

ISSUE
10

FILES FOR EVERYBODY

ARCANA FEATS



BY DUSTIN KNIGHT

PATHFINDER
COMPATIBLE



FILES FOR EVERYBODY ARCANA FEATS

Author Dustin Knight

Developer Alexander Augunas

Cover Art Zakary Lee

Interior Art Chan Yue Rong, Zakary Lee

Graphic Design Alexander augunas

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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>!

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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 product includes 10 all-new Arcana feats, all of which are General Skill feats. This means that they're available to all characters who meet the listed prerequisites (typically trained or better in Arcana). Unless the GM decides otherwise, all feats described herein are Common.



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ARCANA FEATS

Arcana feats allow characters to use their understanding of arcane magic to diagnose peculiarities and solve problems pertaining to the fundamental forces of magic. Few people tend to be properly trained in Arcana because it requires years of dedicated study and research and often takes longer without proper guidance and mentorship. Still, some individuals are born with a natural talent for the arcane arts. The following skill feats require a proficiency rank of trained or better in the Arcana skill.

DISCERN ARCANE CREATURES

FEAT 2

FLOURISH GENERAL SECRET SKILL

Prerequisites expert in Arcana

You've spent so much time researching arcane creatures that lore regarding them quickly surfaces to your mind. You Recall Information about one creature with the beast, construct, or dragon trait that's hidden from you or that you're observing.

DRAGON HUNTER

FEAT 7

EMOTION GENERAL SKILL

Prerequisites expert in Arcana, Expertise (dragons)

Your experience with dragons allows you to overcome some of their more dangerous abilities. Anytime you gain the frightened condition from a non-spell effect used by a dragon, such as its frightful presence, reduce the frightened condition's value by 1. In addition, you gain a +1 circumstance bonus to saving throws against a dragon's breath weapon.

If you're legendary in Arcana, reduce the frightened condition granted by any non-spell effect used by a dragon by 2 and increase the circumstance bonus you gain against a dragon's breath weapon by 2.

DRAGON SLAYER

FEAT 15

INCAPACITATION GENERAL SKILL

Prerequisites legendary in Arcana, Expertise (dragon), Exploit Anatomy

Trigger You Exploit a dragon's Anatomy and the result is a success or a critical success.

You pierce a dragon's defenses, allowing your spells and attacks to ravage them. If the triggering skill check was a success, the dragon takes a -1 status penalty to AC and saves and loses any status bonuses it adds to its AC and saves (except those gained from spells) for 1 minute. If the triggering skill check was a critical success, this status penalty increases to -2.

EXPERTISE

FEAT 2

GENERAL SECRET SKILL

Prerequisites expert in the trait's associated skill

Your expertise in a specific area or topic allows you to quickly discern dubious information. Choose one trait that's associated with a skill that you're an expert in, as shown on the following table. Whenever you encounter incorrect information pertaining to a creature, object, or place associated with your trait, the GM attempts a secret check with the appropriate skill. The DC for this check is equal to the simple DC associated with the proficiency rank to recall that bit of knowledge (DC 10 for untrained, DC 15 for trained, DC 20 for expert, DC 30 for master, and DC 40 for legendary).

Special You can select this feat multiple times. Each time, choose a different trait and gain the benefits for that trait.

- » **Critical Success** You discern that the information is incorrect. If your next action is to Recall Knowledge about that topic, you gain a +1 circumstance bonus to your check.
- » **Success** The knowledge seems fishy to you, but you aren't certain.
- » **Failure** You don't discern anything unusual about the information.

Skill	Traits
Arcana	Arcane, Beast, Construct, Dragon
Crafting	Alchemy, any armor trait, any equipment trait, any weapon trait
Lore	Any trait relevant to the Lore, as determined by the GM (see page 3)
Medicine	Disease, Poison
Nature	Animal, Beast, Elemental, Fey, Fungus, Giant, Humanoid, Ooze, Plant, Primal
Occultism	Aberration, Astral, Celestial, Elemental, Ethereal, Fiend, Monitor, Occult, Spirit, Undead
Religion	Divine, Spirit, Undead
Society	Giant, Humanoid, any ancestry trait
Thievery	Trap

EXPLOIT ANATOMY

FEAT 4

CONCENTRATE GENERAL SKILL

Prerequisites expert in the trait's associated skill, Expertise (any ancestry trait or creature trait)

Your expertise in a specific area or topic allows you to exploit certain creature's anatomy for your own benefit. Select one creature you can see and Recall Knowledge about them. If the chosen creature has an ancestry trait or creature trait that you've chosen with Expertise, damage you deal to that creature treats their hardness and resistances as if they were 2 lower for 1 minute.

