

ISSUE
1

FILES FOR EVERYBODY

NASHI



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PATHFINDER
COMPATIBLE



FILES FOR EVERYBODY

NASHI

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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.

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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

USING THE NASHI

While the nashi are designed to be usable just about anywhere in your campaign setting, some places certainly stand out based on their ancestral flavor. They make particularly good additions to any location that you want to feel "electropunk" or "steampunk" in theme, as their love of tinkering and their plethora of fantasy firearms makes them easy additions to such areas. They're also excellent choices when you need characters who'll put innovation and discovery before ethics or who'll "dig too deep" into secrets better left forgotten.

FIREARMS?!

As you read more about nashi, it'll likely make perfect sense that this ancestral group resembling anthropomorphic raccoons innovated firearms, but some GMs don't care for this type of weapon. The firearms in this book are designed to be close in power to the weapons in the *Pathfinder Second Edition Core Rulebook*, but if your GM doesn't like firearms, it's perfectly okay to use the ancestry without the weaponry. When doing so, feats that apply to firearms apply to weapons in the crossbow weapon group instead.



NASHI

Known for their ingenuity and innovative approach to problem-solving, nashi are often a welcome sight in the eyes of most species. Whether master engineers or skilled spellcasters, nashi have cultivated a reputation for excellence that makes their goods welcome in nearly every port. They are a quick-thinking and hardy folk who value hard work and creativity, but they also have a reputation for overcomplicating simple matters and they're prone to wasting countless hours recreating the wheel if left unchecked.

PHYSICAL DESCRIPTION

Nashi are short, stocky plantigrade humanoids whose body is covered in thick fur that often makes them appear stouter than they are. Although viewed as a disparaging remark by the nashi, the term "raccoon folk" does aptly summarize a typical nashi's appearance, as they possess furred bodies, long tails, mask-and-ring fur patterns, and nailed digits. Nashi

fur patterns come in a variety of colors that resembles those of both raccoons and manguts, including shades of gray, black, brown, and tan. Nashi cannot grow hair on their heads aside from their fur coat, but often grow out and style the fur on their heads in ways not unlike those used by humans on their hair.

Nashi have extremely sensitive hands and paws, a trait that is more pronounced when submerged in water. Nashi are capable of effortlessly distinguishing physical features and properties by touch, and are known to be able to accurately judge all manner of information regarding a creature's appearance save for color with nothing but a brief grazing of their fingertips. Their small bodies and dexterous fingers also make nashi adept at a number of tasks involving physical coordination and manipulation, but their true marvel is the size of their brains, which are slightly (but noticeably) larger in proportion to the rest of their bodies compared to many other humanoid species, including humans. This has led to a stereotype that all nashi are extraordinarily intelligent, and while they are certainly fast learners and quick thinkers they aren't so much so that they outshine other objectively intelligent species, such as elves or gnomes.

LIFE CYCLE

Nashi children are born live after a gestation period of nine months, with twins being almost twice as common among nashi than most other humanoid species. At birth, newborn nashi are blind and deaf and while their tails have yet to develop their famous ringed patterns, all younglings possess their species' distinctive mask-shaped markings around their eyes from birth. A newborn nashi's ear canals after approximately three weeks following their birth, while their eyes open for the first time sometime during their second month of life. Nashi children develop physically and meet gross motor milestones at approximately the same rate as humans, albeit smaller. Young nashi are able to speak their first words around when they take their first steps, are usually capable of speaking simple



IF YOU'RE A NASHI, YOU LIKELY...

Prefer to work with your hands, especially when it involves crafting things.
Are prone to bouts of energetic excitement.
Value hard work and believe that one's value as an individual is the sum of their skills and successes.
Enjoy spending time practicing and refining your skills and usually have a personal hobby.
Can quickly and accurately recall information.
Know a great deal about a specific field of study, but have also accrued a great deal of general knowledge .

OTHERS PROBABLY...

Are patronizing towards you and don't respect your personal space.
Suspect that you use big words or complex sentences to mock them or are otherwise patronizing towards them.
Expect you to be absent-minded.
Believe that you like being petted and fawned over, and blame you for their behavior when you correct them.
Assume that you're a mad scientist or a genius inventor who can solve any problem with grit and elbow grease.
Feel intimidated by your intellect.

sentences before their second birthday, and meet cognitive milestones at similarly accelerated rates when compared to young members of other species.

Whereas other species have symbolic milestones, such as rites of passage, young nashi have very concrete milestones in the form of their darkly colored tail rings. Newborn nashi begin life with uniformly colored tails, typically in lighter tones, but as they age their famous rings develop naturally. Most nashi develop a total of four or five tail rings throughout their lifetime, with one tail ring appearing during toddlerhood, childhood, adolescence, and finally one or two during young adulthood. While it's largely coincidental that nashi tail rings tend to develop around major developmental milestones like first steps, first day of school, and others, that hasn't stopped nashi culture from developing an entire culture of symbolism around their appearances and what they mean for the child's personality and future. Some nashi even claim to be oracles able to divine an individual's future by the their tail rings, but most of these individuals are viewed as con artists trying to make a quick coin.

Nashi are physically mature after approximately 18 years, after which they age at the same rate as humans, living an average of 100 years. Nashi have proportionately more asexual members of their species than humans do, but this has little bearing on the species' overall population due to the high frequency of twin births among nashi.

PHYSIOLOGY

Nashi are warm-blooded creatures who stand 3 feet tall and weigh a surprising 75 pounds on average. Compared to other similarly sized humanoids, nashi are surprisingly heavy, as their bones are denser to compensate for the surprising amount of muscle and girth that a typical nashi has. Their fur and tails likewise contribute to their weight, and although a nashi's tail isn't as proportionately long as a kitsune's or a mephian's, it comprises approximately 20% of the nashi's weight on its own. Nashi have beady eyes whose irises are often hidden behind their eyelids, making their eyes look completely black unless they open their eyes especially wide or are looking off to the side. They have plantigrade feet and black, stubby nails at the end of each of their fingers and toes, as well as leathery skin on the bottoms of their hands and feet covered with sensitive hairs. These hairs afford the nashi their famously accurate sense of touch and make their hands and feet so sensitive that nashi culture considers hand and foot massage to be a form of sensual massage.

Nashi have slightly sharper senses of smell and taste than an average human, and their sense of touch is

HIT POINTS

8

SIZE

Small

SPEED

25 feet

ABILITY BOOSTS

Intelligence
Free

LANGUAGES

Common
Nashi
Additional languages equal to your Intelligence modifier (if its positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Humanoid
Nashi

PRECISE TOUCH

Your sense of touch is as accurate a sense as your vision. You gain tremorsense 5 feet (see the "Special Senses" section in Chapter 9 of the *PATHFINDER SECOND EDITION CORE RULEBOOK*), and your sense of touch is a precise sense instead of a vague sense.

significantly more acute, especially on their palms and the bottom of their feet. Nashi are able to canvas an extremely detailed mental picture of the ground simply by walking over it with their bare feet, and can accurately identify most stimuli that are in direct contact with their hands by size, weight, and shape using only their sense of touch. In addition to being more precise than a human's sense of touch, a nashi's sense of touch can accurately detect stimuli as small as a single grain of pollen. As a result nashi are extremely insistent about proper hygiene, as they can sense irritants on their hands and feet that most humans wouldn't have even known existed, let alone were present on their bodies.

