

Everyman Minis Patriotic Options



Everyman Minis

Patriotic Options

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ABOUT EVERYMAN GAMING, LLC

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



Patriotic Character Traits

The following character traits are region traits that follow the rules outlined for basic character traits in Chapter 1 of *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*.

Backbone of the Rebellion: Your land has been torn apart by conflict against an invading power, a tyrant, or a similar threat to your country and its way of life. Whether by fate or necessity, you took up arms against your country’s enemy and have fought bitterly as a member of the rebellion. Choose one saving throw. You gain a +1 trait bonus on saves made with that saving throw.

King’s Favorite: Through deeds or mere chance, you have curtailed the favor of a powerful member of high society, and this individual continues to do you small favors from time to time. Choose one NPC that holds a government or military position within a nation or region that you have lived in for at least 5 years and have a Fame of 0 or better in. Once per week, you can make a request of this individual as if using the Diplomacy skill. The request cannot have a Diplomacy DC higher than 0 (treat this individual as if they had an attitude of helpful, meaning you can request simple aid or detailed advice, but little else). If your actions would cause this individual’s attitude to worsen below helpful, you cannot use this trait again until you make amends.

Outstanding Citizen: You were raised to be an outstanding member of your society; you know all of the proper rituals and respects, and are (or were) a model citizen. Choose one nation or region for which you are an outstanding citizen. You gain a +2 trait bonus on Knowledge (local) and Knowledge (nobility) checks relating to your chosen nation or region, and one of those skills is a class skill for you.

Shield of the People: You served your nation during a time of military strife, going to war to protect king and country. Whether the war ended or you were discharged, a soldier’s resolve still stirs within your spirit. You gain a +1 trait bonus on Profession (soldier) checks. In addition, whenever you gain a level, you gain 1 additional skill rank that must be invested in Profession (soldier).

Symbol of the Nation: You bravely fight the enemies of your nation, be they literal or ideological, and for that you have gained a level of fame among the populace. Choose one nation or region. Each week, you can request up to 1 gp per character level you possess in mundane goods and services from any one settlement within your chosen nation or region, provided the people of that settlement have a general attitude of indifferent or better towards you. You do not receive the benefit of this trait whenever you are actively concealing your identity to the populace at large, and revealing yourself in order to gain this benefit reveals your presence to everyone within the current settlement, which foils any attempt to conceal your presence within that settlement. This doesn’t prevent you from covertly receiving assistance from those who would offer such assistance without the use of this trait.

Story Feats

The following story feats are well-suited to characters whose destinies are tied to a specific nation or region. For more information regarding story feats, see the story feats section in Chapter 1 of *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*.

Ambassador (Story)

You serve in some capacity as a representative to a nation.

Prerequisites: Must serve as an official diplomat for a nation.

Benefit: You gain a +2 bonus on Knowledge (local) and Knowledge (nobility) checks made regarding both your home region or nation and the region or nation to which you are an ambassador, and both skills are class skills for you. If you have levels in a class that grant you either skill as a class skill, the bonus provided by this feat in that individual skill increases to +3. In addition, once per day you can roll twice on a Diplomacy check and use the higher result.

Goal: Broker a major treaty or accord between your home region or nation and the region or nation to which you are an ambassador. Alternatively, politically outmaneuver or secure a political advantage against an appropriate number of rival diplomats using a combination of verbal duels and influence skill challenges (see *SKILL CHALLENGE HANDBOOK*).

Completion Benefit: Your bonus on Knowledge (local) and Knowledge (nobility) checks applies on all such checks that you make. For Knowledge (local) and Knowledge (nobility) checks regarding your home region or nation and the region or nation to which you are an ambassador, these bonuses double (+4, or +6 if either skill is already a class skill for you). Additionally, governmental and royal members of these regions or nations have a starting attitude of friendly towards you unless they have a reason to dislike or distrust you.

Patriot (Story)

You have a passionate love for your homeland.

Prerequisites: Must have lived in your designated region or nation for at least 5 years.

Benefit: Choose a region or nation. Three times per day, you can grant yourself a +2 morale bonus on any one ability check, attack roll, initiative check, saving throw, skill check, or weapon damage roll. You can only use this ability while you are within your designated region or nation, or while you are acting on direct military or political behalf of your designated region or nation.

Goal: Serve your region or nation by either decisively defeating a number of appropriate foes or a foreign challenging foe of a foreign region or nation that seek to defame or harm your homeland. Alternatively, support your nation by donating at least 5,000 gp directly to your nation and volunteering your services to their army or leadership roles for at least 1 year.

Completion Benefit: You can use the benefit of this feat a total of six times per day, and the morale bonus you gain for doing so increases to +3. Against overt enemies of your region or nation, the bonus further improves to +4.

Vigilante Social Talents

The following social vigilante talents are available to vigilantes wishing to promote their loyalty to a particular nation.