If you're a master in the skill associated with the trait, your damage treats the creature's hardness and resistances as if they were 4 lower. If you're legendary in the skill associated with the trait, your damage treats the creature's hardness and resistances as if they were 6 lower.

FUEL RITUAL

FEAT 7

GENERAL SKILL

Prerequisites master in Arcana, Occultism, Nature, or Religion; ability to cast spells.

You've learned to use your spellcasting powers to fuel a ritual's casting. Whenever you act as the primary ritualist for a ritual, you can expend a spell slot of a level equal to or higher than the ritual's level in order to expedite the ritual's casting, reducing the time it takes to cast the ritual by 1d12 hours. This spell must belong to a class whose spellcasting tradition is associated with a skill that you're a master in (Arcana for arcane spells, Occultism for occult spells, Nature for primal spells, and Religion for divine spells). If you expend a spell slot of a level equal to twice the ritual's level or more, you instead reduce the time it takes to cast the ritual by 1d12+6 hours. This cannot reduce the time required to cast the ritual by more than half.

When casting a ritual that takes multiple days to cast, you can expend spell slots in this manner once every day to lessen the ritual's casting time, but you cannot regain any spell slots you expend in this manner during your daily preparations until after the ritual's casting has been concluded or the ritual has been disrupted. You cannot use a cantrip to fuel a ritual using this feat.

SABOTAGE CONSTRUCT

FEAT 15

INCAPACITATION GENERAL SKILL

Prerequisites legendary in Arcana, Expertise (construct), Exploit Anatomy

Trigger You Exploit a construct's Anatomy and the result is a success or a critical success.

You deduce some key element of the target's construct's functioning, such as its command word or some component that's integral to its operation. If the triggering skill check was a success, the construct is stunned 1 for 1 minute. If the triggering skill check

was a critical success, each round during your turn you can use an Interact action to attempt an Arcana check against the sabotaged construct's Fortitude DC. If you succeed, you can force the sabotaged construct to immediately take 1 action of your choice as if it were controlled by you. This Interact action has the flourish trait and can only be used while the construct is stunned by Override Construct.

SPELL CONNOISSEUR

FEAT 7

CONCENTRATE GENERAL SKILL

Prerequisites master in Arcana, Occultism, Nature, or Religion; Recognize Spell

Whenever you successfully Recognize a Spell, you also get one additional piece of information from among the following, chosen by the GM based on its applicability. If you critically succeed at Recognizing the Spell, you gain all of this information.

- » Any additional components applied to the spell.
- » Any metamagic effect applied to the spell.
- » The alignment and class of the spell's caster.
- » The gist of what actions the spellcaster used next, if they wouldn't ordinarily be clear. For example, if you Recognize an *invisibility* Spell, you might know the general direction the spellcaster moved, but not the precise location they moved after becoming invisible.
- » The language used to cast a linguistic spell.
- » The spell's result (critical success, success, failure, or critical failure) for every creature and object affected by the spell.
- » The spell level at which the spell was cast.

SPELLSENSE

FEAT 7

CONCENTRATE GENERAL SKILL

Prerequisites master in Arcana, Arcane Senses

You're able to effortlessly detect magic auras. You gain spellsense as a vague sense, which allows you to notice the presence of magic out to 30 feet. You receive no information beyond the presence or absence of magic, and you can only detect illusion magic if you are actively using the Seek action to look for magic using your spellsense.

Your spellsense combined with *detect magic* allows you to notice the lingering auras of any spells that were once active within *detect magic's* emanation. In addition to the spell's usual effects, you detect any effects that were present within the spell's area within the past 24 hours. If you're legendary in arcana, you detect any effects that were present within the spell's area within the past 30 days. In both cases, you gain a rough sense of how faint the effect is, which allows you to make a reasonable guess regarding how long ago such effects were created. You apply the heightened effects of *detect magic* to these lingering effects normally.

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NEXT TIME!

In Issue 11 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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