CULTURE

Nashi culture emphasizes personal agency, creativity, and hard work, and most nashi strive to include all three of these tenants in everything they do. Nashi society often places strenuous pressure on its individuals to build a lasting legacy for themselves before they die, and these demands tend to become more and more exuberant with each passing generation, as nashi society tends to look down on those who can't surpass the accomplishments of their forbearers. As a result, those who partake in nashi culture often seem frantic and constantly stressed for success.

LIFE

Curiosity defines nashi from the moment they open their eyes for the first time, and that same curiosity is a driving force throughout their lives. Compared to other species, nashi enroll their children in school at a young age and their curriculums focused on giving the youngling the skills they need to answer life's questions for themselves rather than rote memorization. Nashi are encouraged to dabble in a variety of topics in youth until they find a field that calls to them, be it mathematics or martial arts. Shortly after their 10th birthday, young nashi formally choose their area of study at a large social gathering known as a Celebration of Calling. Once decided, these young nashi are expected to seek out part-time apprenticeships and focus their schooling on topics related to their chosen field. While it isn't impossible for nashi to change their calling once they've formally announced it, changing one's calling is something of a social stigma among nashi and stereotypes the individual as being flaky or unable to sound judgments regarding their personal skills and expertise.

While nashi have family units, they tend to be less pronounced than those of other species. While nashi families love and support one another, their culture is one of fierce independence and stiff competition and

those less than ideal traits sometimes rear their ugly heads in family life too. Nashi meritocracy encourages individuals to vie for social status at any cost, and this unfortunately includes family. It is depressingly common for otherwise loving nashi families to tear themselves apart over matters of business and personal legacy should multiple family members engage in similar professions independently, so many nashi logically choose fields of study that overlap very little with those of their family members to avoid rivalry and infighting. When nashi families do focus on a shared field of study, they often do so by banding together into a literal family business or research unit with the head of the family acting as lead. While this often negates any chance of the family imploding under its own quest for social status, families that work together in this capacity often struggle to keep their work separate from their home life, which is a major reason that so many nashi prefer to walk separate paths from their families in the first place.

ARCHITECTURE

Nashi architecture is ornate and intricate in appearance, often featuring a dazzling combination of metal and glass supplemented by sturdy stone foundations covered with glazed clay mosaics. Distinctive archways cradle door frames and stained glass windows, which are typically arranged in fanciful patterns, and both interior and exterior walls are often painted in bright, striking color combinations. Nashi architects are famous for building using a variety of geographic shapes with plenty of angles in their room design; and hexagonal towers with bell-shaped or conical roofs are staples of their style. Nashi often construct their buildings with ceilings that are high by human standards, and every building is expected to have at least one resource center stocked with dozens of books and whatever reference materials that the building's owner can afford. Most buildings are outfitted with accommodations for the latest feats of nashi engineering, and renovations to make accommodations for the latest mechanical trend is commonplace among nashi with the means to do so.

CLOTHING

Nashi clothing appears incredibly piecemeal in terms of style and stitch work, and in most cases such eventually are accurate. As a race of innovators motivated almost entirely by the discovery of the "next, greatest thing", nashi fashion goes through fads not from season by season, but week to week, and fads consist of anything from colors and patterns to fundamental styles of stitch work and clothing type. Because fashion changes so quickly in nashi society, only the wealthiest nashi can truly afford to stay up to

date on the latest styles and trends while the rest are left with dozens of garments that simply don't match should they try to keep up. As a result, many nashi end up trying to find specific garments that they find comfortable and pleasing, working to create individual outfits from whatever parts they happen across and combining disparate elements into an aesthetic whole. Of course, should such a style become trendy as often is the case, the parts of that piecemeal outfits could lead to the next baffling nashi fashion trend.

COMMUNITIES & NATIONS

To outsiders, nashi society is often seen as rushed and volatile due to its constituents' obsession with unrelenting progress. A meritocracy at its core, nashi strive to advance and perfect everything from technology to policy to social justice, and while this often proves a blessing to those seeking freedom from oppression or creative freedom, a distinct lack of conservative voices challenging nashi progressivism on whether proposed innovations are necessary or practical occasionally causes nashi progressives to circle backwards on policy, especially regarding issues like taxation, immigration, and foreign policy. While nashi governments are fairly persistent, individual regimes collapse regularly, with the past four generations experiencing an average of 100 government shut downs and 32 collapses during their lifetime due to overspending and political quagmires. Nashi meritocracy is similarly susceptible to political strongmen who successfully convince the public that their brand of tyranny is the most pragmatic path for the community, and their society often sees at least one such tyrant every generation or so. Recently nashi leaders have begun incorporating a council of members of other species into their cabinets as advisors, and data suggests that governments who have made this switch have record-low tumultuousness spanning decades, but fascism remains an ever-constant threat for their political future.

CUISINE

Nashi cuisine reflects its culture's insistence upon innovation as opposed to invention, blending the culinary styles of dozens of different species and their ethnic groups into fusion distinctly their own. As a result, nashi communities tend to have dramatically different cooking styles from one another, as each community's cooking is informed by neighboring species. If nashi food has one defining feature, it's that many of the foodstuffs that nashi use in their cooking are developed using food processing techniques that they've innovated and engineered using numerous techniques, with some dishes becoming completely lost to time as the machines once used to create them fall into obsolescence. Much as how nashi clothing styles fall into and out of fashion at a rapid pace, so too do various cooking styles and dishes. One particular dish that has persisted for nearly a century despite this is ringtail pie, a dish similar to shepherd's pie save that five different "rings" of meats and vegetables are arranged like rings on a tree from the pie's center to its exterior, making every bite a delightful surprise.

RELATIONS WITH OTHERS

Although they get along well with members of most other races, nashi tend to internalize erroneous conclusions about other cultures and species based on information gained from first- or even second-hand contact. This tendency is of no insult among nashi, as they hold little qualm about revising previously held facts with new information. This often isn't true for members of other species, however, and as a result nashi are prone to accidentally offending others through incorrectly drawn conclusions regarding others that range from simple mistakes to offensive slights or bizarre claims. As a result, nashi tend to get along poorly with people who offend easily.

