
The effect lasts 10 minutes.

Type greater gumbone body paint; **Level** 7; **Price** 60 gp
The effect lasts 1 hour.

IDYLLIC BODY PAINT

ITEM 1

BODY PAINT CONSUMABLE MAGICAL POLYMORPH TRANSMUTATION

Bulk 1 (before application)

Level 1; **Price** 10 sp

Idyllic body paint is custom-made for each individual, the only common ingredient being a drop of blood belonging to the creature to use the body paint. When properly mixed, it assumes the wearer's favorite colors.

Activate ♦ envision (polymorph, transmutation);

Effect Your appearance subtly adjusts to that of your ideal self for 12 hours. You can adjust your height by up to 6 inches, your weight by up to 50 pounds, your voice by an octave, and your body's pigmentation to anything you desire, even if your ancestry normally can't have the chosen pigmentation. These changes grant you a +1 status bonus to Deception checks to Impersonate someone else.

IRONHIDE BODY PAINT

ITEM 1+

BODY PAINT CONSUMABLE MAGICAL TRANSMUTATION

Bulk 1 (before application)

Ironhide body paint is blended from a mixture of molted reptile scales, red clay, and rust into a ruddy mixture. While patterns vary, it's traditional for yroometjis using *ironhide body paint* to fully coat their most sensitive regions out of superstition.

Activate ♦ envision (concentrate, transmutation);

Effect You gain resistance to physical damage for 1 hour or until the *ironhide body paint* has prevented a total amount of damage equal to or greater than its threshold.

Type minor ironhide body paint; **Level** 1; **Price** 10 gp

You gain resistance 1 to physical damage. The damage threshold is 10.

Type lesser ironhide body paint; **Level** 5; **Price** 100 gp

You gain resistance 2 to physical damage. The damage threshold is 50.

Type ironhide body paint; **Level** 9; **Price** 270 gp

You gain resistance 3 to physical damage. The damage threshold is 90.

Type greater ironhide body paint; **Level** 13; **Price** 520 gp

You gain resistance 4 to physical damage. The damage threshold is 130.

Type superior ironhide body paint; **Level** 17; **Price** 850 gp

You gain resistance 5 to physical damage. The damage threshold is 170.

LONGSHADOW BODY PAINT

ITEM 7+

BODY PAINT CONSUMABLE MAGICAL TRANSMUTATION

Bulk 1 (before application)

Longshadow body paint consists of animal fat, ochre, and saltbush extract mixed into a slime that's lathered onto the body. Despite its name, *longshadow body paint* tends to have a golden brown color.

Activate ♦ envision (concentrate, polymorph, primal, transmutation); **Effect** Your size increases for and you are clumsy 1. Your equipment grows with you, but returns to normal if removed. If you're already the indicated size, the body paint has no effect on you.

Type lesser longshadow body paint; **Level** 7; **Price** 75 gp

You grow to size Large for 10 minutes. Your reach increases to 10 feet and you gain a +2 status bonus to melee damage.

Type longshadow body paint; **Level** 11; **Price** 250 gp

You grow to size Large for 1 hour or to size Huge for 10

minutes. If you grow to size Large, your reach increases to 10 feet and you gain a +2 status bonus to melee damage. If you grow to size Huge, your reach increases to 15 feet and you gain a +4 status bonus to melee damage.

Type greater longshadow body paint; **Level** 15; **Price** 1,000 gp
You grow to size Large for 5 hours, size Huge for 1 hour, or size Gargantuan for 10 minutes. If you grow to size Large, your reach increases to 10 feet and you gain a +2 status bonus to melee damage. If you grow to size Huge, your reach increases to 15 feet and you gain a +4 status bonus to melee damage. If you grow to size Gargantuan, your reach increases to 20 feet and you gain a +6 status bonus to melee damage.

MAGIC REFLECTION BODY PAINT

ITEM 3+

ABJURATION **BODY PAINT** **CONSUMABLE** **MAGICAL**

Bulk 1 (before application)

Magic reflection body paint is created using a blend of herbs located exclusively along ley lines. When properly blended together, the magic absorbed by these blooms creates a silvery body paint that reflects magic.

Activate  envision (abjuration); **Trigger** You are targeted by a spell. **Effect** You can attempt to reflect the triggering spell back upon its caster. This uses the rules for counteracting the spell, but if the spell is counteracted, the effect is turned back on the caster. Your counteract check modifier is the higher between your spellcasting ability modifier plus your spellcasting proficiency bonus, or the body paint's item level + your Charisma bonus. Apply any bonuses or penalties that you have that specifically apply to counteract checks normally.

Magic reflection body paint can't affect spells that aren't targeted and the highest level of spell that the body paint can affect is determined by its type. If you attempt to reflect a spell back at a caster who is under the effects of *spell turning* or a similar effect (such as a *magic reflection* body paint), their spell turning can attempt to reflect their own spell back at you again; if they do so, their counteract attempt automatically succeeds.

