

MULTIMAN

A NEW BASE CLASS FOR PATHFINDER 2ND EDITION



PATHFINDER
COMPATIBLE

**Little Red
Goblin Games**

MULTIMAN

A NEW BASE CLASS FOR PATHFINDER 2ND EDITION

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 BECOME A PATRON

MULTIMAN

It's just you, yourself, yourself, and yourself against the world. With a wink and a smirk you clone yourself again and again until you overwhelm the enemy. See, you've mastered the ancient and mysterious art known as "mirror mastery" that was first developed after observing blink dogs. Multimen, also known as "shards", have turned the art of mirror mastery into a martial discipline as deadly as any other. You are part-stage-magician, part-warrior, and a crowd unto yourself.

KEY ABILITY

Intelligence

At 1st level, your class gives you an ability boost to Intelligence.

HIT POINTS

8 plus your Constitution Modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You create clones to overwhelm your enemy's defenses and modify them so that they fill roles your party might find themselves lacking. At higher levels you are essentially playing a game of chess with your clones that have been modified in extensive ways to fill special niches.

DURING SOCIAL ENCOUNTERS...

You take advantage of being in more than one place at once. You can even be a crowd unto yourself, often causing a distraction or pulling elaborate plans off by yourself.

WHILE EXPLORING...

You get stuck with a lot of the manual labor and grunt jobs... or at least your clones do. You are everyone's helping hand and can be an expedition unto yourself.

IN DOWNTIME...

You can often be found studying tomes and training with your clones; practicing new formations and trying out new plans.

YOU MIGHT...

- Like to coordinate things and plan out elaborate choreographies.
- Think that everything is misdirection.
- Have a "I can do it myself" attitude towards most problems.

OTHERS PROBABLY...

- Mistake you for some kind of illusionist. You're not a magic caster and rely on age old tricks and supernatural talents you've fostered.
- Think you are narcissistic because you surround yourself with nothing but copies of yourself.
- Wonder if they're talking to "the real you" or a clone.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

Perception

Trained in Perception

Saving Throw

Trained in Fortitude

Expert in Reflex

Expert in Will

Skills

Trained in Deception

Trained in a number of skills equal to 3 plus your

Intelligence modifier

Attacks

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

Defenses

Trained in light armor

Trained in medium armor

Trained in unarmed

defense

Class

Trained in multiman class DC

CLASS FEATURES

You gain these abilities as a multiman. Abilities gained at higher levels list the levels at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2 of the Pathfinder 2 Core Rulebook.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training.

MIRROR MASTERY (1ST)

Your understanding of mirror mastery allows you to create a clone of yourself. You gain the Create Clone, Command Clones, and Dismiss Clones actions. You can never have more than 1 clone at a time.

CREATE CLONE ♦♦

[Multiman]

Frequency: Once per round.

You create a clone in a vacant adjacent square. This clone is an identical copy of you except it has the minion trait and is destroyed if it suffers a single point of damage. Clones do not have access to class feats or actions, except those with the [Clone] trait. Clones last for 1 minute before dissipating into the aether.

COMMAND CLONES ♦

[Coordinate] [Multiman]

Frequency: Once per round

You command your clones, granting them each 1 action.

Special: Normally, you can only command a single minion at a time with the command minion/animal action.

DISMISS CLONES ♦

[Multiman]

Frequency: Once per round

You can dismiss any number of clones under your control.



TABLE 1-1: MULTIMAN ADVANCEMENT

YOUR LEVEL	CLASS FEATURES
1	Ancestry and background, initial proficiencies, mirror mastery
2	Multiman feat, skill feat
3	Alertness, general feat, skill increase
4	Multiman feat, skill feat
5	Ability boosts, alertness, ancestry feat, clone squad, skill increase
6	Multiman feat, skill feat
7	Evasion, general feat, mob violence, skill increase, weapon specialization
8	Multiman feat, skill feat
9	Ancestry feat, clone platoon, skill increase
10	Ability boosts, multiman feat, skill feat
11	General feat, skill increase
12	Multiman feat, skill feat
13	Ancestry feat, armor expertise, greater weapon specialization, riot violence, skill increase
14	Multiman feat, skill feat
15	Ability boosts, clone battalion, general feat, skill increase
16	Multiman feat, skill feat
17	Ancestry feat, armor mastery, resolve, skill increase, war clones
18	Multiman feat, skill feat
19	Clone army, general feat, skill increase
20	Ability boosts, multiman feat, skill feat