TRADE

Although nashi society boasts more scientific researchers and applied scientists than any other species' society, the majority of their population occupies more traditional trades such as carpentry and metallurgy. Whatever field they choose to enter, nashi are famous for using state of the art technologies in their field. Sometimes these innovations prove a boon and result in highly valued products. For example, nashi carpenters are noteworthy for their ergonomic designs that make many of their furniture more comfortable compared to those of other species. In other cases, nashi innovation seems different for the sake of being different. For example, nashi blacksmiths

LANGUAGE

Nashi possess their own, unique language called Nashi that has its roots in Sylvan. While Nashi as a spoken language isn't particularly noteworthy among languages, as a written language Nashi is reportedly the easiest language to learn to read and write, to the extent that its inventor once boasted that even an orc could learn the language in the span of 10 days. This is due to its intuitive design—in Nashi, syllables are written in a way that indicates how each sound is produced. Nashi names tend to be strange, neigh unpredictable combinations of traditional Nashi words and words from other languages, particularly Common.

often practice their trade using electrically-charged furnaces, but since these devices don't melt or set metal any quicker than a traditional forge they're largely considered a novelty by other crafters.

ETHNIC GROUPS

Several notable ethnic groups exist among nashi, as noted below.

- » **Culo:** Sometimes called monochrome nashi because they predominately have fur coats in shades of gray and black, culo nashi are an adaptive people that make their home all across the world. Where other nashi ethnic groups have firmly rooted cultural identities and traditions, culo nashi tend to blend in with the cultures of their neighbors, often going out of their way to bring members of other species into their settlements in order to study their culture, traditions, and technologies, adapting what they like and discarding what they don't.
- » **Syanni:** Compared to the muted, earthy tones of other nashi, the bright reds and oranges of a syanni nashi's fur stands in stark contrast to that of other nashi. Preferring to live away from large urban centers in quiet, rural areas, other nashi unfairly stereotype syanni as bumpkins for choosing to abstain from other ethnic group's work-centric values, instead valuing self-care and personal fulfillment.
- » **Tanukun:** Possessing fur coats peppered in shades of brown, fulvous, and gray, tanukun nashi are named after tanuki, a type of magical shapeshifter. According to legend, the tanukun nashi descend from a nashi hero who saved a dying tanuki and nursed them back to health. As payment, the tanuki swore to protect the hero and their family. In doing so, the hero and their family developed physical features resembling those of tanuki, such as speckled fur in shades of brown, fulvous, and brown.
- » **Zumei:** Known for their seafaring culture, the zumei are best known for the sharp band of black fur that encircles their necks and for fur coats, which are flecked with golden yellow fur that culminates in a predominately golden yellow tail. Zumei culture places high importance on the sea and its bounty, and many zumei are skilled sailors for fish or transport goods for a living. Their engineers focus on improving sailing technology, making it faster and safer however possible.

ORIGINS

Nashi origin myths are somewhat uninspired when compared to those of other species, as they are far more interested in societal advancement than mythology and seeing as no culture's origin mythology has ever been

confirmed or denied by the gods, they consider such tales to be a waste of time.

NASHI HERITAGES

Diverse in their values and innovative muses, nashi traverse many different walks of life. Choose one of the following nashi heritages at 1st level.

FILCHER NASHI

Whether you grew up in a nashi mafia, joined a thieves' guild in youth, or simply have idle hands that always seem to find their way into places they shouldn't, you have a knack for filching. You become trained in Thievery. At 5th level, you become an expert in Thievery.

If your class grants you the trained proficiency rank in Thievery at 1st level, you instead gain the a bonus skill feat that requires trained in Thievery as a prerequisite.

LATERISE NASHI

Your people have traditionally worked late nights, be it in a nashi metropolis or out beneath the starry skies. You gain low-light vision. You also gain a +2 circumstance bonus to locate concealed, hidden, or undetected creatures in dim light or darkness within 30 feet with a Seek action.

MAGEBORN NASHI

You have a natural understanding of arcane magic and can use these talents to cast spells of your own. You gain one cantrip from the arcane tradition's spell list. You can cast this spell as an innate arcane spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

RURAL NASHI

You hail from pastoral lands, and are accustomed to working hard and playing harder. If you roll a success on a saving throw against an effect that would cause you to become fatigued, you get a critical success instead.

SALTPAW NASHI

Your people weren't meant to stay planted firmly on the ground like trees, you were born and raised upon the open waves. You become trained in Sailing Lore and gain a +2 circumstance bonus to Acrobatics checks to Balance aboard a ship, to Athletics checks to Climb a ship's rigging, and to Athletics checks to Swim.

SOCIALITE NASHI

Some nashi choose to eschew their traditional lands and cities in favor of those of other people, often learning from and innovating upon those peoples' discoveries and traditions. You gain the Adopted Ancestry general

feat at 1st level. In addition, you can gain this feat multiple times, choosing a different ancestry each time you gain Adopted Ancestry.

SWAMPRAT NASHI

Generations of marshland dwelling has given your people a surprising ability to navigate wetlands unimpeded. You gain a +2 circumstance bonus to Athletics checks to Swim, and treat all undergrowth as if it were one step lighter when determining whether the area counts as difficult terrain for you (heavy undergrowth counts as light undergrowth, and light undergrowth doesn't impede you). You also gain resistance equal to your level against damage dealt by bogs or undergrowth that qualify as hazardous terrain.


TANUKI-BORN NASHI

Few nashi actually possess tanuki heritage, as tanuki are powerful magical tricksters that seldom court mortals. However, unions between tanuki and nashi aren't completely unheard of, and the resulting nashi often possess a bit of the trickster's shapechanging powers. You gain the Change Shape action.

CHANGE SHAPE

CONCENTRATE POLYMORPH PRIMAL TRANSMUTATION

A tanuki-born nashi can take the appearance of a specific raccoon of the same age and gender with similar physical features, such as fur color or body type. This doesn't change the attack or damage bonuses for its Strikes, but it might change the damage type Strikes deal (typically to piercing). Any further changes for this forms are noted below.

» **Raccoon** size Tiny; scent (imprecise) 30 feet, **Speed** 20 feet, climb Speed 20 feet, **Melee**  jaws (agile, finesse, unarmed), **Damage** same as your unarmed strike damage, but as piercing damage.

TINKER NASHI

Whether you come from a long line of inventors or have been struck with inspiration from out of the blue, your innovative mind helps you create a wide array of useful items. You become trained in Crafting. At 5th level, you become an expert in Crafting.

If your class grants you the trained proficiency rank in Crafting at 1st level, you instead gain the a bonus skill feat that requires trained in Crafting as a prerequisite.

URBAN NASHI

Accustomed to life in crowded cities, your people are skilled at deftly maneuvering through tight spaces to get where you're going. You ignore difficult terrain caused by crowds and tight spaces, and can use Acrobatics to Squeeze untrained. If you roll a success on an Acrobatics check to squeeze, you get a critical success instead if you are trained or better in Acrobatics.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a nashi, you select from among the following ancestry feats.

1ST LEVEL

ARBOREAL CLIMBER

FEAT 1

NASHI

Your nailed hands and feet make climbing effortless. You gain a climb Speed of 10 feet.

KEEN SENSES

FEAT 1

NASHI

Your eyesight is exceptionally keen among nashi. You gain low-light vision, allowing you to see in dim light just as

NASHI ADVENTURERS

Nashi are most often driven to adventure by their natural curiosity, which inspires them to go out into the world and learn all they can so they can improve upon their work and the work of others. Nashi can be cold, seemingly obsessed with their own thoughts and theorems, but few would argue that their presence is without benefit.

