ISSUE 9

FILES FOR EVERYBODY

FIGHTER OPTIONS

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R&G

PATHFINDER COMPATIBLE

Everybody Games

FILES FOR EVERYBODY
FIGHTER OPTIONS

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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.

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Get Everyone Gaming!

Look, we get it. Getting your closest friends and family together for a Tabletop RPG session is tough. Not only do you need to pick a system that everyone wants to play, but everybody needs to build characters that work well together, the GM needs to choose or create a perfect campaign pitch, and to top it all off you gotta find time where everyone can get together and game. It's not easy! Which is why you need a publisher who knows how difficult it is to get everybody together and on the same page. That's why you need Everybody Games.

Welcome to ***Files for Everybody***, a Third-Party Pathfinder Second Edition product series brought to you by Everybody Games. We know how tough it is to get everybody together around the table, so we try to provide you exactly the content you need to keep everybody excited and invested in your Pathfinder Second Edition campaign. From new classes to class feats, archetypes to skill feats, spells to rituals, ancestries and monsters, and much more, Everybody Games has what you need to get everyone gaming! In ***Files for Everybody***, each file focuses on a specific topic, whether it be new feats, a new class, a new ancestry, or something else entirely. We want it to be easy to navigate each ***File***, and keep our content simple to use and rewarding to master. Regardless of topic, we believe that every issue in our ***Files for Everybody*** series is something special and wonderful, no matter how small, and hopefully after this issue you'll feel the same!

~ Alexander Augunas
Publisher & Crunchmaster of Everybody Games

Feats for Who?

This installment of *Files for Everybody* introduces an assortment of new class feats for the fighter class. None of the feats listed in this product are Common, so if your GM allows *Files for Everybody: Fighter Options* at your gaming table, you should be able to learn these feats. Note that the GM has the final say regarding what options you have access to at the table, so if they decide that they want to make some or all of these feats Uncommon or even Rare, you're GM is perfectly within their right to do so.

New Trait

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

Exhaust (Trait) Using these abilities is tiring and can't be done often. Once you use a exhaust action you can't use another one until you Rebound.

Rebound

Concentrate | Exploration

You spend 10 minutes recuperating. This restores your ability to use exhaust actions. To Rebound, you cannot use actions or activities that are mentally or physically exerting, as determined by the GM. In general, anything that would interrupt an 8-hour rest disrupts the Rebound activity.

FIGHTER OPTIONS

Fighters are a motley lot with an unimaginably diverse set of talents and skills. From archers who pelt their foes from afar with arrows and bolts, to skilled swordsmen who bring the fight directly to an opponent, there's truly no wrong way to engage an enemy so long as your strategy is a winning one. The following section introduces a number of new feats for fighter characters that allow fighters to capitalize on their combat strengths in new and exciting ways, improving the way in which they use actions or providing them new ways to take the fight directly to their foes.

1st-Level Fighter Feats

Battle Trance ❖ **Feat 1**

Concentrate Exhaust Fighter Stance

Prerequisites Con 14.

You enter a state of hyper-awareness that enhances the lethality of your attacks. When in this stance, add the deadly trait with a listed die equal to the weapon's damage to all weapons you wield (this increases normally if your weapon has a *striking* potency rune). If your weapon already has the deadly or fatal trait, increase the damage die of the trait's listed damage by 1 step instead.

Once you enter Battle Trance, you can remain in the stance for a number of rounds equal to your Constitution ability modifier, after which it ends.

Combat Advice ❖ **Feat 1**

Fighter Linguistic

Requirements You and your chosen ally are both within 30 feet of each other and the chosen opponent.

You share your weapon expertise with an ally to assist them in battle. Choose one ally and one opponent, then attempt a fighter roll against your opponent's AC (a fighter roll is equal to 1d20 plus the proficiency bonus for your fighter class DC plus your modifier for the fighter class's key ability score).

- **Critical Success** Until the start of your next turn, the chosen ally counts as having your proficiency rank with every weapon they use to Strike the chosen opponent instead their own proficiency rank (the ally uses their level to determine their proficiency bonus rather than yours).
- **Success** On their next attack against the chosen opponent, the chosen ally counts as having your proficiency rank with every weapon they Strike with instead of their own proficiency rank (the ally uses their level to determine their proficiency bonus rather than yours).
- **Failure** The ally is unaffected.
- **Critical Failure** Until the start of your next turn, the chosen ally takes a –2 penalty to attack rolls against the chosen opponent.

Disarm Training **Feat 1**

Fighter

You rely on your weapon training to knock an enemy's weapon from their hands instead of your athleticism. You can make an attack roll with your weapon with the disarm trait that you are wielding instead of using Athletics to Disarm.