DEEPER RULES FOR CLONES

- **Expendables:** If a clone expends any resources or consumable items, they are consumed for you and all other clones as well (if you have a potion and a clone drinks it, you and your clones automatically lose that potion as well).
- **Multiple Attack Penalties:** Multiple attack penalties are shared between you and your clones.
- **Spells:** Clones cannot cast spells.
- **Memories:** You and your clones share the same consciousness, with you knowing everything your clones know and vice-versa.
- **Detecting You:** You always moves a fraction of a second ahead of time (though this has no in-game effect) and creatures may attempt a Perception check against your class DC to differentiate you from basic clones. Clones created with mirror masteries are much easier to differentiate and require no special check.

- **Dice Rolling:** With the GM's approval on a case-by-case basis, you may make a single d20 roll to determine the effect of multiple attacks from you and your clones if they all have the same bonus.
- **Frequency:** You and your clones count as one creature for the purpose of actions that have a limit on how often you can use them.

MULTIMAN FEATS

At 2nd level and every even-numbered level thereafter, you gain a multiman class feat.

SKILL FEATS (2ND)

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 of the Pathfinder 2 Core Rulebook and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

ALERTNESS (3RD)

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

GENERAL FEATS (3RD)

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5 of the Pathfinder 2 Core Rulebook.

SKILL INCREASES (3RD)

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

ABILITY BOOSTS (5TH)

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS (5TH)

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2 of the Pathfinder 2 Core Rulebook.

CLONE SQUAD (5TH)

You can have a 2nd clone out at the same time.

EVASION (7TH)

You've learned how to misdirect others, making them think you are where you aren't and that you aren't where you are. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

MOB VIOLENCE (7TH)

Your proficiency ranks for simple weapons and martial weapons increase to expert.

WEAPON

SPECIALIZATION (7TH)

You deal an additional 2 damage with weapons and unarmed attacks in which you have expert proficiency. This damage increases to 3 if you're a master, and 4 if you're legendary.

CLONE PLATOON (9TH)

You can have a 3rd clone out at the same time.

COMBAT CLONES (9TH)

As you progress in your mastery over your clones, you learn to make them more suited to combat. All clones you produce have a total Hit Point value equal to your multiman level. Your proficiency rank for your multiman class DC increases to expert.

GREAT FORTITUDE (9TH)

You've tempered your body with martial conditioning. Your proficiency rank for Fortitude saves increases to expert.

ARMOR EXPERTISE (13TH)

Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

GREATER WEAPON SPECIALIZATION (13TH)

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

RIOT VIOLENCE (13TH)

Your proficiency ranks for simple and martial weapons increase to master.

CLONE BATTALION (15TH)

You can have a 4th clone out at the same time.

ARMOR MASTERY (17TH)

Your proficiency ranks for light armor, medium armor, and unarmored defense increase to master.

RESOLVE (17TH)

You can't kid a kidder and you can't con a conman; you know when they are being played and have become an expert on flipping the tables of your foes. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

WAR CLONES (17TH)

You've become a master of mirror mastery and the clones you produce are particularly powerful. All clones you produce have a total Hit Point value equal to twice your multiman level.

Your proficiency rank for your multiman class DC increases to master.

CLONE ARMY (19TH)

You can have a 5th clone out at the same time.

KEY TERMS

You'll see the following key terms in many multiman abilities.

- **Clone:** Feats with this trait can be utilized by clones as well as yourself. If a feat lacks this trait, it applies only to you and not your clones.
- **Coordinate:** This kind of feat or action allows you to grant your clones actions via a command. You can only use a single coordinate action each turn.
- **Mirror Mastery:** These feats modifies how a clone you create with the Create Clone action turns out. A given clone can only have a single mirror mastery applied to them and it must be decided at the time of creation which mirror mastery that you know is applied to them.
- **Unity:** This is an action or activity that can only be pulled off by the almost supernatural level of coordination mentally-linked clones have. If this is an action, it requires multiple clones to take the same action simultaneously (they all expend an action at the same time). For the purpose of determining these bonuses, you count as a clone. All bonuses granted by something with the unity trait are circumstance bonuses. Though the action represents the coordinated action of several clones, you must designate a "source" for the action. If you are included in the action, you are automatically designated as the source. If it is an action, all clones involved pay the action cost indicated (so a 1 action feat would require everyone involved to take 1 action).

