

EVERYMAN MINIS

CATFOLK OPTIONS



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Everyman Gaming began as the blog of Alexander Augunas in January 2014, 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.

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WELCOME TO EVERYMAN MINIS!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

EVERYMAN MINIS combines top *PATHFINDER ROLEPLAYING GAME* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *EVERYMAN MINIS* are intended to add something cool or weird to the *PATHFINDER ROLEPLAYING GAME*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *EVERYMAN MINIS* you’ll feel the same!

~ Alexander Augunas



CATFOLK GAZETTEER

Mauyujraa (m-OW-U-je-ra)—commonly called catfolk by humans—are a species of feline humanoids splinted into a number of distinct subraces found across the world. Where other races tend to vary slightly from subrace to subrace, catfolk subraces display overwhelmingly apparent biological diversity, yet are curiously all capable of procreation among one another. The most common subraces are described below, but catfolk appear so incredibly mutable that it’s likely additional subraces exist.

Baghlok: Hailing from sweltering jungles filled with dangerous predators, baghlok catfolk are quiet individuals who keep themselves focused on day to day living over long term planning. Although they’re as dextrous and charismatic as their kin, the harsh environments they dwell often shape members of the baghlok tribes into muscled killing machines. Despite these stereotypes, baghlok are actually contemplative individuals who relish storytelling and song and possess a rich, detailed oral history dating back several centuries. Baghlok catfolk are digitigrade humanoids with catlike faces, long tails, and fur featuring intricate spotted or striped patterns.

Nekohita: Often found in respectable numbers within the lands of great human dynasties, nekohita catfolk largely resemble humans, save for a downy coat of fur, long, thin tails, and catlike ears atop their heads, which grow hair instead of fur. Nekohita culture emphasizes cultural curiosity and playful mischief. Members of other races are often careful not to anger nekohita, as the tenacity in which they extract vengeance is legendary. While it’s possible that this reputation is an exaggeration, nekohita are more than willing to play it up to avoid confrontations with members of most races.

Ngonydoda: Native to sprawling savannahs, ngonydoda catfolk largely resemble lions in appearance, though unlike actual lions, male and female ngonydoda are of similar stature. Both genders are capable of growing hair on their heads in shades of blond, brown, and black, with most males possessing the ability to grow head-encompassing manes. Much like humans, however, some ngonydodas elect to shave their manes for a variety of practical and social reasons. Compared to other subraces of catfolk, ngonydodas show a higher fondness for societal interactions and often live in larger cities and nations rivaling those of humanity.

NEW ARCHETYPE

The following archetype is available to all characters..

PRIDE COMMANDER (UNCHAINED FIGHTER)

Although most catfolk live in splendid cities or roam the wilds of the world, catfolk villages nestled away in the wilderness often have need for trained warriors capable of leading scrappy bands of catfolk soldiers against far greater threats. The intellects between these squads are often called pride commanders, a catfolk pun based on their catlike appearances and the immense honor inherent to the position. Pride commanders specialize in squad tactics and guerilla warfare, all while capitalizing on catfolk agility and guile.

This archetype uses the fighter class as presented in *EVERYMAN UNCHAINED: FIGHTERS*.

Hunter's Skills (Ex): A pride commander gains 4 + Int modifier skills per level, and adds the following skills to his list of class skills: Knowledge (geography), Knowledge (nature), Perception, Stealth, and Survival.

This ability replaces the fighter's proficiency with heavy armor and tower shields.

Pride Fighter (Ex): A pride commander must choose one of the following weapon groups with his weapon training class feature at 1st level: axes, bows, close, hammers, heavy blades, light blades, natural, polearms, spears, thrown, or tribal. If he later gains the expanded weapon training advanced weapon training, he is likewise limited to these fighter weapon groups.

This ability alters weapon training.

Favored Terrain (Ex): At 3rd level, a pride commander may select a type of terrain from Table: Ranger Favored Terrain. The pride commander gains a +2 bonus to initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks while he is in this terrain. A pride commander traveling through his favored terrain normally leaves no trail and cannot be tracked unless he so chooses.

