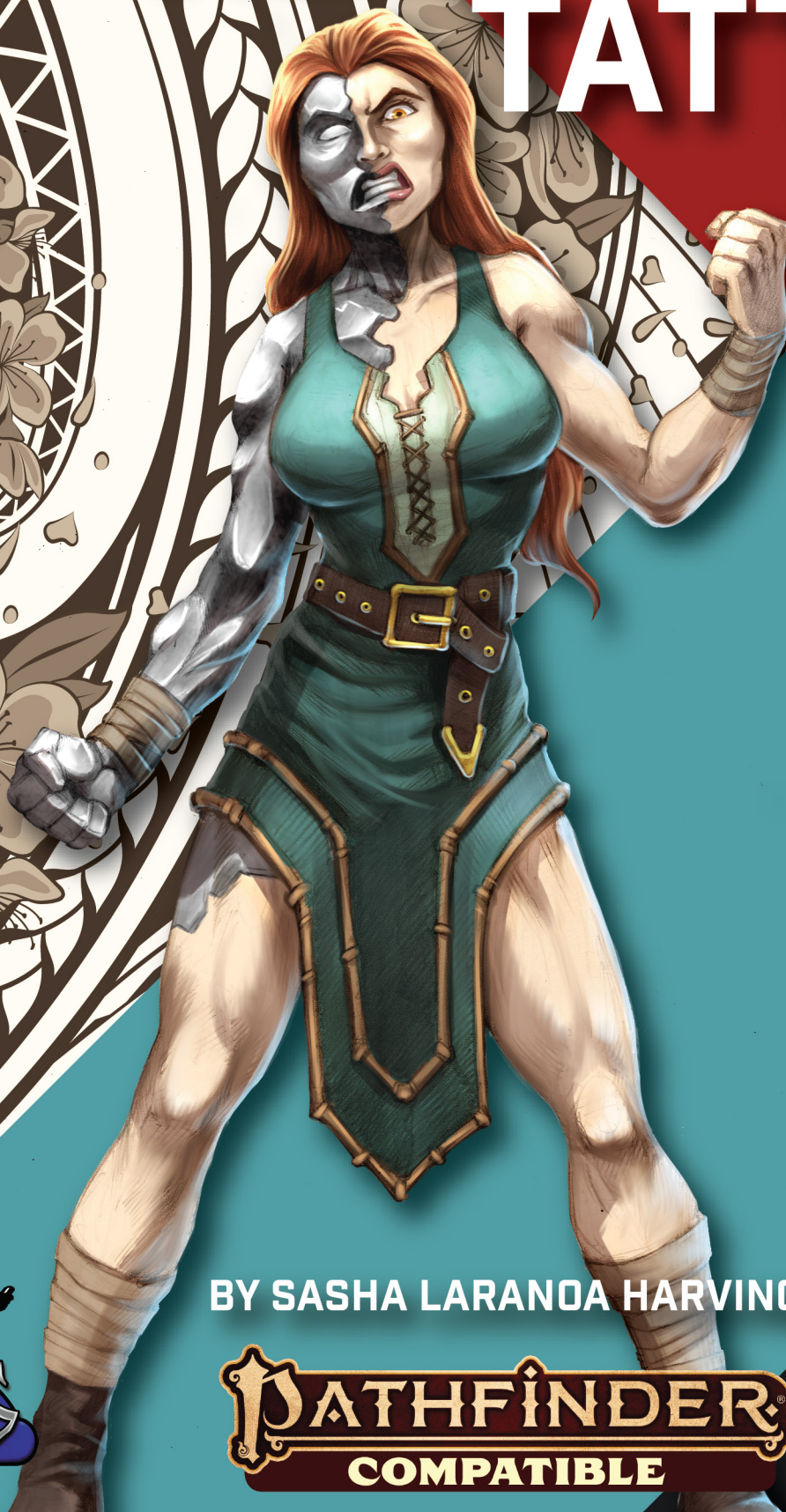


ISSUE
15

FILES FOR EVERYBODY

ALCHEMICAL TATTOOS



BY SASHA LARANOVA HARVING

PATHFINDER
COMPATIBLE



FILES FOR EVERYBODY

ALCHEMICAL TATTOOS

Author Sasha Laranoa Harving
Developer Alexander Augunas
Cover Art Luiz Prado
Interior Art Chan Yue Rong, Luiz Prado
Graphic Design Alexander augunas

DECLARATION OF PRODUCT IDENTITY

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration.