Typical backgrounds for nashi include artisan, artist, bounty hunter, criminal, farmhand, sailor, scholar, scout, street urchin, and tinker. Nashi make great alchemists and wizards, but many also become rangers or rogues.

well as you can in bright light. In addition, you gain a special sense: imprecise scent with a range of 30 feet. This means that you can use your sense of smell to determine the exact location of a creature. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind.

If you already have low-light vision, you gain darkvision, allowing you to see in darkness and dim light just as well as you can in bright light. However, in darkness, you see in black and white only.

Special You can take this feat only at 1st level, and you can't retrain out of this feat or into this feat.

MIGHTY JAWS **FEAT 1**

NASHI

You have trained to use your sharp teeth and powerful jaws as a weapon. You gain a jaws attack, an unarmed attack you're trained in that deals 1d8 piercing damage and has the agile, finesse, and unarmed traits.

NASH ARMSMAN **FEAT 1**

NASHI

You're trained to use a variety of weapons. Choose two weapons that are either common martial weapons or uncommon simple weapons. You become trained with both weapons, and gain access to any uncommon weapons you choose in this manner.

You also gain access to all uncommon nashi weapons. For the purpose of determining your proficiency, martial nashi weapons are simple weapons and advanced nashi weapons are martial weapons.

NASHI INGENUITY **FEAT 1**

NASHI

You are able to improvise a solution to every problem with even the barest of resources. You don't need kits or tools to use any action or activity belonging to a skill that you're trained in, such as thieves' tools for Treat Disease or Treat Poison Medicine actions or the Disable a Device or Pick a Lock Thievery actions, though at the GM's discretion you might still require a reasonable substitute (such as using hair pins to Pick a Lock instead of thieves' tools).

If you have the appropriate kits or tools for such an action, increase the circumstance bonus that you gain for having that gear by +1 (gear that doesn't normally provide a circumstance bonus counts as having a bonus of +0 for this purpose).

NIMBLE NASHI **FEAT 1**

NASHI

You're quick on your paws. Your Speed increases by 5 feet.

SKILL LEARNING **FEAT 1**

NASHI

Ever curious, nashi value learning new skills and you constantly pick up new skills and talents pertinent to your experiences. You become trained in one skill of your choice and gain a 1st-level skill feat that requires being trained in the chosen skill as a prerequisite.

Special You can select this feat multiple times, choosing a different skill and skill feat each time.

TACTILE IDENTIFICATION **FEAT 1**

NASHI

Your touchsense helps you quickly recall information creatures and identify numerous items and substances. Whenever you use the Recall Knowledge, Identify Alchemy, or Identify Magic actions, you gain a +2 circumstance bonus to your check if you touch the subject you are attempting to Recall Knowledge about with one of your hands. At the GM's discretion, this bonus only applies to information you could discern through visual observation; for example, you could discern what kind of creature a target is using your sense of touch, but it's unlikely this bonus would apply to a Recall Knowledge action to remember details about a religion via touching a holy text or the history of a culture or nation via touching their flag.

TINKER WEAPON PROFICIENCY **FEAT 1**

NASHI

Prerequisites trained in Crafting

You're intimately familiar with the weapons you craft and have integrated dozens of custom features that improves your proficiency with them. Choose 4 common simple or martial weapons. You are trained with the weapons, but only if you personally crafted the weapon with the Crafting skill. If you are trained with all martial weapons, choose 2 common advanced martial weapons instead.

SCRAMBLE  **FEAT 1**

NASHI

Prerequisites trained in Athletics

Trigger You are required to roll an initiative check and are adjacent to an incline that you can climb.

Roll an Athletics check for your initiative. You immediately use the Climb action to attempt to climb the incline as part of this reaction, using your initiative check result determine whether the action is a success, a critical success, a failure, or a critical failure. Feats that modify the Climb action apply to this action normally.

SURVIVALIST **FEAT 1**

NASHI

Though you might aspire to acquire much more, you are skilled at getting what you need to survive. You become trained in Survival and don't take the usual -5 penalty to Society or Survival checks to Subsist after

8 hours or less of exploration. If your background or class grants you the trained proficiency rank in Survival at 1st level, you instead gain the Forager feat.

5TH LEVEL

REACTIVE STEP

NASHI

Trigger You are required to roll a Reflex save or an attack roll or skill check is rolled against your Reflex DC. You scramble to try and steer clear of an enemy's attack. You Step and gain a +1 status bonus to Reflex saves and to your Reflex DC against the triggering effect. If this step places you in a position where you would receive a circumstance bonus against the triggering effect, such as a place where you gain cover or greater cover, apply that circumstance bonus normally.

SENSATE STRIKE

FEAT 5

NASHI

Requirements trained in unarmed attacks.

Trigger You hit an opponent with a fist Strike.

You use your touchsense to frisk an enemy as you strike them with your fists, allowing you to notice any peculiar items or objects on their person. Strike once with your fists. If you hit, you can Seek any objects that the foe has concealed on their person using the Conceal an Object action.

TINKER WEAPON SPECIALIZATION

FEAT 5

NASHI

Prerequisites Tinker Proficiency

You're able to use weapons you've crafted to devastating effect. Your proficiency rank for all weapons you chose with the Tinker Proficiency feat that you've personally crafted increases to expert. Whenever you score a critical hit using a weapon that chose with the Tinker Proficiency feat that you've personally crafted, you apply the weapon's specialization effect.

9TH LEVEL

ENHANCED TOUCHSENSE

FEAT 9

CONCENTRATE NASHI

Your ability to detect motion dramatically improves when you focus. The range of the tremorsense provided by your touch sense improves to 10 feet if your proficiency rank in Perception is expert, 15 feet if your proficiency rank is master, or 20 feet if your proficiency rank is legendary. This lasts until the start of your next turn.

REACTIVE DART

FEAT 9

NASHI

Prerequisites Reactive Step.

You can dart away from enemy attacks. When you use Reactive Step, you can Stride up to half your Speed instead of Stepping.

SENSITIVE SENSATE

FEAT 9

NASHI

Prerequisites Sensate Strike.

In addition to fist Strikes, you can trigger Sensate Strike whenever you hit an opponent with any melee Strike you make with a weapon that you're an expert or better with.

13TH LEVEL

ARBOREAL MASTER

FEAT 13

NASHI

Prerequisites Arboreal Climber.

Your climbing skill is peerless. Your climb Speed from Arboreal Climber increases to equal your speed.

If you have Quick Climb and your proficiency rank in Athletics is legendary, your climb speed further increases by 5 feet.

REACTIVE SPRINT

FEAT 9

NASHI

Prerequisites Reactive Dart.

You bolt away from enemy attacks. When you use Reactive Step, you can Stride up to your Speed instead of Stepping.

SKILL EXPERTISE

FEAT 1

NASHI

Ever curious, nashi value learning new skills and you constantly pick up new skills and talents pertinent to your experiences. Choose two skills that you have a proficiency rank of trained or expert in. If you're trained in the skill, your proficiency rank with that skill improves to expert. If you're an expert in the skill, your proficiency rank with that skill improves to master.

