ISSUE 7

FILES FOR EVERYBODY

MEDICINE FEATS

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PATHFINDER COMPATIBLE

Everybody Games

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MEDICINE FEATS

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About Everybody Gaming

Everybody Games began as the blog of Alexander Augunas in January 2014 under the name Everyman Gaming, where he wrote about ***Pathfinder Roleplaying Game*** tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name ***Guidance***. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release ***Ultimate Occult*** and has remained with them since. In 2019, the company's name changed to Everybody Games in order to reflect our mission to get everyone gaming.

Want to check out a full listing of Everybody Games' products and stay up-to-date with Everybody Games' announcements? Visit **http://www.everybodygames.net**!

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

Get Everyone Gaming!

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

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

~ Alexander Augunas
Publisher & Crunchmaster of Everybody Games

New Trait

The Synergy Trait, which was introduced in ***Files for Everybody, Issue 4***, is used throughout this product.

Synergy (Trait) A skill action with this trait combines training with two different skills, using one to support the other. Qualifying for a skill feat with the synergy trait requires training in both skills listed under the feat's prerequisites, though the feat is typically classified as a feat of whichever skill demands more training. If the skill feat requires equal training in two or more skills, it's considered a feat of whichever skill comes first alphabetically.

Background

One of the new feats described in this product is Acupuncture, which allows characters to use esoteric medicine to cure harmful effects. The following background is appropriate for characters who practice this art.

Acupuncturist

You practice an esoteric form of medicine that uses special needles to activate and relieve channels of mystic energy within the body called chakras.

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

You're trained in the Medicine skill and the Chakra Lore skill. You gain the Acupuncture skill feat (see page 05).

MEDICINE FEATS

While the average person seldom thinks about the importance of medicine, for a typical adventurer the presence of a well-trained medic is the difference between life and death. Medicine feats allow characters to efficiently and effectively provide life-saving care to their patients. Training in Medicine is often time-consuming and extensive, as applying medical knowledge incorrectly can have lethal side effects. The following skill feats require a proficiency rank of trained or better in the Medicine skill.

Acupuncture — Feat 1

Concentrate General Healing Skill Synergy

Prerequisites trained in Medicine, trained in Occultism.

Requirements You have an acupuncturist's kit.

You're able to utilize a combination of folk medicine and occultic principals to stimulate a creature's ki, or life essence. Whenever you use Treat Wounds on a creature and treat them for a total of 1 hour, instead of doubling the amount of healing the target receives you can attempt to counteract any one effect active on the target using your Medicine bonus against the appropriate DC. The target is then temporarily immune to Acupuncture for 2d12 days. This feat's counteract level is equal to half your character level, rounded up. Counteract checks attempted with this feat gain the following critical failure effect.

Critical Failure The target is clumsy 1d4 and enfeebled 1d4 for 3d6 days.

Acupuncture Master — Feat 7

Concentrate General Skill

Prerequisites master in Medicine, Acupuncture.

You're exceptionally skilled at performing acupuncture. When you successfully use Acupuncture, the target gains an additional 50% of the total healing from the Treat Wounds action in addition to Acupuncture's effects. Creatures you use Acupuncture on are only immune to it for 1 day, and if you critically fail your Medicine check to use Acupuncture, any conditions your target gains last for 3d6 hours instead of 3d6 days.

If you're legendary in Medicine, the target gains double healing from Treat Wounds and can attempt to counteract an effect with Acupuncture.

Align Chakra — Feat 2

Concentrate General Skill Synergy

Prerequisites expert in Medicine, trained in Occultism.

You spend 10 minutes using medical and occult lore to boost a creature's innate magical power (targeting yourself if you so choose). The target is ten temporarily immune to Align Chakra actions for 24 hours, but this interval overlaps with the time you spent aligning (so a patient can have its chakras aligned once 24 hours, not once per 24 hours and 10 minutes.

The Medicine check DC is usually 20, though the GM might adjust it based on the circumstances, such as treating a patient in the middle of an earthquake. If you're a master in Medicine, you can instead attempt a DC 30 check to increase the number of temporary Focus Points gained by 1; if you're legendary in Medicine, you can instead attempt a DC 40 check to increase the number of temporary Focus Points gained by 2. The effect of a critical failure remains the same.

The result of your Medicine check determines how many temporary Focus Points the target regains. Temporary Focus Points last until they're used or until the target Refocuses or rests, at which point any unspent temporary Focus Points are lost.

Critical Success The target gains 2 temporary Focus Points.

Success The target gains 1 temporary Focus Point.

Critical Failure The target's total Focus Points is reduced by 1 for 24 hours.