Files for Everybody: Alchemical Tattoos © 2020
by Everybody Games

PATHFINDER COMPATIBILITY

Compatibility with *Pathfinder Second Edition* requires *Pathfinder Second Edition* from Paizo Inc. See paizo.com/pathfinder to learn more about Pathfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc. Pathfinder Second Edition and the Pathfinder Second Edition Compatibility Logo are trademarks of Paizo Inc. The Pathfinder-Icons font is © 2019 Paizo Inc. These trademarks and copyrighted works are used under the Pathfinder Second Edition Compatibility License.

See paizo.com/pathfinder/compatibility for more information on this license.

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](https://twitter.com/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

FILES FOR WHO?

This product includes new alchemist options, feats, and alchemical equipment that allow alchemists to function proficiently in an entirely different style of combat: melee. These options; the feature, feats, and equipment, are listed as Common because tattoo artistry is commonplace in most societies. However, if tattoos are rare or taboo in your campaign setting, consider making these options Uncommon or even Rare as appropriate.

IN THE WORLD...

People with tattoos face a fair bit of stigmatism in some parts of the world, specifically countries where having a tattoo is equated to maiming or defiling the sanctity of one's body. When using these tattoo options in your game, consider the real-world cultures where tattoo artistry is a respected and culturally significant tradition, a means of self-expression and ancestral identity rather than something negative. While it's okay for an individual or two to be apprehensive about getting tattoos of their own (after all, the process can be painful), alchemical tattoos are intended to be a personal choice, something anyone has the right to possess if they wish.

HELP US MAKE
A GAME

EVERSAGA
ROLEPLAYING GAME

PATREON.COM/EVERSAGA-RPG

ALCHEMIST OPTIONS

Often viewed by common folk with an excessive amount of suspicious, alchemists are often souls born before their times, possessing a scientific curiosity that far exceeds that of other fellows. From grenadiers who gleefully mix volatile materials together into potent alchemical bombs to mad chemists who mix formulae capable of twisting flesh and reshaping bone, alchemy is capable of performing miracles both fantastic and horrifying. The following section introduces new options and feats available to alchemist characters, enabling them to utilize alchemical equipment in new and wondrous ways.

ALCHEMIST RESEARCH FIELD

The art of cypher tattoos, by nature, loans itself to research and study by alchemists. The following research field is Common.

CYPHER TATTOOIST

You specialize in the creation, application, artistry, and utility of cypher tattoos. You start with the formulas for two cypher tattoos in your formula book, in addition to your other formulas.

When you use advanced alchemy to create an alchemical tattoo, instead of creating a batch of two of that item, you can create one of that item and etch it onto a willing creature as if using Crafting to Apply Tattoos. You ignore the usual amount of time required to create and apply the tattoo, as well as any alchemical reagent requirements. When you use Quick Alchemy, you can either use one batch of infused reagents to create an alchemical tattoo or etch a tattoo you've already created onto yourself. You can etch an alchemical tattoo that doesn't have the infused trait onto yourself in this manner, expending one infused regents normally.

If you have the double brews feature, you can spend two infused regents using Quick Alchemy to create two alchemical tattoos, apply two alchemical tattoos to yourself, or create and apply one alchemical tattoo to yourself. If you have the alchemical alacrity feature, you can spend three infused regents using Quick Alchemy to create and apply one alchemical tattoo to yourself and either create a second alchemical tattoo or apply a second alchemical tattoo to yourself.

Perpetual Infusions: Lesser flickering flame tattoo and lesser unyielding earth tattoo.

Perpetual Potency: The moderate versions of the cypher tattoos you chose for perpetual infusions.

Greater Field Discovery: The first time you activate a cypher tattoo you've applied to yourself, it is not consumed. You can activate it a second time, but you must use a different activation method than the first one you used. It is consumed after the second activation.

1ST-LEVEL ALCHEMIST FEATS

DECRYPTED DEFENDER STANCE

FEAT 1

ALCHEMIST STANCE

Requirements You have used an envision component to activate an alchemical cypher tattoo within the last 5 rounds.