At 7th level and every 4 levels thereafter, the pride commander increases the bonus he gains from this ability by +2, up to a maximum bonus of +8. Unlike a ranger, a pride commander cannot choose additional favored terrains as his level increases. A pride commander can share the benefit of this ability (including all subsequent improvements to its bonus) using his leader of the pride class feature, as if it were a teamwork feat. A pride commander cannot rest to regain stamina points while sharing favored terrain, but each time he shares this ability his allies retain its benefits for 1 hour (instead of 1 round per level, as with most shared teamwork feats).

This ability replaces armor training and advanced armor training.

Leader of the Pride (Ex): At 3rd level, a pride commander can spend 1 Stamina Point as a move action to grant all allies within 30 feet who can see and hear him one teamwork feat that he knows for a number of rounds equal to his level. Allies must meet the prerequisites of this feat in order to receive its benefits. The cavalier can only share one feat at a time using this ability, though he can use it to share a feat he gained using the

martial spontaneity class feature (once the duration of martial spontaneity ends, this ability does as well).

Beginning at 11th level, a pride commander can spend 2 stamina points to share two teamwork feats simultaneously as a move action or one teamwork feat as a swift action. At 19th level, he can spend 3 stamina points to share three teamwork feats simultaneously as a move action or two teamwork feats as a swift action.

This ability replaces second wind.

NEW FEATS

The following feats are available to catfolk characters who meet the indicated prerequisites.

GRACEFUL FALL

You always land on your feet after a fall.

Prerequisites: Dex 13, Acrobatics 5 ranks or catfolk.

Benefit: Whenever you fall any distance, you always take the minimum amount of falling damage (typically 1 point of damage for every 10 feet fallen, though conditions of light or heavy gravity can modify this amount at the GM's decision). In addition, whenever you fall (even if you fall isn't deliberate), you can attempt an Acrobatics check to reduce the amount of damage that you take from a fall. A successful check allows you to ignore 10 feet of distance for the purpose of determining the amount of damage you take, plus an additional 10 feet for every 5 by which your check's result exceeds the DC. Regardless of your result, you do not end up prone after taking damage from a fall if you succeeded on your Acrobatics check.

Normal: When you deliberately fall, the first 10 feet of falling damage causes 1d6 nonlethal damage. If you succeed on a DC 15 Acrobatics check, you ignore the first 10 feet of falling damage and the second 10 feet of falling damage deals nonlethal damage.

NINE LIVES

Your luck gets you out of plenty of scraps and hairy situations.

Prerequisites: Cat's luck racial trait.

Benefit: You can use your cat's luck racial trait nine times per day. In addition, you can use the cat's luck racial trait roll any Dexterity or Dexterity-based skill check, initiative check, or Reflex save twice and take the better result. Alternatively, you can use cat's luck after such a roll or check has been made, in which case you reroll the d20 and take the new result, even if it is worse.

Normal: Cat's luck allows you to roll a Reflex save twice and take the better result.

RETRACTABLE CLAWS

Your claws retract into your hands, making it difficult for enemies to know whether you've got natural weapons or not.

Prerequisite: Cat's claws racial trait, Disguise 1 rank.

Benefit: You can retract your claws into your hands or extend them as a standard action. Retracting your claws allows you to hide the fact that you're armed from onlookers, functioning as if you were using Sleight of Hand to hide a small object on your person.

Instead of making a Sleight of Hand check, you make a Disguise check with a +2 bonus opposed by your opponent's Perception.

If you have the Quick Draw feat, you can retract or extend your claws as a free action. If a creature is not aware that you have claws, when you extend your claws and attack that creature in the same round, the creature is denied its Dexterity bonus to AC against your first attack. If you also have the Combat Reflexes feat, you can retract or extend your claws as a free action even when it isn't your turn.

SPLIT TAIL

You've manifested supernatural powers that have marred your body by splitting your tail in twain.

Prerequisites: Cha 13, catfolk.

Benefit: You gain the disguise witch hex, using your level as your effective witch level. Hexes gained from this feat cannot be used to meet the prerequisites of feats or prestige classes that require the hex class feature, and you do not count as having a witch level for the purpose of meeting feat or prestige class prerequisites.