Special You can select this feat multiple times, choosing a different skill and skill feat each time. You cannot choose the same skill twice with a single selection of this feat, but can select a skill up to two times with this feat across different selections. For example, you could use this feat to become an expert in Athletics at 13th level and a master at 15th level.

TINKER WEAPON MASTERY

FEAT 13

NASHI

Prerequisites Tinker Proficiency

You're able to use weapons you've crafted to devastating effect. Your proficiency rank for all weapons you chose with the Tinker Proficiency feat that you've personally crafted increases to master.

CLASS OPTIONS

As compulsive innovators, nashi have developed numerous techniques that make for valued additions to the arsenal of nearly any adventurer. Their talents are often prized for their efficiency and effectiveness, qualities that often determines the outcome of many an encounter faced by a typical adventurer. This section includes new class options that are associated with nashi characters, as well as a new archetype. Unless noted otherwise, these options are considered of Common rarity for all characters by default.

ALCHEMIST RESEARCH FIELDS

Ever tinkering with new, innovative ideas, nashi are often frontrunners in alchemical research and have single-handedly developed several unique fields of research. The following research field is Common for nashi alchemists and Uncommon for alchemists of other ancestral groups.

GUNPOWDER

You specialize in the production of gunpowder and its practical application in firearm construction. You are trained in all simple and martial firearms and start with the formulas for two alchemical cartridges in your formula book, in addition to your other formulas.

Whenever your proficiency rank for simple weapons and alchemical bombs increases, your proficiency rank with firearms also increases.

Perpetual Infusions: Choose any two alchemical cartridge formulas.

Perpetual Potency: The moderate versions of the alchemical cartridges you chose for perpetual infusions.

Greater Field Discovery: You develop specialized rifling techniques that allow your firearm attacks to strike foes with increased accuracy. You can target an opponent's Reflex DC with your attacks instead of their Armor Class at any range increment.

1ST LEVEL ALCHEMIST FEATS

QUICK LOADING

FEAT 1

ALCHEMIST

Prerequisites trained in simple firearms

Requirements You are wielding a firearm that you're trained with.

You keep your bullets and alchemical cartridges in easy-to-reach pouches so you can draw them and load them quickly into your firearms without thinking. You Interact to draw a bullet or alchemical cartridge, load it into a firearm that you're wielding, then Strike with the firearm.

2ND LEVEL ALCHEMIST FEATS

INFUSE WEAPON

FEAT 2

ALCHEMIST

Requirements You are holding a weapon or a piece of ammunition.

You've learned how to infuse your weapons with harmful alchemical items such as bombs or poisons, allowing you to deliver their effects with weapon attacks. You Interact to draw such an alchemical item and consume it, transferring its effects to the weapon or ammunition in question. If you Strike with the infused weapon or ammunition within 1 minute and hit, the target is damaged normally and affected by the infused alchemical item. If the infused item is a bomb, the foe takes full damage from the bomb and the bomb splashes normally. If the infused item would force the foe to attempt a saving throw, they attempt their save as described by the item. If the infused item attempts an attack against a foe's Fortitude DC, Reflex DC, or Will DC, attempt the attack normally using the bonus described by the item.

If the infused item isn't used within 1 minute, the effect wears off and the alchemical item is wasted.

PISTOL WHIP

FEAT 2

ALCHEMIST

You're able to use your firearm's stock as a club to fight in melee. Whenever you're wielding a firearm that you're trained in, you can make melee Strikes with that weapon as if it were a club (for one-handed firearms) or a great club (for two-handed firearms). Any trinkets or weapon runes applied to your firearm's ranged Strikes also apply to your firearm's melee Strikes, provided that those effects can be applied both to melee Strikes and ranged Strikes.

4TH LEVEL ALCHEMIST FEATS

AVERT MALFUNCTION

FEAT 4

ALCHEMIST

Prerequisites trained in simple firearms

Requirements You are wielding a firearm that you're trained with.

Trigger You critically miss on an attack with a firearm with the malfunction weapon trait.

You quickly react to a potential malfunction with your firearm, preventing it from jamming. You Clear a Firearm that you're wielding. If your check is a success or a critical success, it counts as one additional success towards clearing your firearm.

ENHANCED CARTRIDGES

FEAT 4

ALCHEMIST

Prerequisites trained in simple firearms

Requirements You are wielding a firearm that you're trained with.

You keep your bullets and alchemical cartridges in easy-to-reach pouches for quick loading and firing. You Interact to draw a bullet or alchemical cartridge, load it into a firearm that you're wielding, then Strike with the firearm.

6TH LEVEL ALCHEMIST FEATS

COMBINE CARTRIDGES

FEAT 6

ADDITIVE 2 ALCHEMIST

Frequency once per round

Prerequisites trained in simple firearms

Requirements You are wielding a firearm that you're trained with.

Trigger You use Quick Alchemy to craft an alchemical item that has the cartridge trait and is at least 2 levels lower than your advanced alchemy level.

You've discovered how to mix two alchemical cartridges into a single hybrid piece of ammunition. You can spend 2 additional batches of infused reagents to add a second alchemical cartridge to the one you're crafting. The second cartridge must also be at least 2 levels lower than your advanced alchemy level, and the combination cartridge is an alchemical item two levels higher than the higher of the two elixirs' levels. When this combination cartridge is used as ammunition for a firearm attack, both the constituent cartridges take effect. For example, you can combine two dragon's breath cartridges to create a combined cartridge that deals twice as much fire damage on a successful hit, or you could combine a rock salt cartridge with a bolas cartridge to deal nonlethal damage with your firearm attack and attempt to trip your target.

8TH LEVEL ALCHEMIST FEATS

BOMBSHOT

FEAT 8

ALCHEMIST

Prerequisites Infused Weapon, trained in simple firearms

Trigger You use Quick Alchemy to craft an alchemical

bomb, and that bomb's level is at least 2 levels lower than your advanced alchemy level.

You fashion your alchemical bombs into cartridges that you can fire from your firearms. The bomb gains the cartridge trait and can be fired from any firearm as if it were an alchemical cartridge. If your attack hits, deal your weapon's damage first then apply the effects of the bomb as if you had thrown it at the attack's target and successfully hit. If the bomb is fired as part of an action that attacks multiple targets (such as a Spread Strike), choose one target to be hit by the bomb; the others are affected normally by the attack.

You can apply the effects of your alchemist feats that modify bombs (such as debilitating bomb) to bombs that you fashion into cartridges using this feat. If you do so, the effects of those feats also apply to the target of your firearm attack.

10TH LEVEL ALCHEMIST FEATS

LIGHTNING LOADING

FEAT 10

ALCHEMIST

Prerequisites Quick Loading, expert in simple firearms

Requirements You are wielding a firearm that you're an expert with.