MULTIMAN FEATS

1ST LEVEL

ASSEMBLY LINE (FEAT 1)

[Multiman]

Prerequisites: Trained in Lore or Crafting

You can employ your clones to help make any work faster and easier. Whenever you Earn Income you gain the rewards for a task 1 level higher than what you did due to the extra hands you had helping you. If you are at least 5th level and are an expert in the skill it counts as 2 higher for the purpose of rewards, at 9th if you are a master in the skill it is 3 higher, at 15th it is 4 higher, and 19th if you are legendary in the skill it is 5 higher.

OVERWHELM ♦ (FEAT 1)

[Clone] [Multiman] [Unity]

Requirements: Two or more clones threaten a creature. The clones employ a coordinated attack. They collectively make a single melee Strike against the target. If 2 clones participated, add 2 damage. If at least 3 clones participated, add 4 damage. If at least 5 clones participated, add 6 damage. This counts as two attacks when calculating multiple attack penalties.

SUPPORTIVE SIBLINGS ♦ (FEAT 1)

[Clone] [Multiman]

A clone takes an action to prepare to aid an ally with a skill check or attack action. This then grants the clone a free action that they can use any point before the start

of your next turn to Aid that ally. If this is an Aid action that a clone takes on you or another clone, it can be triggered as soon as on this same turn. You and your clones treat critical failures on Aid checks as normal failures.

SWARMING (FEAT 1)

[Clones] [Multiman]

Clones may end their movement in any space occupied by another clone. For the purpose of this feat, you count as a clone.

TIME CLONE (FEAT 1)

[Mirror Mastery] [Multiman]

A clone created with this mirror mastery lasts for 1 hour per multiman level rather than 1 minute. This clone appears as an aged version of you but remains as spry and physically able as its younger counterparts.

2ND LEVEL

CROWD OF CONFEDERATES

(FEAT 2)

[Clone] [Multiman] [Unity]

When a clone attempts to Create a Diversion, Palm an Object, or Steal and has at least 2 clones adjacent to it, creatures have a chance to misremember which clone took the action (and who, for example, stole something and ended up with the loot). The creature can attempt a Perception check at a -2 penalty per clone adjacent to the clone who took the action to discern which one did it.

CUP GAME ♦ (FEAT 2)

[Multiman]

Frequency: Once per round.

Trigger: You create a clone.

You may Feint a single creature adjacent to you or the clone you just created.

FAST CLONE (FEAT 2)

[Mirror Mastery] [Multiman]

A clone created with this mirror mastery is quickened but can only use that extra action to Stride or Step. This clone appears as a sleek, skinny, vibrating, hyperactive, spikey-haired, spasmodic version of you that chatters incessantly.

SIDEBAR: QUICKENED MINIONS

A quickened minion only benefits from that condition if they have actions to spend (normally granted via a coordinate action). Once granted actions they gain their extra action on top of their normal allocation of actions.

PROJECT CLONE ♦ (FEAT 2)

[Multiman]

If the next action you take creates a clone, you may place any clones you make in any unoccupied spaces you can see within 100 feet of you.

4TH LEVEL

COORDINATED DEFENSE

(FEAT 4)

[Clone] [Multiman] [Unity]

Enemies attempting Athletics checks with the attack trait against a clone have a harder time doing so thanks to the help of nearby clones. The more clones adjacent to a given clone, the greater penalty attacks suffer when attempting to make an Athletics check with the attack trait. If there are at least 2 clones adjacent the attacker suffers a -2 penalty. If there are at least 4 clones adjacent the attacker suffers a -4 penalty. If there are at least 6 clones adjacent the attacker suffers a -6 penalty.