Special: You can select this feat multiple times. Each additional time you select it, you gain an additional witch hex of your choice from the following list: charm, evil eye, feral speech, flight, fortune, misfortune.

NEW RANGER SKIRMISHER TRICKS

The following ranger skirmisher tricks are available to all rangers with the skirmisher archetype^{APG}, as well as to all animal companions with a hunter as their master.

BELLOWING ROAR [SU]

The ranger can use this trick as a standard action. The ranger unleashes a 15-foot cone of sonic energy from his mouth. This energy deals 1d4 points of sonic damage per level. A Reflex save halves this damage. The ranger can use this ability twice per day, plus one additional time per day for every 5 levels thereafter. The save DC is Constitution-based.

CUNNING HUNTER [EX]

The ranger can use this trick as a swift action. The ranger chooses one target and one of his favored enemy types. For a number of rounds equal to the ranger's level, he treats the target as if it were that type of favored enemy for all purposes. The ranger can only have one instance of this ability active at a time; using it again while a previous use is active ends the previous use.

NEW SHIFTER ASPECTS

The following shifter aspects are available to all shifters.

CHEETAH

The cheetah is a hunter sporting incredible speed, capable closing hundreds of feet to their prey in seconds.

Minor Form: Whenever you charge, you take no penalty to your AC and you add the attack roll bonus you gain from charging to all attacks that you make at the end of the charge.

You increase the attack roll bonus you gain from charging to +3 at 8th level and +4 at 15th level.

Major Form: Your shape changes to that of a cheetah. While in this form, you gain a base speed of 50 feet, low-light vision, scent (30 feet), a primary bite attack (1d6) with the trip ability), and the sprint ability (usable once per wild shape or once per hour, whichever is longer). At 8th level, you can use the sprint ability three times per wild shape or three times per hour, whichever is longer. At 15th level, you can use the sprint ability at will.

JAGUAR

The jaguar is a cunning and vicious hunter, stalking its prey and taking it down with ruthless precision and guile.

Minor Form: You can make sneak attacks, as the rogue ability of the same name, dealing an additional 1d6 points of damage. This additional damage increases to 2d6 points at 8th level and 3d6 points at 15th level.

Major Form: Your shape changes to that of a jaguar. While in this form, you gain a base speed of 40 ft., a climb speed of 20 ft., a swim speed of 20 ft., low-light vision, scent (30 feet), a primary bite attack (1d6) with the grab ability, favored terrain (as the rogue talent, warm forest), and pounce. At 8th level, you gain hide in plain sight (as the rogue talent, warm forest) and the bonus from your favored terrain rogue talent increases to +4. At 15th level, you deal sneak attack damage whenever you move more than 10 feet in a round and makes an attack action or use the Spring Attack, Improved Spring Attack^{UW}, or Greater Spring Attack^{UW} feat.

LION

Often called the king of the jungle, the lion reigns with regal splendor and superiority, its prey powerless before its pride.

Minor Form: Each time you assume this aspect, choose one teamwork feat that you have. All your allies are treated as if they possess this teamwork feat for the purpose of determining whether you receive a benefit from that teamwork feat. Your allies receive no bonuses from this feat unless they actually possess the feat themselves. Your allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for you to receive the listed bonus. You choose two teamwork feats with this ability at 8th level and three teamwork feats at 15th level.

Major Form: Your shape changes to that of a dire lion. While in this form, you gain a base speed of 40 feet, low-light vision, scent (30 feet), a primary bite attack (1d8) with the grab ability, pounce and frightful roar. Frightful roar is an extraordinary ability that allows you to attempt an Intimidate check to demoralize all opponents within 30 feet whenever you charge or reduce an opponent to 0 or fewer Hit Points. Creatures that fail their saving throw against your frightful roar are shaken for 1d6 rounds. This condition cannot stack to cause a more severe fear condition. At 8th level, you gain a +4 racial bonus to Acrobatics checks. At 15th level, when you use frightening roar and the result of your Intimidate check is 10 or more higher than an opponent's DC, that opponent cowers for 1 round, then is shaken for 1d6 rounds.

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