Grapple Training **Feat 1**

Fighter

Prerequisites You're an expert with unarmed attacks.

You rely on your weapon training to restrain enemies instead of your athleticism. You can make an attack roll with an unarmed strike or a weapon with the grapple trait you are wielding instead of using Athletics to Grapple.

Feinting Training **Feat 1**

Fighter

You use rehearsed weapon routines to catch your enemies off-guard. You can make an attack roll with a weapon you are wielding instead of using Deception to Feint.

When determining if you meet the prerequisites of feats that list a proficiency rank in Deception as a prerequisite and either alters the Feint action or includes it as a subordinate action, you meet the prerequisite if your highest proficiency rank with a type of weapon or unarmed attack is equal to or greater than the listed proficiency rank. For example, you would meet the prerequisites of a feat that required you to be a master in Deception if you are a master in unarmed attacks.

Intimidation Training **Feat 1**

Fighter

You use rehearsed weapon routines to intimidate your foes. You can make an attack roll with a weapon

you are wielding instead of using Intimidation to Demoralize. When doing so, Demoralize loses the auditory trait and gains the visual trait.

When determining if you meet the prerequisites of feats that list a proficiency rank in Intimidation as a prerequisite and either alters the Demoralize action or includes it as a subordinate action, you meet the prerequisite if your highest proficiency rank with a type of weapon or unarmed attack is equal to or greater than the listed proficiency rank. For example, you would meet the prerequisites of a feat that required you to be a master in Intimidation if you are a master in unarmed attacks.

Parry ❖ **Feat 1**

Concentrate Fighter

Requirements You're trained with the chosen melee weapon.

You bat your opponent's attacks away from you with your weapon. Choose one melee weapon that you're wielding and attempt an attack roll with it. Compare your attack roll's result to the AC of all opponents that you're observing.

- **Critical Success** The opponent's attacks against you resolve against your attack DC instead of your AC until the start of your next turn (your attack DC is equal to 10 + your proficiency bonus with the weapon you attacked with + your Strength ability modifier, or your Dexterity ability modifier if you parried with a finesse melee weapon).
- **Success** The opponent's next attack against you resolve against your attack DC instead of your AC until the start of your next turn (your attack DC is equal to 10 + your proficiency bonus with the weapon you attacked with + your Strength ability modifier, or your Dexterity ability modifier if you parried with a finesse melee weapon).
- **Failure** The opponent's attacks resolve against your AC, as usual.
- **Critical Failure** The opponent's attacks resolve against your AC and you take a –2 circumstance penalty to your AC and to Reflex saves against that opponent until the start of your next turn.

Second Wind ❖❖ **Feat 1**

Exhaust Fighter

Prerequisites Con 14.

Requirements Your current Hit Points are less than your total Hit Points.

You quickly catch your breath, allowing you to soldier on when others would falter. You gain a number of temporary Hit Points equal to 3 + your Constitution ability modifier. These temporary Hit Points last for 1 minute.

Shove Training **Feat 1**

Fighter

You rely on your weapon training to shove enemies instead of your athleticism. You can make an attack roll with your weapon with the shove trait you are wielding instead of using Athletics to Shove.

Trip Training **Feat 1**

Fighter

You rely on your weapon training to knock enemies over instead of your athleticism. You can make an attack roll with your weapon with the trip trait you are wielding instead of using Athletics to Trip.

2nd-level Fighter Feats

Bravery ↻ **Feat 2**

Exhaust Fighter

Trigger You attempt a saving throw against a fear effect and get a success or a failure.

You're able to stand steadfast in the face of fear. If you failed the triggering saving throw, you treat the result as a success. If you succeeded at the triggering saving throw, you treat the result as a critical success.

Lightning Reload ❖ **Feat 2**

Exhaust Fighter Stance

Prerequisites Dex 14, Con 14

You rapidly draw and load your weapons. While in this stance, the reload value of all ranged weapons that you're trained with becomes 0, even if the ranged weapon's reload value is normally "—". As a result, drawing a thrown weapon becomes part of the same action as attacking with it while you're in this stance, as does drawing ammunition and firing a ranged weapon.

Once you enter Lightning Reload, you can remain in the stance for a number of rounds equal to your Constitution ability modifier, after which it ends.

One Step Ahead ❖ **Feat 2**

Concentrate Fighter Stance

Prerequisites Int 14

You analyze an opponent, carefully planning your tactics so you're always one step ahead of them. When you enter this stance, choose one opponent that you're observing. If you trigger Attack of Opportunity against the chosen opponent and the trigger was a manipulate action, the chosen opponent's action is disruption if you hit. If your attack critically hits the chosen opponent, you regain the reaction you used to trigger Attack of Opportunity.

