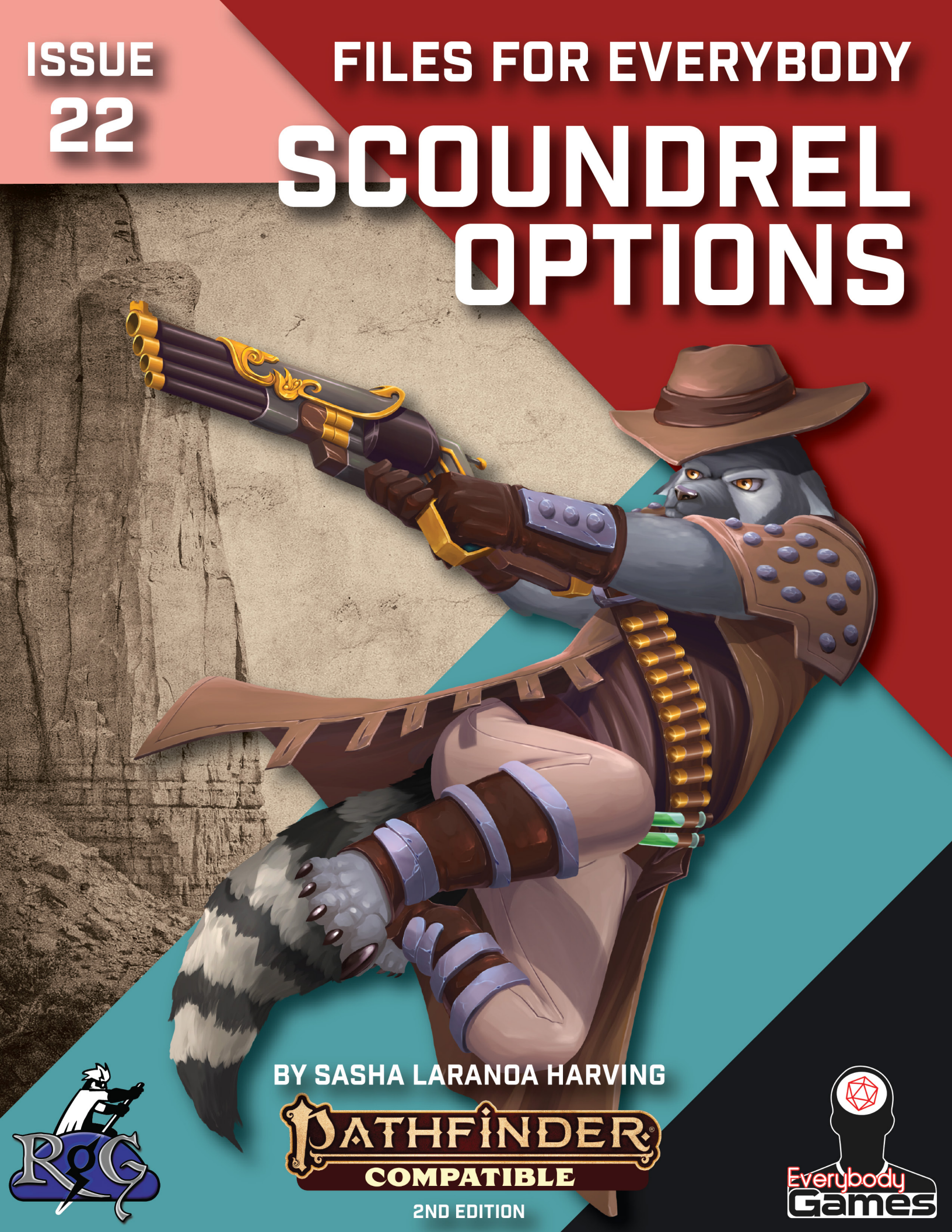
ISSUE 22

FILES FOR EVERYBODY

SCOUNDREL OPTIONS



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PATHFINDER COMPATIBLE

2ND EDITION

R&G

Everybody Games

FILES FOR EVERYBODY SCOUNDREL OPTIONS

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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!