GIANT CLONE (FEAT 4)

[Mirror Mastery] [Multiman]

A clone created with this mirror mastery is large size, as per a 2nd level *enlarge* spell. The clone physically resembles a monstrous, hairy, bestial version of you.

MIRROR TRAP (FEAT 4)

[Mirror Mastery] [Multiman]

When destroyed, a clone created with this mirror mastery violently explodes. All adjacent creatures must make a basic Reflex save against the multiman's class DC or take 1d6 points of fire damage. This improves to 2d6 if you are 12th level, and to 3d6 if you are 20th level. You can trigger the explosion of this clone as a free action. The clone resembles an extremely bloated, shaking, spasmodic version of you.

SHIELD BROTHER (FEAT 4)

[Clone] [Multiman]

Requirements: A clone has readied a shield.

Clones adjacent to a clone with a readied shield are granted the shield's circumstance bonus to AC.

SWITCH ♦ (FEAT 4)

[Multiman]

Frequency: Once per round.

You may switch places with one clone within a distance equal to your speed. This action is a simple transfer of consciousness with no outward signs.

6TH LEVEL

EVIL TWIN (FEAT 6)

[Mirror Mastery] [Multiman]

Prerequisites: Non-True Neutral

A clone created with this mirror mastery is of a totally opposite alignment to your own on both axes (i.e., if you were lawful good they are chaotic evil). This does not cause the clone to disobey orders or otherwise hinder you. This clone appears with a goatee or with their hair parted on the other side.

INVISIBLE CLONE (FEAT 6)

[Mirror Mastery] [Multiman]

A clone created with this mirror mastery is invisible, as per a 2nd level *invisibility* spell. If they lose their invisibility they can take an action to regain it. The clone resembles a plain, color-drained version of you when visible.

OUTMANEUVER (FEAT 6)

[Clone] [Multiman]

You and your clones count as flanking a creature so long as at least 2 clones are threatening it.

REINFORCEMENTS

(FEAT 6)

[Multiman]

Frequency: Once per minute.

Requirements: You have less than your maximum number of clones out. You summon up to two clones at once, provided there are vacant adjacent spots.

SACRIFICIAL LAMB

◆ (FEAT 6)

[Multiman]

Frequency: Once per day.

Requirements: You have an active clone.

You dismiss the clone, feeding on some of the energy used to create it. You gain temporary hit points equal to 1/2 your level + your Intelligence modifier. These hit points lasts until you create another clone.

THE GAUNTLET (FEAT 6)

[Multiman] [Unity]

Enemies treat spaces threatened by at least 2 clones as difficult terrain.

8TH LEVEL

CLONE OTHER (FEAT 8)

[Mirror Mastery] [Multiman]

A clone created with this mirror mastery uses the specifics of a willing ally within 30 feet of you. While it is under your control it is based off of your ally. Your ally may dismiss the clone as a free action at any point if they so choose. The clones expend resources and equipment from a pool shared with the ally they were created from. Like a normal clone, they can't use class feats or actions unless they have the clone trait.

FLYING CLONE (FEAT 8)

[Mirror Mastery] [Multiman]

A clone created with this mirror mastery gains a fly speed equal to your land speed. This clone has great fleshy wings and a sleeker appearance.

HYPER CLONE (FEAT 8)

[Mirror Mastery] [Multiman]

Prerequisites: Fast Clone.

A clone created with this mirror mastery is quickened. This clone appears as a sleek, skinny, vibrating, hyperactive, spiky-haired, spasmodic version of you that chatters incessantly.

LONE WOLF

(FEAT 8)

[Mirror Mastery] [Multiman]

A clone created with this mirror mastery always has 1 action per round without being commanded but cannot gain any actions from you. This clone appears as a grim-faced, grizzled version of you.

QUALITY ASSURANCE

(FEAT 8)

[Multiman]

Prerequisites: Master in Lore or Crafting, Assembly Line

Any critical failure when attempting to Earn Income is treated as a normal failure thanks to your clones checking over your work.



10TH LEVEL

ATTACK OF OPPORTUNITY ◀

(FEAT 10)

[Clone] [Multiman]

Trigger: A creature within a clone's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using. You and your clones punish those who drop their guard. A clone that threatens the triggering creature makes a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Special: This consumes your reaction, even if a clone delivers the Strike.