You harness the leftover power of your cypher tattoo to protect yourself and defend your allies. While in this stance, you can make decrypted smash attacks. These deal 1d6 bludgeoning damage; are melee attacks in the club group; and have the agile, finesse, free-hand, parry, and thrown (10 feet) traits. Use your proficiency with alchemical bombs for Strikes with your encrypted slashes instead of your proficiency with knives.

ENCRYPTED ATTACKER STANCE

FEAT 1

ALCHEMIST STANCE

Requirements You have used an Interact component to activate an alchemical cypher tattoo within the last 5 rounds.

You weave the ambient energy of your cypher tattoo into a deadly weapon with which you attack your foes. While in this stance, you can make encrypted slash attacks. These deal 1d6 slashing damage; are melee attacks in the knife group; and have the agile, deadly d8, finesse, free-hand, and thrown (10 feet) traits. Use your proficiency with alchemical bombs for Strikes with your encrypted slashes instead of your proficiency with knives. When you make a thrown Strike with an encrypted slash, the energy flies back to your hand after the Strike is complete, even if your hands are full when the energy returns.

2ND-LEVEL ALCHEMIST FEATS

AMBIENT SPIKE

FEAT 2

ALCHEMIST

Prerequisites Decrypted Defender Stance or Encrypted Attacker Stance

Requirements You are in Decrypted Defender Stance

or Encrypted Attacker Stance.

You form devastating weapons when channeling ambient power from your cypher tattoos. Your decrypted smash and encrypted slash attacks gain the versatile (P) weapon trait and replace the thrown (10 feet) weapon trait with the thrown (20 feet) weapon trait.

4TH-LEVEL ALCHEMIST FEATS

MOMENTOUS AMBIENCE

FEAT 4

ALCHEMIST

Prerequisites Decrypted Defender Stance or Encrypted Attacker Stance

Requirements You are in Decrypted Defender Stance or Encrypted Attacker Stance.

You're able to better control and maintain the momentum of your cypher tattoo's lingering energies. Your decrypted smash and encrypted slash attacks gain the backswing and swipe weapon traits.

6TH-LEVEL ALCHEMIST FEATS

POTENT ASSAILANT

FEAT 6

ALCHEMIST

Prerequisites Encrypted Attacker Stance

Requirements You are in Encrypted Attacker Stance.

You brandish leftover energies from your cypher tattoos with lethal proficiency. Replace your encrypted slash attack's deadly d8 weapon trait with the fatal d8 weapon trait.

POTENT PROTECTOR

FEAT 6

ALCHEMIST

Prerequisites Decrypted Defender Stance

Requirements You are in Decrypted Defender Stance.

You weave leftover energies from your cypher tattoos into an unbreakable bulwark. When you use your deflected smash attack's parry weapon trait, the AC bonus you receive increases to +2. Alternatively, you can choose to increase the stance's bonus to +4, but if you do you leave Decrypted Defender Stance at the start of your next turn; even if you leave Decrypted Defender Stance in this way, you can reenter the stance normally as long as the stance's requirements are met.

8TH-LEVEL ALCHEMIST FEATS

MUTATING TATTOO

FEAT 8

ADDITIVE 2 ALCHEMIST

Trigger You use Quick Alchemy to apply a cypher tattoo to yourself that is at least 2 levels lower than your advanced alchemy level.

You've discovered how to mix mutagens into the ink

of your cypher tattoos, granting them mutagenic properties beyond those normally displayed. You can spend 2 additional batches of infused reagents to craft a mutagen and add it to an alchemical tattoo that you apply to yourself. The mutagen must be at least 2 levels lower than your advanced alchemy level, and the resulting tattoo is an alchemical item 2 levels higher than the higher level of the mutagen and the tattoo. The poison gains the infused trait, so it loses potency for 24 hours or until your next daily preparations, even if mixed into a tattoo that lacks this trait.

When you activate a mutating tattoo, you are also affected as if you had imbibed the chosen mutagen.

POISONED TATTOO

FEAT 8

ADDITIVE 2 ALCHEMIST

Trigger You use Quick Alchemy to apply a cypher tattoo to yourself that is at least 2 levels lower than your advanced alchemy level.

You've discovered how to mix poison into your cypher tattoos, allowing you to poison those you Strike or who Strike you. You can spend 2 additional batches of infused reagents to craft a poison and add it to an alchemical tattoo that you apply to yourself. The poison you create must be at least 2 levels lower than your advanced alchemy level, and the resulting tattoo is 2 item levels higher than the higher of the poison and the tattoo. The poison gains the infused trait, so it loses potency for 24 hours or until your next daily preparations, even if mixed into a tattoo that lacks this trait.