Improved Patriotism (Ex): The vigilante is well-known in his chosen nation, both in his social identity and his vigilante identity. In both identities, the vigilante gains a +2 bonus on Knowledge (local) and Knowledge (nobility) checks pertaining to his chosen nation, and can make checks with both skills untrained. In his social identity, the vigilante also gains a +2 bonus on Diplomacy checks made to change the attitude of government or military officials, or to make requests of such individuals.

If the vigilante's vigilante identity is loyal to his chosen nation, he gains diplomatic immunity from his chosen nation against minor criminal offenses, provided his offenses were clearly in pursuit of the greater good. For instance, if the vigilante steals a horse in order to pursue a terrorist and then engages that terrorist in combat amidst a crowd of innocents, he would not face any repercussions for his theft or criminal endangerment (though this doesn't prevent individuals from being outraged by his actions, which may still have normal repercussions for the vigilante). Major criminal offenses, such as manslaughter, still apply normally to the vigilante.

If the vigilante's vigilante identity is opposed to his chosen nation, his bonus on opposed skill checks increases to +4, and he also receives this benefit on Intimidate checks made to demoralize government and military officials of his chosen nation.

Patriotism (Ex): The vigilante is an outstanding member of polite society in his social identity, renowned for his patriotism. Upon selecting this talent, the vigilante chooses one nation that he has lived in for at least 5 years. While in his social identity, all NPCs that serve as government or military officials in the vigilante's chosen nation have a starting attitude of friendly towards him, as long as those officials' attitude towards the vigilante would have been at least indifferent.

In addition, the vigilante chooses whether his vigilante identity is loyal to or opposes his chosen nation. If his vigilante identity is loyal to his chosen nation, the vigilante also receives the benefit of this talent while in his vigilante identity, and he gains a +4 bonus on Diplomacy checks to make requests of NPCs that serve as government or military officials in his chosen nation who are friendly or helpful towards him. If the vigilante opposes his chosen nation, he gains a +2 bonus on all skill checks that are opposed by members of his chosen nation.

The vigilante retains this benefit as long as he spends at least 1 week each month living in his chosen nation. To gain this bonus, government and military officials must see and interact with the vigilante while he is in his social identity in a noncombat situation. The vigilante can change his chosen nation by spending 2 months living and making connections in a new nation.

Vigilante Archetype

The following archetype is available to vigilante characters.

Turncoat (Vigilante Archetype)

A turncoat is able to move between nations, gaining their trust in an instant. He uses this trust to his advantage.

Loyalist (Ex): A turncoat must take the loyalist social talent as his first social talent. When he does so, he chooses two nations with his talent instead of one: his homeland and his feigned country. When choosing his homeland, the turncoat's must choose a nation that he has lived in for at least 5 years. His feigned country can be any nation, even one he has never lived in. The turncoat's vigilante identity must be loyal to his homeland and opposed to his feigned country.

Whenever the turncoat would gain a new social talent, he may instead choose to gain an additional homeland or feigned country for his loyalist vigilante talent, as described above.

This ability alters the social talent gained at 1st level.

Feigned Loyalty (Ex): At 3rd level, a turncoat can change his feigned country once per month by spending 8 hours researching a new nation to learn its ways. This research can be spent in an appropriate repository of up-to-date knowledge (such as a library) or by walking the streets of a large town or larger in the prospective nation. This choice cannot be changed except by researching a new nation (including a previously chosen nation) again.

This ability replaces unshakable.

Startling Betrayal (Ex): At 5th level, a turncoat can betray an opponent's trust in him to incredible advantage. Whenever a turncoat with his ability attempts an attack against a foe that has an attitude of indifferent or better that is unaware of the turncoat's hostilities, that opponent can attempt a Sense Motive check (DC 10 + the turncoat's level + the turncoat's Charisma modifier). The DC increases by +5 if the opponent's attitude towards the turncoat was friendly, or +10 if their attitude was helpful. If the NPC fails their Sense Motive check, the turncoat treats the foe as being flat-footed against his attacks for 1 minute (uncanny dodge or a similar ability prevents this effect unless the turncoat is at least 4 levels higher than the foe with uncanny dodge). The foe also takes a -4 penalty on all attacks made against the turncoat and is treated as being unaware of the turncoat for the purpose of the hidden strike ability until the start of the turncoat's next turn.

Starting at 11th level, helpful NPCs automatically fail their Sense Motive check against a turncoat using this ability, and when the turncoat attacks a creature with an attitude of indifferent or better, all creatures within 30 feet of the turncoat with an attitude of indifferent or better must attempt a Sense Motive check against this ability or become flat-footed for 1 minute, as described above.

At 17th level, the turncoat can affect creatures with an attitude of unfriendly or better, and the Sense Motive DC increases by +5 if the opponent's attitude towards the turncoat is indifferent, or +10 if their attitude is friendly. Opponents with an attitude of helpful automatically fail their Sense Motive checks against this ability.

This ability replaces frightening appearance, startling appearance, and stunning appearance.

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