You keep your bullets and alchemical cartridges in easy-to-reach pouches so you can draw them and load them quickly into your firearms without thinking. You Interact to draw a bullet or alchemical cartridge, load it into a firearm that you're wielding, then Strike with the firearm.

PERSISTENT CARTRIDGES

FEAT 10

ALCHEMIST

You add stabilizing agents to your alchemical cartridges that allows their effects to persist longer. Increase the duration of any alchemical cartridge that you create with Quick Alchemy by a number of rounds equal to your Intelligence modifier (minimum 0).

WRECKING CARTRIDGES

FEAT 10

ALCHEMIST

The volatile compounds you add to your cartridges makes them especially deadly in your hands. Whenever you attack with a firearm using an alchemical cartridge you created using Quick Alchemy, add your Intelligence modifier to the damage done by the firearm's attack (minimum 0).

20TH LEVEL ALCHEMIST FEATS

QUICKSHOT GUNNER

FEAT 20

ALCHEMIST

You brandish firearms with lightning speed. You are permanently quickened. You can only use your extra action to Interact with a firearm to reload it, Strike with

a firearm, or use Quick Alchemy to create alchemical cartridges.

SORCERER BLOODLINES

A sorcerer's bloodline is the catalyst that provides them with spellcasting talent. Bloodlines come from a myriad of sources, from trysts with magical creatures to exposure to unusual magical effects. The following bloodline represents a font of sorcerous power that's common among nashi sorcerers.

TANUKI

Tanukis are squat, jolly shapechangers, and an ancestor's tryst put their magic into your bloodline.

Rarity Common for nashi, Uncommon for all others.

Spell List primal

Bloodline Skills Deception, Stealth

Granted Spells cantrip: *tanglefoot*; 1st: *detect poison*; 2nd: *humanoid form*; 3rd: *shrink item*; 4th: *veil*; 5th: *drop dead*; 6th: *collective transportation*; 7th: *project image*; 8th: *disappearance*; 9th: *shapechange*

Bloodline Spells initial: create spell sake; advanced: reshape body; greater: change shape

Blood Magic Primal magic dulls the intellect of one target, making them more susceptible to trickery. The target takes a -1 status penalty to all skill checks and to their Fortitude DC, Reflex DC, and Will DC against skill checks for 1 round.

SORCERER FOCUS SPELLS

CHANGE SHAPE

Focus 5

UNCOMMON CONCENTRATE POLYMORPH PRIMAL TANUKI

Cast ◆ somatic

Duration indefinite

When you cast this spell, you gain the change shape creature ability until the next time you replenish your focus points. You can use change shape to take the appearance of a giant raccoon, an ordinary raccoon, or a tanuki. Normally, this doesn't change your attack or damage bonuses for your Strikes, but it might change the damage dice or type Strikes deal.

- » **Giant Raccoon** size Large; low-light vision, scent (imprecise) 30 feet, **Speed** 30 feet, climb Speed 20 feet.; **Melee** jaws (agile), **Damage** 1d10 piercing
- » **Raccoon** size Tiny; low-light vision, scent (imprecise) 30 feet; **Speed** 20 feet, climb Speed 20 feet; **Melee** jaws
- » **Tanuki** size Medium; darkvision 30 feet, **Speed** 30 feet; **Melee** body, **Damage** 2d6 bludgeoning; **Melee** fist (agile), **Damage** 1d10 bludgeoning.

CREATE SPELL SAKE

Focus 1

UNCOMMON TANUKI

Cast ◆◆ somatic, verbal

Duration 24 hours or until discharged

When you cast the focus spell, choose one sorcerer spell or bloodline spell that you know and expend a spell slot of a level equal to the chosen spell's level. You distill the expended spell energy into a magical pint of sake that is stored within a small wooden jug marked with a unique symbol representing you or your bloodline. The sake functions in all ways as a potion, granting its imbiber the effects of the chosen spell after they drink it. Only the imbiber is affected by the spell, even if it would normally affect multiple targets or an area.

Once distilled, a pint of spell sake lasts for 24 hours or until you regain your spell slots, at which point the spell sake loses its potency and becomes mundane alcohol. Drinking a pint of spell sake affects the drinker as if they had consumed a pint of potent alcohol.

RESHAPE BODY

Focus 3

UNCOMMON CONCENTRATE FORM PRIMAL TANUKI

Cast ◆ somatic

Duration indefinite

When you cast this spell, you gain the ability to reshape your body into useful items. After casting this spell, you gain the following ability until the next time you replenish your focus points.

Reshape Body ◆ (concentrate, form, primal, tanuki) Choose one piece of Common equipment or a Common structure. The chosen equipment or structure must have an item level equal to or less than your sorcerer level, cannot be larger than your size, and cannot have the alchemical, consumable, or magical traits. You reshape part of your body into a functional copy of the chosen equipment or structure. Items created in this fashion are directly connected to your body, so they cannot be given to or used by other creatures or used to craft other items. Anything you create using this spell counts as having been crafted by you for the purpose of any nashi feats you possess.

Heighten (+1) Increase the maximum size of items that you can create with this spell by one size category.

MAGITECHNICIAN WIZARDS

Instead of narrowly focusing on an arcane school or becoming a universalist, many nashi wizards choose to focus on magic that allows them to create wonders both magical and mundane, becoming magitechnicians. You become trained in Crafting. Your proficiency rank in Crafting improves to expert at 2nd level, master at 7th level, legendary at 15th level.

In addition, you gain a bonus skill feat at 2nd level and every 2 levels thereafter. You must choose an Arcana skill feat, a Crafting skill feat, or a varying skill feat that requires a proficiency rank of trained or better in either Arcana or Crafting.

TINKER

You enjoy tinkering with equipment and gear, and have learned to quickly engineer solutions to mundane problems. This allows you to quickly and effectively fashion temporary gear from just about anything.

TINKER DEDICATION

FEAT 2

ARCHETYPE DEDICATION

Prerequisites Intelligence 14

You dedicate yourself to the crafting of technological items. You become trained in Crafting and gain Specialty Crafting as a bonus feat; if you were already trained in Crafting, you instead become trained in a skill of your choice.

In addition, you can infuse crafting materials with your own engineering essence, allowing you to create equipment at no cost. Each day during your daily preparations, you gain a number of batches of infused materials equal to your level + your Intelligence modifier. You can use these regents for advanced tinkering, as well as certain tinker feats. Together, these infused materials have 1 Bulk.

As soon as you make your next daily preparations, your infused materials from the previous day's preparations are instantly destroyed, and nonpermanent effects of your previous day's infused equipment immediately end. While infused materials are physical objects, they can't be duplicated, preserved, or created in any way other than your daily preparations. Any such artificial materials lack the infusion and are useless for advanced tinkering and similar abilities.

ADVANCED TINKERING

During your daily preparations, after producing new infused materials, you can spend batches of those infused materials to create infused shields, weapons, or adventuring gear. You don't need to attempt a Crafting check to do this, and you ignore both the number of days typically required to create the items and any material requirements. Your advanced tinkering level is equal to half your level. For each batch of infused materials you spend, choose a Common shield, weapon, or piece of adventuring gear of your advanced tinkering level or lower whose formula you know, and make one of that item (or two of that item if it has the consumable trait). These items have the infused trait and remain potent for 24 hours or until your next daily preparations, whichever comes first.