When you activate a poisoned tattoo, your next successful unarmed attack, decrypting smash attack, or encrypting slash attack made before the end of your next turn applies the added poison to the target of your attack.

10TH-LEVEL ALCHEMIST FEATS

BURSTING CYPHER

FEAT 10

ADDITIVE 4 ALCHEMIST

Prerequisites Decrypted Defender Stance or Encrypted Attacker Stance

Trigger You use Quick Alchemy to apply a cypher tattoo to yourself that is at least 4 levels lower than your advanced alchemy level.

You developed techniques that allow your decrypted smash and encrypted slash attacks to explode with the force of an alchemical bomb. You can spend 4 additional batches of infused reagents to craft a bomb and add it to an alchemical tattoo that you apply to yourself. The bomb must also be at least 4 levels lower than your advanced alchemy level, and the resulting tattoo is an alchemical item two levels higher than the higher of the bomb and the tattoo.

When you activate the tattoo and enter either Decrypted Defender Stance or Encrypted Attacker Stance before the end of your next turn, the attack granted to you by that stance is enhanced for 2 rounds or until you leave the stance. During this time, your decrypted smash attacks (if you entered Decrypted Defender Stance) or your encrypted slash attacks (if you entered Encrypted Attacker Stance) replace their agile weapon trait with all weapon traits possessed by the bomb you added to the tattoo except for the following: alchemical, bomb, and consumable. If the bomb has the splash trait, thrown attacks with your decrypted smash or encrypted slash attacks deal the bomb's listed splash damage, but melee attacks don't.



Any Strikes with such an attack that critically hits an opponent deals additional damage and effects to that opponent as if you had hit them with the added bomb. For example, if the added bomb is a moderate thunderstone, creatures within 10 feet of the target must attempt a Fortitude save or be deafened.

12TH-LEVEL ALCHEMIST FEATS

DECRYPT AND DENY ↻

FEAT 12

ALCHEMIST

Prerequisites Decrypted Defender Stance

Trigger You take damage from a physical attack.

Requirements You are in Decrypted Defender Stance and are benefiting from a circumstance bonus to AC from using your decrypted smash attack's parry weapon trait.

You use lingering energies from your Decrypted Defender Stance and weave them into a powerful shield to protect yourself from harm. Prevent 5 damage from the triggering attack. You take any remaining damage, and after you use this reaction, you leave Decrypted Defender Stance and lose the circumstance bonus to AC from the parry weapon trait. You can reenter this stance after leaving in this manner as long as you use the required action and meet the stance's requirements).

ENCRYPTED ATTACKER STANCE ↻

FEAT 12

ALCHEMIST

Prerequisites Encrypted Attacker Stance

Requirements You are in Encrypted Attacker Stance.

You gather significant stores of lingering energy from your expended cypher tattoos, using it to elongate your weapon. Replace your encrypted slash attack's agile weapon trait with the reach weapon trait. While benefiting from this feat, your encrypted slash attacks are melee attacks from the spear group instead of the knife group. You can use this action a second time to return your encrypted slash attack to its original configuration.

FLICKERING CANDLE

FEAT 12

ALCHEMIST

You've discovered how to trigger a slow burn for your fiery tattoos, allowing you to illuminate small areas instead of burn them. You can activate any flickering flame alchemical tattoo that you've applied to yourself in the following way in addition to its standard methods of activation. Using this activation method consumes the alchemical tattoo as normal.

↻ **Interact**; **Effect** You produce a flickering flame that limns nearby creatures in colorful, heatless fire for 5 minutes, acting in all ways as *faerie fire*. The size of

the emanation and the DC of the Reflex save are the same as for the two-action Interact effect for that tattoo, varying with the level of the item.

UNYIELDING ONSLAUGHT

FEAT 12

ALCHEMIST

You can use your earthen tattoos to attack enemies as instead of defending yourself. You can activate any unyielding earth tattoo that you've applied to yourself in the following way in addition to its standard methods of activation. Using this activation method consumes the alchemical tattoo as normal.