Once you enter One Step Ahead, you can remain in the stance for 1 round.

Size Up ◆ **Feat 2**

Fighter Stance

You suss out an opponent, gaining useful information about it's fighting style at a glance. You Recall Knowledge about one opponent using Perception. Your listed topics for Perception include the subject's general fighting prowess, the weapons they're wielding, whether their combat style is aggressive or defensive, and similar information relevant to the target's tactics during combat. The higher your proficiency rank with Perception, the more detailed information you recall, as determined by the GM.

Swift Aid ◆ **Feat 2**

Fighter Stance

Frequency once per turn.

You're able to help an ally at a moment's notice. While in this stance, you can Aid your ally's attack rolls without needing to use an action during your turn to prepare to help them first. You must still explain to the GM exactly how you're trying to help, and they determine whether you can Aid your ally.

4th-Level Fighter Feats

Bolstered Recovery **Feat 4**

Fighter

Prerequisites Second Wind.

You recover more of your stamina while riding your second wind. When you use Second Wind, you increase the total number of temporary Hit Points that you gain by 3, plus an additional 3 for every 2 levels beyond 4th that you have (6 at 6th level, 9 at 8th level, 12 at 10th level, and so on).

Distance Thrower ◆ **Feat 4**

Fighter Stance

Prerequisites Str 14.

You can throw weapons a considerable distance. While in this stance, you increase the listed distance of the thrown trait for all thrown weapons that you're a master with by 5 feet. If you're legendary with a thrown weapon, you instead increase the weapon's listed distance by 10 feet while you're in this stance.

Half Haft ◆ **Feat 4**

Fighter Stance

Prerequisites Str 14.

You're able to wield a two-handed melee weapon in one hand at the expense of some of the weapon's power. While in this stance, you can wield 2-handed melee weapons in one hand. While wielding a 2-handed melee weapon in this manner, your weapon's damage die decreases by one size. This uses the rules outlined for increasing die size in the Weapons section of Chapter 6, but in reverse.

When you assume or exit this stance, you can take a free Interact action to change your grip with any one two-handed weapon you're wielding.

Rebounding Attack ↻ **Feat 4**

Exhaust Fighter Fortune

Prerequisites Con 14.

Frequency You miss (but not critically miss) with a Strike using a weapon you're an expert with.

You overexert yourself in an attempt to make your attack a success. Reroll your attack roll. You must use the new result, even if it's worse.

Unmoving **Feat 4**

Exhaust Fighter Fortune

Prerequisites Con 14.

Requirements You're wearing armor.

You utilize your armor to prevent yourself from being forcibly moved. While you're wearing armor that you're trained in, whenever an effect would forcibly move you (such as a Shove) or knock you prone (such as a Trip) you gain a circumstance bonus to your AC, save DC, or saving throw equal to your armor's unmodified check penalty.

6th-Level Fighter Feats

Armor Training **Feat 6**

Fighter

Prerequisites Str 15.

You're skilled at effectively using armor. You reduce the Speed penalty of any armor that you're wearing by 5 feet for every 2 by which your Strength score surpasses your armor's Strength value. You only gain this benefit if you're trained with the armor you're wearing.

In addition, while you're wearing armor of a type that you're an expert with, you gain resistance against physical damage. You gain resistance 1 from light armor, resistance 2 from medium armor, and resistance 3 from heavy armor. This resistance doubles while you're wearing armor that you're a master with.

Assured Strike ◇ **Feat 6**

Exhaust Fighter

Trigger You make a Strike against an opponent and hit.

You perform an exhaustive combat routine with assured results. Instead of rolling the triggering Strike's damage, calculate the damage as if each damage die had rolled the following result: d4s (2 damage), d6s (3 damage), d8s (4 damage), d10 (5 damage), d12 (6 damage). This includes damage dice added from class features, feats, weapon runes, and other sources.

Boundless Stamina **Feat 6**

Fighter

Prerequisites Con 14.

You have boundless innate energy and don't tire easily. You can use up to three exhaust actions before you need to Rebound. These actions don't need to be used simultaneously.

Dazzling Display ◆◆ **Feat 6**

Fighter

Prerequisites master with simple and martial weapons, Intimidation Training.

Requirements You are a master with the chosen weapon.

You unleash an intimidating display of martial prowess. Choose one weapon that you're wielding and Demoralize all opponents within 60 feet who are observing you. This Demoralize action must be modified by Intimidation Training and you must attempt an attack roll with the chosen weapon. When using this ability, you roll one attack roll and compare the result to the Will DC of all affected opponents.

Determination ◆ **Feat 6**

Exhaust Fighter Mental

Requirements You are clumsy, enfeebled, frightened, sickened, or stupefied.