~ Alexander Augunas
Publisher & Crunchmaster of Everybody Games

Scoundrels!

The options found within this ***Files for Everybody*** product are designed to support several archetypes from ***Pathfinder Advanced Player's Guide***: the assassin, the loremaster, the poisoner, and the scout. These archetypes are designed to allow characters to perform skillful stunts in a variety of niche fields, making them a quality sampling of scoundrel-type characters!

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SCOUNDREL OPTIONS

The *Pathfinder Advanced Players Guide* introduced a plethora of new archetypes for characters to take as a means of enhancing their connection with a specific theme. Some archetypes provide characters with martial prowess, others with magical mastery, and still others with even stranger powers. The following feats detailed within this section all require one of the archetype dedication feats from a specific archetype in the *Advanced Player's Guide*. These options are intended to strengthen the themes of these archetypes or provide new and exciting ways for characters to interact with their core theme.

Assassin Feats

The following feats are available to characters with the Assassin Dedication archetype feat.

Bullying Mark — Feat 4

Archetype

Prerequisites Assassin Dedication

Your study has given you the skills needed to frustrate and antagonize your targets such that you can take them down more easily. Choose one of the following edges. You gain the benefits from your chosen edge against creatures you have Marked for Death. A creature that has been Marked for Death can attempt a Will saving throw against your class DC to negate this effect. If a creature's saving throw is a critical success, they become immune to your Bullying Mark for 1 round.

- **Agonizing**: When you deal poison damage to a foe that you have Marked for Death, they are sickened 1, or sickened 2 if your result is a critical success.
- **Distracting**: When you Feint a creature that you have Marked for Death and your result is a success, that creature is also stupefied 1 until the end of your next turn, or stupefied 2 if your result is a critical success.
- **Imposing**: When you Strike a flat-footed creature that you have Marked for Death using an unarmed strike or a weapon with the backstabber or deadly trait, they are frightened 1 until the end of your next turn, or frightened 2 if your result is a critical success.

Coordinated Beatdown — Feat 10

Archetype

Prerequisites Assassin Dedication, Bullying Mark

Trigger A creature that you have Marked for Death fails its Will saving throw against your Bullying Mark.

You expose your mark's weaknesses for all to see, allowing your allies to take advantage of their distraction to press their attacks. Each ally within 30 feet of the triggering creature gains a +1 circumstance bonus to attack rolls against the triggering creature until the start of your next turn.

Efficient Dispatch — Feat 10

Archetype Stance

Prerequisites Assassin Dedication; **Requirements** You must be wielding a deadly melee weapon, and a creature that you've Marked for Death must be within reach or within the deadly weapon's first range increment, if has the thrown trait.

You assail your mark with calculated relentlessness, using observations of their behavior and movements to quickly dispatch them. Strike a creature that you've Marked for Death using a deadly melee weapon. On a success, the creature is also stunned 1. On a critical success, they are stunned 2.

Gravestone Stance — Feat 4

Archetype Stance

Prerequisites Assassin Dedication

You've trained to harden your body against the tools and regents of your fellow assassins. When in this stance, you gain resistance to poison damage and to precision damage equal to half your level. You also gain a +1 status bonus to Fortitude against creatures you have Marked for Death.

Loremaster Feats

The following feats are available to characters with the Loremaster Dedication archetype feat.

Additional Feats: **4th** Flexible Studies (investigator, *Pathfinder Advanced Player's Guide*); **8th** Thorough Research (investigator, *Pathfinder Advanced Player's Guide*); **14th** Reason Rapidly (investigator, *Pathfinder Advanced Player's Guide*).

Backstreets Brainiac — Feat 4

Archetype

Prerequisites Loremaster Dedication

You've learned plenty of tricks to gather information from the hustle and bustle of big cities. You gain Streetwise as a bonus skill feat, and you can use Loremaster Lore in place of Society for that feat and any feats that list it as a prerequisite.