- ◆ Interact; **Effect** You gather the cypher tattoo's energies into a magical stone and throw it. Strike the target as if using an alchemical bomb. The stone deals bludgeoning damage equal to 6d6 plus your Strength Modifier. Add +1d6 damage to this attack for every 2 alchemist levels beyond 12th that you possess.

14TH-LEVEL ALCHEMIST FEATS

BEAST WITHIN

FEAT 14

ALCHEMIST

You've discovered how to use your cypher tattoos to completely transform yourself into an animal. You can activate any flickering flame alchemical tattoo that you've applied to yourself in the following way in addition to its standard methods of activation. Using this activation method consumes the alchemical tattoo as normal.

- ◆ Interact; **Effect** You body transforms into that of an animal for 1 minute, acting in all ways as *animal form* heightened to a level equal to half the tattoo's level. When activating your tattoo using this method, the form you choose must match the animal chosen when the tattoo was applied to you.

18TH-LEVEL ALCHEMIST FEATS

REVEALING RITE

FEAT 18

UNCOMMON ADDITIVE 4 ALCHEMIST

Trigger You use Quick Alchemy to apply a cypher tattoo to yourself that is at least 4 levels lower than your advanced alchemy level.

You've learned how to use your cypher tattoos to reveal hidden scrying sensors and similar effects. You can activate any alchemical cypher tattoo of 12th level or higher that you've applied to yourself in the following way in addition to the standard method of activation. Using this activation consumes the alchemical tattoo as normal.

- ◆◆ envision; **Effect** You sense the presence or absence of scrying effects, acting in all ways as *detect scrying* heightened to 6th level.

NEW CRAFTING TRAINED ACTION

Successfully using the Craft trained action to create an alchemical tattoo only creates the alchemical ink needed to etch the tattoo onto a creature. Before a creature can use an alchemical tattoo, this ink must be etched onto them.

You must be trained in Crafting to use it to Apply an Alchemical Tattoo.

APPLY TATTOO

CONCENTRATE EXPLORATION MANIPULATE

Requirements You have an alchemical tattoo that you've created, but haven't applied to a creature.

You take alchemical regents that you've crafted to serve as an alchemical tattoo and apply them to a willing or helpless creature, etching them with an alchemical tattoo. You need the Alchemical Crafting skill feat to etch an alchemical tattoo onto a creature, as well as the Magical Crafting skill feat if the tattoo also has the magical trait.

To apply a tattoo to a creature, you must meet the following requirements.

- » The item is your level or lower. An item that doesn't list a level is level 0. If the item is 9th level or higher, you must be a master in Crafting, and if it's 16th or higher, you must be legendary.
- » You have the formula for the item.
- » You have an appropriate set of tools and, in many cases, a workshop.
- » You must supply a finished alchemical tattoo.

You must spend 2 hours at work, at which point you attempt a DC 20 Crafting check. This takes only 30 minutes if you are a master in Crafting or 1 minute if you are legendary in Crafting. The DC is 30 if the tattoo is 9th level or higher or 40 if it's 16th or higher.

- » **Success** You apply the tattoo to the creature, allowing them to activate it.
- » **Failure** You fail to apply the tattoo to the creature. You can salvage the tattoo's ink, allowing you to try again, but you have to start over.
- » **Critical Failure** You fail to apply the tattoo to the creature. You ruin the tattoo and cannot salvage it.

CYPHER TATTOOS

Named for their puzzle-like construction, cypher tattoos are partially etched into a creature using alchemical inks. Originally created by enterprising gnomes, cypher tattoos are popular among a variety of ancestries, and while the first cypher items were entirely alchemical in nature, their concepts have been applied to other kinds of gear as well. For instance, dwarf wizards working in tandem with gnome alchemists have applied cypher principles to the creation of magical ammunition that reacts based on how it's fired, while elf rangers have devised cypher snares that trigger differently for different prey.

ALCHEMICAL ITEMS

Alchemical tattoos provide the creature on whom they are etched with temporary benefits and special abilities. Once an alchemical tattoo is triggered, its effects fade. The following are among the better known alchemical tattoos.

ALCHEMICAL TATTOOS

An alchemical tattoo is a vial of ink that produces an extraordinary effect when injected underneath a person's skin in the shape of a tattoo. Alchemical tattoos have the tattoo trait, and some have the consumable trait. When etching a consumable alchemical tattoo into a person, the alchemist decides whether or not the tattoo's art disappears alongside its effects.