You can't use this ability to create items with the alchemical or magical traits, and you must know an item's formula to craft it using advanced tinkering.

QUICK TINKERING

FEAT 4

ARCHETYPE MANIPULATE

Cost 1 batch of infused materials

Requirements You have an appropriate set of artisan's tools, the item design for the item you're creating if necessary, and a free hand.

You swiftly engineer a piece of gear to use at a moment's notice. You create a single Common shield, weapon, or piece of adventuring gear of your advanced tinkering level or lower whose formula you possess without having to spend the normal monetary cost in materials or needing to attempt a Crafting check. This item has the infused trait, but it remains potent only for 1 minute.

LINGERING TINKERING

FEAT 6

ARCHETYPE DEDICATION

Prerequisites Quick Tinkering, expert in Crafting

When you use Quick Tinkering, items you create remain potent for 10 minutes. This increases to 1 hour if your proficiency rank in Crafting is master or 24 hours if your proficiency rank in Crafting is legendary.

MAGICAL TINKERING

FEAT 4

ARCHETYPE DEDICATION

Prerequisites Tinker Dedication, expert in Arcana and Crafting

You can use advanced tinkering and Quick Tinkering to create a single Common magical item of your advanced tinkering level - 2, provided you have access to the appropriate formulas. Each magic item you create costs 2 batches of infused materials.



EQUIPMENT

Innovative tinkers to the core, nashi constantly enhance and refine existing weaponry into its best form. As a result, nashi weapons tend to possess small modifications that are, at the very least, useful to their owners. Trinkets are popular commodities among nashi warriors, and nashi alchemists are renown for their unique alchemical processes. Still, no nashi innovation is better known than firearms, which are something of an ancestral weapon group for their people.

WEAPONS

Nashi happily use their advanced engineering and alchemical theorems to craft exotic weaponry.

NEW WEAPON TRAITS

The following weapon traits compliment the new weapons described on page 13.

Chamber: The weapon possesses a chamber that allows it to hold multiple pieces of ammunition up to the listed amount. When you use an Interact action to reload such a weapon, you can load one piece of ammunition into the weapon with one action or you can reload the weapon up to its maximum capacity with three actions.

Grenadier: Instead of using typical ammunition for a weapon of its kind, the weapon fires alchemical bombs. In effect, you use the weapon's range and the bomb's damage and weapon traits. Grenadier weapons use the bomb weapon group's critical specialization instead of the weapon's group.

Malfunction: When you roll an attack roll with the weapon and the result is a critical failure, the weapon jams. A jammed weapon cannot be fired until the weapon is cleared using the Clear Firearm action (see New Crafting Trained Action below).

Nashi: Nashi craft and use these weapons.

Spread: You can use the Spread Strike action to attack multiple foes simultaneously with the weapon.

Sniper: When you use the Sneak action while already undetected, you can make a ranged Strike with the weapon instead of moving. After resolving your attack, the GM rolls your Stealth check in secret and compares the result to the Perception DC of each creature you were hidden or undetected from before your attack, as described by the Sneak action. You don't get to roll against a creature if, after your attack, you neither are concealed from it nor have cover or greater cover against it. You automatically become observed by such a creature.

Stun: You can toggle the weapon's attacks between dealing lethal damage or nonlethal damage using a Interact action. Attacks that deal nonlethal damage act as if they had the nonlethal weapon trait.

NEW BASIC ACTIONS

The following is a basic action that you can use with firearms that you have a modicum of skill with.

SPREAD STRIKE

ATTACK

Requirements You are wielding a firearm with the spread weapon trait that you have a proficiency rank of trained or better with.

You make a ranged Strike against multiple targets using the firearm. When doing so, you attack all creatures in a cone that extends only to the weapon's first range increment. Roll one attack against each creature within the cone, starting with those closest to you and applying your multiple attack penalty normally. Roll damage only once for all targets; this damage is multiplied normally if any of your attacks are a critical hit. You can't avoid shooting any allies in the cone, nor can you shoot at any creature more than once.

Attacks made in this manner ignore the concealed and invisible condition. You can't deal precision damage with ranged Strikes made in this manner. Ammunition made for spread weapons is designed for Spread Strikes, so each use of this ability expends only one piece of ammunition per action.

» **Critical Success** As success, but you deal double damage.

» **Success** You deal damage according to the weapon, including any modifiers, bonuses, and penalties you have to damage.

NEW CRAFTING TRAINED ACTION

You must be trained in Crafting to use it to Clear a Firearm.

CLEAR FIREARM

CONCENTRATE MANIPULATE

Requirements You are holding a jammed firearm that you have a proficiency rank of trained or better in.

You attempt to clear the jammed firearm so you can wield it properly again. The GM sets the DC, but its usually

UNCOMMON								
MARTIAL WEAPONS	PRICE	DAMAGE	RANGE	RELOAD	BULK	HANDS	GROUP	WEAPON TRAITS
Nashi leadspitter	15 gp	1d10 P	30 ft.	1	2	2	firearm	Chamber 2, spread, malfunction
10 bullets	1 gp				L			
Nashi peppergun	10 gp	1d6 P	30 ft.	1 or 3	1	2	firearm	Chamber 10, fatal 1d8, malfunction
10 bullets	1 gp				L			
Nashi pipsqueak	5 gp	1d8 P	60 ft.	1 or 3	L	1	firearm	Agile, chamber 6, malfunction
10 bullets	1 gp				L			
Nashi thundertorch	14 gp	1d6 E	30 ft.	1 or 3	L	2	firearm	Chamber 10, malfunction, stun
10 chemical rounds	5 gp				L			

UNCOMMON								
ADVANCED WEAPONS	PRICE	DAMAGE	RANGE	RELOAD	BULK	HANDS	GROUP	WEAPON TRAITS
Nashi bomblobber	125 gp	Varies	60 ft.	—	2	2	firearm	Chamber 2, grenadier, malfunction
1 bomb	Varies				Varies			
Nashi flamebelcher	100 gp	1d10 F	20 ft.	1 or 3	4	2	firearm	Chamber 6, malfunction, spread
10 chemical rounds	5 gp				L			
Nashi icelancer	75 gp	1d8 C	30 ft.	1 or 3	2	1	firearm	Chamber 5, fatal 1d10, malfunction
10 coolant rounds	5 gp				L			
Nashi leadgattler	45 gp	1d10 P	45 ft.	1 or 3	4	2	firearm	Agile, chamber 10, fatal 1d12, malfunction
10 bullets	1 gp				L			
Nashi Shadowshot	45 gp	1d12 P	100 ft.	1	3	2	firearm	Fatal 1d20, malfunction, sniper
10 bullets	1 gp				L			

about the same DC to Clear a Firearm as it is to Craft it in the first place. Clearing a firearm takes 1d4 successful Crafting checks, determined by the GM in secret.