You overcome debilitation through sheer force of will. Choose one of the following conditions and attempt a DC 15 ability check. The type of ability check you attempt is determined by the condition you chose, as noted next to the condition's name in parenthesis. The conditions you can choose from are: clumsy (Dex), enfeebled (Str), frightened (Wis or Cha), sickened (Con), or stupefied (Int or Cha).

» **Critical Success** Reduce your condition value for the chosen condition by 2. If you chose sickened, you reduce your condition value by 4 instead.

» *Success Reduce your condition value for the chosen* condition by 1. If you chose sickened, you reduce your condition value by 3 instead.

» **Failure** Your condition value for the chosen condition doesn't change.

» **Critical Failure** Increase your condition value for the chosen condition by 1.

Shielded Evasion ◆◆ **Feat 6**

Fighter

Prerequisites expert in Reflex.

Requirements You are wielding a shield.

You use your shield to screen enemy attacks, reducing their impact. You Raise a Shield. Until the start of your next turn, when you roll a success on a Reflex save, you get a critical success instead.

Shrug It Off **Feat 8**

Fighter

Prerequisites Second Wind.

You're able to recover from wounds by ignoring the pain. When you use Second Wind, you gain fast healing equal to half your level for 3 rounds.

8th-Level Fighter Feats

Armored Assault **Feat 8**

Fighter

Prerequisites expert in unarmed attacks, master in one type of armor.

You're able to better utilize any armor that you're wearing. While wearing armor that you're a master with, you gain an item bonus to your unarmed attacks equal to the value of your armor's potency rune. If your armor is made from a special material that can overcome resistances (such as adamantine), your unarmed attacks count as being made from that kind of material for the purpose of bypassing resistances.

Hustled Step ◆ **Feat 8**

Exhaust Fighter Flourish

You spring forward, carried onward by a burst of adrenaline. Step once.

10th-Level Fighter Feats

Battle Routine ◆ **Feat 10**

Concentrate Exhaust Fighter Stance

Prerequisites Assured Strike

You're able to enact complex combat routines against your opponents. While in this stance, Assured Strike loses the exhaust trait.

Once you enter Battle Routine, you can remain in the stance for a number of rounds equal to your Constitution ability modifier, after which it ends.

Bolstered Stamina ◆ **Feat 10**

Fighter

Prerequisites Con 14.

Frequency once per day.

You quickly recover your energy, zipping back from overextension. You Rebound (see page 03).

Quickened Combatant ◆ **Feat 10**

Exhaust Fighter Flourish

Prerequisites Con 14.

Trigger You begin your turn.

Adrenaline surges through your body, allowing you to act quickly. You are quickened 1 until the end of your turn. You must use this action to Strike or use an attack action, such as Disarm, Grapple, or Trip.

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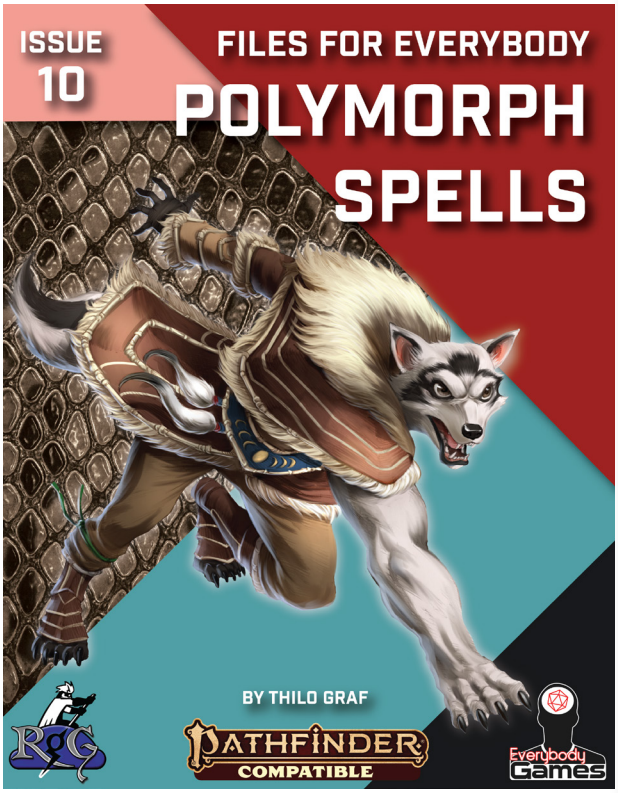
NEXT TIME!

In Issue 9 of Everybody Games's ***Files for Everybody***, author Thilo Graf provides spellcasters with an all-new assortment of polymorph spells to cast, allowing you to fight in a variety of new forms.

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