The Craft trained action of Crafting allows you to create the ink used to make an alchemical tattoo, but that ink needs to be applied to a creature using the Apply a Tattoo trained action of Crafting before the tattoo can be used. Features or actions that quickly create alchemical items (such as an alchemist's advanced alchemy or Quick Alchemy), allow you to Craft the ink but not Apply the Tattoo unless specifically noted otherwise.

CYPHER

A cypher item is a type of consumable that is incomplete at the time of its creation. Like a puzzle, creatures activating the item are provided with two or more different methods of "solving" it, meaning the item has two or more different methods of activating it. The most common methods are through manual interaction with the item or mentally envisioning its activation; interacting with a cypher item usually requires one or more actions, while envisioning its activation usually requires one action or a reaction.

TATTOO

A tattoo is a type of item that is drawn or cut into a creature's skin and usually takes the form of images or symbols.

FLICKERING FLAME TATTOO

ALCHEMICAL 1+

ALCHEMICAL CONSUMABLE CYPHER FIRE TATTOO

Usage tattoo

This tattoo is drawn in the likeness of a blazing fire, usually a burning candle. When the tattoo is activated, the flames burst with fiery light before burning out.

- Interact; **Effect** All creatures in an emanation centered on you take fire damage, and each affected creature must attempt a basic Reflex save. The size of the emanation, the amount of damage, and the DC of the Reflex save vary with the level of the item.
- Envision; **Trigger** You are targeted by a ranged Strike. **Effect** Flickering light from your tattoo obscures the attacker's vision, granting you a circumstance bonus to AC against the strike. The bonus to AC varies with the level of the tattoo.

Type lesser; Level 1; Price 3 gp

Activating the tattoo using an interact component deals 1d4 fire damage in a 5-foot emanation (basic Reflex DC 15). Activating the tattoo using an envision component grants you a +1 circumstance bonus to AC.

Type moderate; Level 5; Price 26 gp

Activating the tattoo using an interact component deals 2d4 fire damage in a 10-foot emanation (basic Reflex DC 20). Activating the tattoo using an envision component grants you a +2 circumstance bonus to AC.

Type greater; Level 10; Price 155 gp

Activating the tattoo using an interact component deals 3d4 fire damage in a 10-foot emanation (basic Reflex DC 27). Activating the tattoo using an envision component grants you a +3 circumstance bonus to AC.

Type major; Level 16; Price 1,600 gp

Activating the tattoo using an interact component deals 4d4 fire damage in a 15-foot emanation (basic Reflex DC 35). Activating the tattoo using an envision component grants you a +4 circumstance bonus to AC.

RAGING BEAST TATTOO

ALCHEMICAL 2+

ALCHEMICAL CONSUMABLE CYPHER MORPH TATTOO

Usage tattoo

This tattoo depicts a furious predator, usually a wild

animal but sometimes a beast or vermin. When the tattoo is etched, choose an animal from among those that can be chosen by a barbarian with the animal instinct. When the tattoo is activated, the etched creature's body gains attributes of that creature.

❖❖ Interact; **Effect** If you're a barbarian with the animal instinct and your animal matches this tattoo's animal, your unarmed strike's damage for that animal increases by one step. Otherwise, you gain that animal's unarmed strike, as a barbarian with the animal instinct. The effect's duration varies with the level of the tattoo.

🌀 envision; **Trigger** You take bludgeoning, piercing, or slashing damage; **Effect** You gain resistance against the triggering type of damage. If you have the Rage action, aren't Raging, and aren't prevented from Raging, you can Rage as part of this reaction. If you're Raging and have the raging resistance class feature, the tattoo's effect stacks with your raging resistance. The amount of resistance you gain varies with the level of the tattoo.

Type lesser; **Level** 2; **Price** 6 gp

The tattoo lasts for 5 rounds, or 1 round if activated with an envision component. Activating the tattoo using an envision component grants resistance 5.

Type moderate; **Level** 6; **Price** 40 gp

The tattoo lasts for 1 minute, or 3 rounds if activated with an envision component. Activating the tattoo using an envision component grants resistance 10.

Type greater; **Level** 11; **Price** 305 gp

The tattoo lasts for 5 minutes, or 5 rounds if activated with an envision component. Activating the tattoo using an envision component grants resistance 15.

Type major; **Level** 17; **Price** 3,000 gp

The tattoo lasts for 15 minutes, or 8 rounds if activated with an envision component. Activating the tattoo using an envision component grants resistance 20.