Loremaster's Assessment — Feat 4

Archetype

Prerequisites Loremaster Dedication

You test your enemies' defenses to discover them. Make a Strike with any weapon that you're trained in or better. On a hit, you can immediately attempt a check to Recall Knowledge about the target using Loremaster Lore. On a critical hit, you gain a +2 circumstance bonus to the check to Recall Knowledge. The target is temporarily immune to Loremaster's Assessment for 1 day.

Technical Know-How — Feat 6

Archetype

Prerequisites Loremaster Dedication

You recognize the bits and pieces of dangerous and dubious technology with exceptional skill. You gain a +1 circumstance bonus to any Loremaster Lore check regarding a topic that would be covered by Engineering Lore or Underworld Lore. If you have a +1 circumstance bonus to Loremaster Lore checks as a result of having the Bardic Lore class feat, you instead increase that circumstance bonus by 1 when the topic would be covered by Engineering Lore or Underworld Lore.

Poisoner Feats

The following feats are available to characters with the Poisoner Dedication archetype feat.

Blight Bomber — Feat 4

Archetype

Prerequisites Poisoner Dedication

You're a master at spreading poison using an explosive arsenal. You can use the basic alchemy benefits you gained from your Poisoner Dedication to create blight bombs as though they were a kind of alchemical poison.

Blight Shot ◆◆ — Feat 4

Archetype

Prerequisites Poisoner Dedication, Poison Weapon

You efficiently cull your enemies with poison from afar. You use Poison Weapon to poison a piece of ammunition, Load it into a ranged weapon with a reload of one action or less, and Strike with that weapon.

Poisoner's Petard — Feat 10

Archetype

Prerequisites Poisoner Dedication, Blight Bomber, Poison Weapon

You can combine poisons together, creating vicious masterpiece of death and misery. When you Poison a Weapon, you can apply it to a blight bomb you are holding instead of a piercing or slashing weapon. If you do so, any creature that takes persistent poison damage from the blight bomb is also affected by the poison you applied.

Scout Feats

The following feats are available to characters with the Scout Dedication archetype feat.

Grimy Fake-Out ◆ — Feat 12

Archetype

Prerequisites Scout Dedication, Terrain Fake-Out

You're willing to get down and dirty in order to seize an advantage over your enemies. If your next action is to use Scout's Charge or to use Terrain Fake-Out as a simple action, replace the usual degrees of success for the Feint subordinate action that you attempt as part of either action with the following effects. Other abilities that adjust the success effects of the Feint action do not apply.

- **Critical Success** The target is sickened 2.
- **Success** The target is sickened 1.

Surprising Charge ◆ — Feat 10

Archetype

Prerequisites Scout Dedication, Scout's Charge

Frequency once per round

You rush in and catch your enemies off-guard. If your next action is to use Scout's Charge, replace the usual degrees of success for the Feint subordinate action that you attempt as part of your Scout's Charge with the following effects. Other abilities that adjust the success effects of the Feint action do not apply.

- **Critical Success** The target can't use reactions until the end of your next turn.
- **Success** Until the start of your next turn, anytime the target uses a reaction they must succeed at a DC 6 flat check or the action is disrupted.

Terrain Fake-Out ◆ or ◆ — Feat 8

Archetype

Prerequisites Scout Dedication

You use your surroundings to get the leg up on your foes. If you use this feat as an action, choose a creature within 30 feet of you and Feint them, ignoring the normal requirement that they are adjacent to you. For your Feint, you can attempt a Nature or a Survival check instead of the Deception check that's usually required, because you use the terrain around you to catch your foe off-guard.

If you also have the Scout's Charge feat, you can use this feat as a free action. If you do and your next action is to make a Scout's Charge, you can Feint any creature that was within 30 feet of you at any point during your Stride, ignoring the normal requirement that they are adjacent to you, and you can attempt a Nature, Stealth, or Survival check for this Feint instead of the Deception check that's usually required.

SOMETHING FOR
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NEXT TIME!

In Issue 23 of Everybody Games's ***Files for Everybody***, Improved Familiars! Veteran author Joshua Hennington introduces an assortment of all-new improved familiar options, from aeons to fey, psychopomps to pipe foxes and everything in between! Find your perfect companion with ***Files for Everybody: Improved Familiars***!

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