BAIT AND SWITCH ◀ (FEAT 10)

[Multiman]

Prerequisite: Cup Game, Switch

Frequency: Once per round.

Trigger: An enemy makes an attack roll against you.

Requirements: You are adjacent to at least one of your clones.

Make a Deception check vs the triggering enemy's Perception DC. If you are successful their attack redirects to a clone of your choice the enemy could target.

COORDINATED EFFORT ▶▶

(FEAT 10)

[Multiman] [Unity]

Prerequisite: Supportive Siblings

If the next action a clone takes can be aided, all clones who participate and are in a position to Aid them do so successfully. This provides the standard bonus for being successfully aided. If the clone is aided by at least 4 other clones this is treated as a critical success instead.

LOOK OUT! ◆ (FEAT 10)

[Clone] [Fortune] [Multiman] [Unity]

Frequency: Once per minute.

Requirement: 2 or more clones are targeted by a single effect that requires a Reflex save.

Roll once for each clone caught in the effect and take the best result.

MEGA CLONE (FEAT 10)

[Mirror Mastery] [Multiman]

Prerequisites: Giant Clone.

A clone created with this mirror mastery is huge size, as per a 4th level *enlarge* spell. The clone physically resembles a monstrous, hairy, bestial version of you

SYMPHONIC COMMAND ▶▶

(FEAT 10)

[Coordinate] [Multiman]

You coordinate your clones with the practiced ease of a symphony conductor, granting them each 2 actions.

12TH LEVEL

CLONE STORM ▶▶ (FEAT 12)

[Multiman]

Prerequisites: Reinforcements.

Frequency: Once per minute.

Requirements: You have less than your maximum number of clones out.

You summon a number of clones that would bring you up to your maximum number of clones at once.

EXAMPLE: If you had 2 clones out but could make 5 you summon 3 clones with this action.

COORDINATED STRIKE ▶▶

(FEAT 12)

[Multiman] [Unity]

Prerequisites: Overwhelm.

Trigger: Two or more clones threaten a creature.

The clones employ a coordinated attack. They each deliver a single melee Strike against the target, though they only roll once. If it hits combine the damage from all the Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating multiple attack penalties.

PAWN'S GAMBIT ◆ (FEAT 12)

[Clone] [Multiman]

Frequency: Once per round.

Trigger: A clone took damage.

The clone grants itself a -2 to its AC against the creature that damaged it. If that creature attacks the same clone again before the end of its next turn, all clones who threaten that creature can make a melee Strike at a -5 penalty as a free action.

PINATA CLONE (FEAT 12)

[Mirror Mastery] [Multiman]

When a clone created with this mirror mastery is destroyed or dismissed, it pops open with a loud bang and a shower of confounding glitter. All enemies within 10 feet of the destroyed clone must make a Will save against your class DC.

Critical Success: No penalty.

Success: Dazzled until the end of their next turn.

Failure: Confused until the end of their next turn

Critical Failure: Confused for 1d4 rounds.

This looks like a pinata or doll-like version of you that leaks confetti, noise makers, or other party favors that quickly vanish.

14TH LEVEL

DOGPILE (FEAT 14)

[Clone] [Multiman]

Prerequisites: Attack of Opportunity.

Frequency: Once per minute.

Trigger: An enemy was struck by an Attack of Opportunity.

A clone threatening the triggering enemy makes a melee Strike against them.

DURABLE CLONE (FEAT 14)

[Mirror Mastery] [Multiman]

A clone created with this mirror mastery has twice the normal hit points for a clone of its level (to a maximum of your hit points). This clone resembles a muscular, hefty version of you with an extra few inches of height and a collection of scars.

EMERGENCY SWITCH

(FEAT 14)

[Multiman]

Frequency: Once per round.

Trigger: You would take damage.

Requirements: You have an active clone with your land speed

You may switch places with a clone within a distance equal to your speed. This action is a simple transfer of consciousness with no outward signs. The clone suffers the damage instead of you.

IMPROVED LOOK OUT!

(FEAT 14)

[Clone] [Fortune] [Multiman] [Unity]

You can use Look Out! once per round rather than once per minute.