REVEALING RUNES TATTOO

ALCHEMICAL 3+

ALCHEMICAL CONSUMABLE CYPHER MORPH TATTOO

Usage tattoo

This tattoo weaves an intricate web of magical runes and sigils across the etched region in shimmering pigments. When the tattoo is activated, these runes and sigils twist and contort into the likeness of an eye.

❖❖ Interact; **Effect** You gain an item bonus to Arcana, Nature, and Occultism checks to Identify Magic as the tattoo expands your awareness of mystical energies and forces. The bonus to Arcana, Nature, and Occultism checks and the effect's duration varies with the level of the tattoo.

🌀 envision; **Trigger** A creature within line of sight casts a spell that you don't have prepared or in your spell repertoire, or a trap or similar object casts such

a spell. You must be aware of the casting; **Effect** You attempt to Recognize the triggering Spell, with the effects of the Recognize Spell feat. You don't need to be trained in Arcana, Occultism, Nature, or Religion to attempt this check. If you have the Recognize Spell feat, you instead use that feat and gain an item bonus to your check. The bonus to your check varies with the level of the tattoo.

Type lesser; **Level** 3; **Price** 14 gp

The item bonus is +1. Activating the tattoo using an Interact component lasts 15 minutes.

Type moderate; **Level** 9; **Price** 126 gp

The item bonus is +2. Activating the tattoo using an Interact component lasts 40 minutes.

Type greater; **Level** 15; **Price** 850 gp

The item bonus is +3. Activating the tattoo using an Interact component lasts 2 hours.

Type major; **Level** 19; **Price** 3,000 gp

The item bonus is +4. Activating the tattoo using an Interact component lasts 4 hours.

UNYIELDING EARTH TATTOO

ALCHEMICAL 1+

ALCHEMICAL CONSUMABLE CYPHER MORPH TATTOO

Usage tattoo

This tattoo depicts a towering mountain with a realistic, rocky texture. When the tattoo is activated, the mountain expands, encompassing large swaths of the etched creature's body, making them unnaturally stoic and resilient for a time.

❖❖ Interact; **Effect** Your skin hardens, granting you temporary Hit Points. The amount of temporary Hit Points and the effect's duration varies with the level of the tattoo.

🌀 envision; **Trigger** You take any amount of damage; **Effect** After the triggering damage resolves, you gain resistance to all further damage you take until the start of your next turn. The amount of resistance varies with the level of the tattoo.

Type lesser; **Level** 1; **Price** 3 gp

Activating the tattoo using an Interact component grants 5 temporary Hit Points. Activating the tattoo using an envision component grants resistance 3.

Type moderate; **Level** 5; **Price** 26 gp

Activating the tattoo using an Interact component grants 10 temporary Hit Points. Activating the tattoo using an envision component grants resistance 5.

Type greater; **Level** 10; **Price** 155 gp

Activating the tattoo using an Interact component grants 20 temporary Hit Points. Activating the tattoo using an envision component grants resistance 8.

Type major; **Level** 16; **Price** 1,600 gp

Activating the tattoo using an Interact component grants 30 temporary Hit Points. Activating the tattoo using an envision component grants resistance 10.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures heros; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of heros, spells, enchantments, personalities, teams, personas, likenesses and special

abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are



SOMETHING FOR EVERYBODY!

Custom-tailor your perfect **Pathfinder Second Edition** experience with Everybody Games's line of Pathfinder Second Edition compatible products, **Files for Everybody!** Whether you're looking for evocative ancestries, exciting backgrounds, brand-new classes, unique skill feats, inspired spells, or innovative new rules systems, Everybody Games's **Files for Everybody** series promises has something for everybody!

NOW AVAILABLE
<http://www.everybodygames.net/files-for-everybody>

contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Files for Everybody: Alchemical Tattoos © 2020, Paizo Inc.; Designer: Sasha Laranoa Harving; Developer: Alexander Augunas.

NEXT TIME!

In Issue 16 of Everybody Games's *Files for Everybody*, author Alexander Augunas introduces a new pugilist archetype with an assortment of class feats that can transform any character into the punch-person of your dreams, as well as a new contender background for characters who got their adventuring start in the ring!

GET EVERYBODY GAMING WITH EVERYBODY GAMES!