Battlefield Diagnosis — Feat 1

General Skill

Prerequisites trained in Medicine

You can use your knowledge of afflictions to identify their source. You can use Medicine to Recall Knowledge about any creature that creates or spreads any kind of affliction, such as a creature that spreads disease or that is naturally venomous. When you do so, any information you gain is viewed through the lens of the various kinds of afflictions the creature is capable of spreading.

False Death — Feat 2

Exploration General Skill

Prerequisites expert in Medicine

Requirements You have a healer's tools.

You spend 10 minutes administering a cocktail of medicinals to a creature to place it into a medically-

induced coma. If the target is unwilling, attempt a Medicine check against the target's Fortitude DC; otherwise your check is an automatic critical success.

Success The target falls unconscious for up to 1 day × your Medicine bonus (your choice). Creatures inspecting the target believe them to be dead unless they succeed at a Medicine check against your Medicine DC. This coma fools even fools most divination effects attempted by those without proper medical training. Alternatively, if the target is already affected by False Death, you can end the target's coma prematurely with this spell.

Critical Fail Something goes horribly wrong and the target begins to suffocate. Your access to air cannot be restored except by ending the coma.

Forensic Analyst — Feat 2

Concentrate General Skill

Prerequisites expert in Medicine

Your skill at forensic analysis allows you to gain specific pieces of information about a dead creature. When you use this ability, you attempt a Medicine check to Recall Knowledge. When doing so, your Recall Knowledge gains the following success and critical success effects in addition to Recall Knowledge's standard effects.

Critical Success You identify every trait the creature has (except its alignment trait), which grants you a +2 circumstance bonus to identify what kind of creature the target is using Recall Knowledge. You also identify the creature's gender, profession or role, and cause of death, as well as approximately how long ago the target died.

Success You identify every trait that the creature has (except its alignment trait), which grants you a +2 circumstance bonus to identify what kind of creature the target is using Recall Knowledge. You also identify the creature's cause of death.

Forensic Master — Feat 7

Concentrate General Skill

Prerequisites master in Medicine

You can gather forensic evidence from corpses without having to conduct lengthy forensic examinations first. You can use Medicine to Recall Knowledge about a dead creature without needing to conduct a forensic examination first. When doing so, you take a –4 circumstance penalty to your Medicine check's result. You can only Recall Knowledge about a dead creature in this manner once per day; any additional attempts require a forensic examination before you can attempt your Medicine check, as described by Recall Knowledge. In addition, when you attempt to Recall Knowledge using Medicine in this manner, Recall Knowledge gains the following failure effect.

Failure You don't recall any useful information, but you acknowledge that you might be able to garner better information by conducting a forensic examination.

Healer's Dressing ◆◆◆ — Feat 1

General Flourish Skill

Prerequisites trained in Medicine

Requirements You have healer's tools.

You've learned to soak bandages or towels medicinal unguents to apply them quickly to your patients. You Interact with any alchemical elixir or potion that you're holding that causes its imbiber to regain Hit Points and apply it directly to a creature's wound, allowing the elixir or potion to suffuse uniformly across the creature's wounds. Instead of rolling to determine the total number of Hit Points that the target regains, treat every die you would have rolled as if you had rolled the maximum possible result. For instance, drinking a moderate elixir of life would normally cause a creature to regain 5d6+12 Hit Points, so using a moderate elixir of life in conjunction with Healer's Dressing would cause the target to regain 42 Hit Points.

If you also have Battle Medicine, you can use this ability with a single action.

Hostile Acupuncture ◆ — Feat 2

Concentrate General Skill

Prerequisites expert in Medicine.

You can use your knowledge of ki meridians and chakra points to hinder foes. Attempt a Medicine check against the target's Fortitude DC.

Critical Success Your next successful Strike against the target before the start of your next turn using an agile or finesse weapon causes them to become sickened 2 in addition to the attack's usual effects.

Success Your next successful Strike against the target before the start of your next turn using an agile or finesse weapon causes them to become sickened 1 in addition to the attack's usual effects.

Pharmaceutical Apothecary ◆ — Feat 2

Concentrate General Secret Skill Synergy

Prerequisites trained in Crafting, trained in Medicine.

Requirements You have healer's tools and the formula for the antidote you wish to craft.

You can harvest samples from a poisonous creature to quickly create an antidote. You touch a willing creature or a creature that's been dead for no more than 10 minutes. You Craft an antidote of any item level of your choice. The antidote has the infused trait and is potent for 24 hours or until your next daily preparations, whichever comes first. Additionally, the antidote's item bonus only applies against the touched creature's poison.

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NEXT TIME!

In Issue 8 of Everybody Games' ***Files for Everybody***, author Thilo Graf offers a slew of new conjuration spells for spellcasters of all traditions to learn and master. Conjure specters of positive energy that fly around and heal your allies, create walls made from solid class, create a pocket dimension for Tiny creatures to inhabit, or conjure a plague of flies to ravage your foes.

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