16TH LEVEL

TACTICAL REDEPLOYMENT

(FEAT 16)

[Multiman]

Prerequisite: Emergency Switch

Frequency: Once per round.

You may swap the locations of each clone with any other clone within 1 mile of it. Do this once for each clone and then yourself.

SWARM OF OPPORTUNITY

(FEAT 16)

[Multiman] [Unity]

Prerequisite: Attack Of Opportunity

Until the start of your next turn your clones focus entirely on interrupting you foes with harrying attacks. Any time an enemy takes an action that would trigger an Attack of Opportunity in a square that two or more of your clones threaten, all clones that threaten the triggering enemy make an attack of opportunity (so long as they still have a reaction free to make one).

Special: While you expend 3 actions on this feat, all your clones spend as many actions as they can, up to 3.

SWAP ALLY (FEAT 16)

[Multiman]

Prerequisite: Emergency Switch

Frequency: Once per minute.

Trigger: An ally would take damage.

The ally switches places with one of your clones (or you) that they are within 30 feet of. The clone suffers the damage instead of you.

18TH LEVEL

DEVASTATION CLONE (FEAT 18)

[Mirror Mastery] [Multiman]

When destroyed, a clone created with this mirror mastery detonates catastrophically. All adjacent creatures 30 feet must make a basic Reflex save against the multiman's class DC or take 2d8 points of force damage. This improves to 3d8 if you are 20th level. Energy visibibly crackled and flows over the skin of this clone.

GHOSTLY CLONE (FEAT 18)

[Mirror Mastery] [Multiman]

A clone created with this mirror mastery is incorporeal. If their weapons does not have the *ghost touch* property rune, they count as if they had it. A ghostly clone looks

like a ghastly, tortured, undead version of you and fades away after a number of rounds equal to your Intelligence modifier. Ghostly clones cannot speak, only shriek in pain and agony.

KNIGHT’S AMBUSH (FEAT 18)

[Clone] [Multiman]

Prerequisites: Pawn’s Gambit

When using the pawn’s gambit, the free action melee Strike it grants is made at no penalty (rather than at a -5).

20TH LEVEL

CLONE COMMANDER (FEAT 20)

[Mirror Mastery] [Multiman]

A clone created with this mirror mastery has 1 action per round but cannot gain any actions from commands. It has access to any action you know with the coordinate trait. This clone resembles an angry, serious-faced version of you with a loud, sharp voice.

SURPRISE HORDE (FEAT 20)

[Coordinate] [Multiman][Unity]

Prerequisites: Clone Storm.

Requirements: You have fewer than your maximum number of clones active

You may create any number of clones, up to your maximum. When they appear, all clones created count as having been commanded and have 2 actions.

TACTICAL MASTERY (FEAT 20)

[Multiman]

At the start of your turn, you gain an additional reaction that can only be spent on actions with the multiman trait.

MULTIMAN FEATS

If you need to look up a multiman feat by name instead of by level, use the following table.

FEAT	LEVEL
Assembly Line	1
Attack Of Opportunity	10
Bait and Switch	10
Clone Commander	20
Clone Other	8
Clone Storm	12
Coordinated Defense	4
Coordinated Effort	10

Coordinated Strike	12
Crowd of Confederates	2
Cup Game	2
Devastation Clone	18
Dogpile	14
Durable Clone	14
Emergency Switch	14
Evil Twin	6
Fast Clone	2
Flying Clone	8
Ghostly Clone	18
Giant Clone	4
Hyper Clone	8
Improved Lookout!	14
Invisible Clone	6
Knight’s Ambush	18
Lone Wolf	8
Look Out!	10
Mega Clone	10
Mirror Trap	4
Outmaneuver	6
Pawn’s Gambit	12
Pinata Clone	12
Project Clone	2
Quality Assurance	8
Reinforcements	6
Sacrificial Lamb	6
Shield Brother	4
Surprise Horde	20
Swap Ally	16
Swarming	1
Swarm of Opportunity	16
Switch	4
Symphonic Command	10
Tactical Mastery	20
Tactical Redeployment	16
The Gauntlet	6
Time Clone	1

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VERSION 1.0A

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