Type 1st-level spell; **Level** 3; **Price** 25 gp

Type 2nd-level spell; **Level** 5; **Price** 50 gp

Type 3rd-level spell; **Level** 7; **Price** 75 gp

Type 4th-level spell; **Level** 9; **Price** 100 gp

Type 5th-level spell; **Level** 11; **Price** 200 gp

Type 6th-level spell; **Level** 13; **Price** 350 gp

Type 7th-level spell; **Level** 15; **Price** 700 gp

Type 8th-level spell; **Level** 17; **Price** 1,000 gp

Type 9th-level spell; **Level** 19; **Price** 2,500 gp

POLYMORPHIC BODY PAINT

ITEM 4+

BODY PAINT **CONSUMABLE** **MAGICAL** **POLYMORPH** **TRANSMUTATION**

Bulk 1 (before application)

Polymorph body paint is blended from a mix of mercury and rare herbs. Before applying the body paint, two

drops of blood must be mixed into the paint: one drop from the creature to whom the paint will be applied, and one drop from a creature of the kind that the wearer will transform into upon activating the body paint.

Activate  envision (concentrate, polymorph, primal, transmutation); **Effect** For 1 minute, you transform into a battle form of the same kind of animal whose blood you added to the body paint. This doesn't change your Speed or your attack or damage bonuses, but it changes your unarmed Strike damage to a weapon type and damage type appropriate for your new form anatomy and adjusts your available movement types to those appropriate for the chosen animal. For example, if you use *polymorphic paint* to transform into an eagle, your Speed and attack and damage bonuses wouldn't change, but you would likely gain a fly Speed equal to your Speed, a beak unarmed attack that deals piercing damage, and a talon unarmed attack that deals slashing damage.

Type lesser polymorphic body paint; **Level** 4; **Price** 10 gp
You transform into a Tiny, Small, or Medium animal.

Type polymorphic body paint; **Level** 8; **Price** 50

You transform into a Tiny, Small, Medium, or Large animal.

Type greater polymorphic body paint; **Level** 12; **Price** 250

You transform into a Tiny, Small, Medium, Large, or Huge animal.

VANISHING BODY PAINT

ITEM 4+

BODY PAINT **CONSUMABLE** **ILLUSION** **MAGICAL**

Bulk 1 (before application)

Vanishing body paint is derived from a combination of darkly colored plants. It is traditional for yroometji using this paint to completely coat their hands, feet, and faces before applying the rest of the paint.

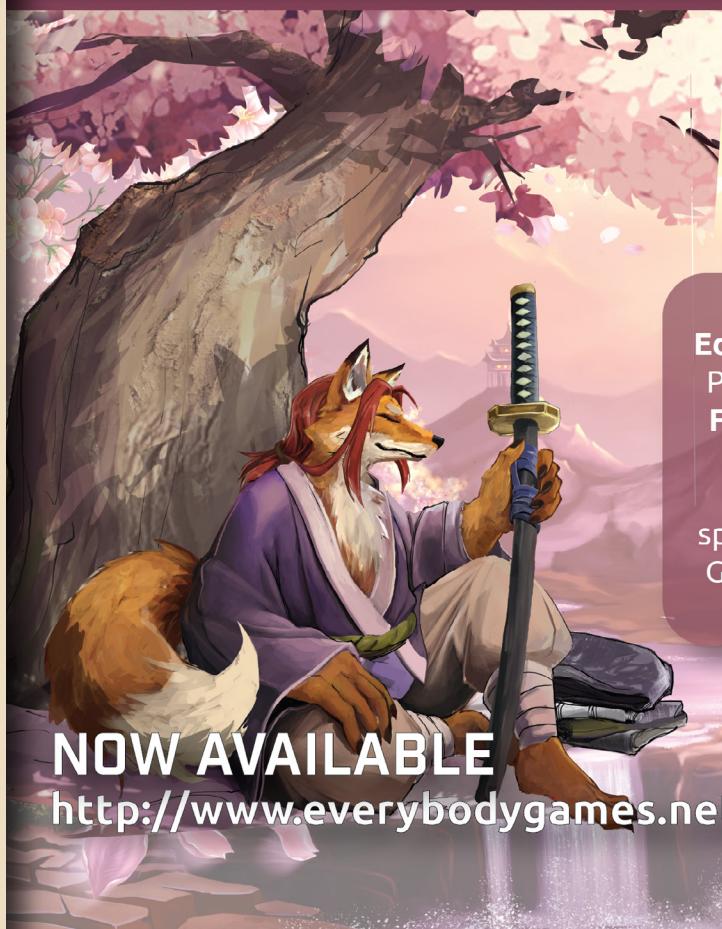
Activate  envision (illusion); **Effect** You become invisible for 10 rounds, making you undetected to all creatures. A creature can attempt to find you, making you hidden to them instead. If you use a hostile action, the effect ends after that hostile action is complete.

Type lesser vanishing body paint; **Level** 4; **Price** 20 gp

Type vanishing body paint; **Level** 8; **Price** 80 gp
The rounds of invisibility granted by the *vanishing body paint* don't need to be used consecutively; you choose at the start of each of your turns whether to use a round, and if you choose not to the effects end until you activate the body paint again. You retain these rounds for up to 1 hour, after which any unused rounds are wasted.

Type greater vanishing body paint; **Level** 12; **Price** 320 gp

You gain 100 rounds of invisibility that don't need to be used consecutively; you choose at the start of each of your turns whether to use a round, and if you choose not to the effects end until you activate the body paint again. You retain these rounds for up to 8 hours, after which any unused rounds are wasted.



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7

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