- » **Critical Success** As a success, except you earn two successes.
- » **Success** You earn one success towards clearing the firearm. If you've earned all required successes, the firearm is cleared and can be used normally.
- » **Critical Failure** Increase the number of successes you need to clear the firearm by 1.

FIREARM WEAPON GROUP

Nashi engineers are forerunners in the production of firearms, a special type of weapon that utilizes miniature explosions to propel bullets towards enemies, piercing them to deal damage.

Critical Specialization Effects: The target takes additional damage from the attack equal to its armor's check penalty (if any). In addition, the target's armor takes half damage from the critical hit, reduced normally by hardness.

WEAPON DESCRIPTIONS

Each of the weapons listed on the accompanying table are described below.

Bullet: These projectiles are the ammunition for firearms. Bullets come in a variety of shapes and sizes, but all possess special cartridges of paper or metal that contain the bullet's slug and a dose of gunpowder.

Nashi Bomblobber: As its name implies, this hefty two-handed firearm is designed to lob bombs at foes instead of bullets. A large tube funnels bombs directly into the weapon and both launches and primes them with a single motion.

Nashi Flamebelcher: This hefty two-handed firearm comes equipped with a hip-mounted fuel tank. When the trigger is pulled, the weapon unleashes gouts of flames upon its victims.

Nashi Icelancer: This handheld firearm is connected to a moisture tank. When the trigger is pulled, the water is frozen into a jagged spike using an alchemical coolant chamber before being launched at an enemy.

Nashi Leadgattler: Resembling a larger version of the pepperbox, this massive two-handed firearm possesses a body harness that allows the wielder to spread its tremendous weight across their body.

Nashi Leadspitter: Popular with swap-dwelling nashi, this firearm has two long barrels whose ammunition explodes in a small cone when fired.

Nashi Peppergun: This two-handed firearm possesses four squat barrels that are mounted to a pistol stock. Rather than pulling a trigger, the wielder turns a crank on the weapon's side to unleash a storm of bullets at the enemy.

Nashi Pipsqueak: This handheld firearm possesses a six-chamber barrel and a revolver-action loading mechanism. Its named not only for its small size, but for the shrill sound that accompanies every shot.

Nashi Shadowshot: This large, two-handed firearm possesses a massive barrel designed to launch bullets across vast distances. It is especially good for firing upon foes while hidden.

Nashi Thundertorch: This handheld firearm uses magnetic coils to generate electric jolts possess both lethal and nonlethal settings.

ALCHEMICAL ITEMS

Nashi are constantly tinkering with new chemical compounds, documenting their effects and dreaming of their practical uses. The following are among the better known nashi alchemical inventions and innovations, many of which are associated with firearms.

Level	Item	Category
1	Bolas cartridge, lesser	Cartridge
1	Piranha cartridge, lesser	Cartridge
1	Rock salt cartridge	Cartridge
2	Smokescreen cartridge, lesser	Cartridge
3	Stinger cartridge, lesser	Cartridge
4	Dragon's breath cartridge, lesser	Cartridge
4	Ferret cartridge, lesser	Cartridge
4	Piranha cartridge, lesser	Cartridge
5	Bolas cartridge, moderate	Cartridge
7	Stinger cartridge, moderate	Cartridge
8	Smokescreen cartridge, greater	Cartridge
9	Dragon's breath cartridge, moderate	Cartridge
9	Ferret cartridge, moderate	Cartridge
9	Piranha cartridge, moderate	Cartridge
10	Bolas cartridge, greater	Cartridge
13	Dragon's breath cartridge, greater	Cartridge
13	Ferret cartridge, greater	Cartridge
13	Piranha cartridge, greater	Cartridge
14	Stinger cartridge, greater	Cartridge
16	Bolas cartridge, major	Cartridge
17	Dragon's breath cartridge, major	Cartridge
17	Ferret cartridge, major	Cartridge
17	Piranha cartridge, major	Cartridge
19	Stinger cartridge, major	Cartridge

ALCHEMICAL CARTRIDGES

An alchemical cartridge is a single firearm bullet combines a single bullet with volatile alchemical components that explodes when the bullet strikes a creature or target. Alchemical cartridges produce a variety of effects, such as adding damage to a firearm attack or inflicting a condition onto an enemy. Alchemical cartridges have the cartridge trait.

Alchemical cartridges are ammunition that must be fired from a firearm to take effect. Loading an alchemical cartridge into a firearm is the same as loading it with a bullet, requiring an Interact action. If fired from a weapon with the malfunction trait, an

alchemical cartridge usually backfires onto you when you critically fail on an attack with the weapon, affecting you as if you were the intended target of the attack. The cartridge is activated when the firearm's attack hits a target—you don't have to activate it separately.

As they are a kind of ammunition, alchemical cartridges can be made into magical ammunition as if they were bullets.

BOLAS CARTRIDGE

ALCHEMICAL 1+

ALCHEMICAL CARTRIDGE CONSUMABLE

Usage loaded into a firearm as ammunition; **Bulk** —
Activate attack with loaded firearm

Bolas cartridges launch a set of weighted balls attached by a thick cord when the firearm is fired. If your attack hits, after resolving damage, compare the result to your opponent's Reflex DC.

» **Critical Hit** The target falls prone and is immobilized.

» **Hit** The target falls prone.

The DC to Escape the bolas cartridge determines its item level and price.

Type lesser; **Level** 1; **Price** 5 gp

The DC to Escape the bolas is equal to 11 + your proficiency bonus with firearms.

Type moderate; **Level** 5; **Price** 20 gp

The DC to Escape the bolas is equal to 14 + your proficiency bonus with firearms.

Type greater; **Level** 10; **Price** 150 gp

The DC to Escape the bolas is equal to 17 + your proficiency bonus with firearms.

Type major; **Level** 16; **Price** 1,000 gp

The DC to Escape the bolas is equal to 20 + your proficiency bonus with firearms.

DRAGON'S BREATH CARTRIDGE

ALCHEMICAL 4+

ALCHEMICAL CARTRIDGE CONSUMABLE

Usage loaded into a firearm as ammunition; **Bulk** —
Activate attack with loaded firearm

Dragon's breath cartridges spray a target with flammable chemicals when the firearm is fired. If your attack hits, the target takes persistent fire damage in addition to the attack's usual damage.

Type lesser; **Level** 4; **Price** 20 gp

Targets damaged by the firearm's attack take 1 persistent fire damage.

Type moderate; **Level** 9; **Price** 80 gp

Targets damaged by the firearm's attack take 1d4 persistent fire damage.

Type greater; **Level** 13; **Price** 240 gp

Targets damaged by the firearm's attack take 1d6 persistent fire damage.

Type major; **Level** 17; **Price** 960 gp

Targets damaged by the firearm's attack take 1d8 persistent fire damage.

FERRET CARTRIDGE**ALCHEMICAL 4+****ALCHEMICAL CARTRIDGE CONSUMABLE****Usage** loaded into a firearm as ammunition; **Bulk** —
Activate attack with loaded firearm

Ferret cartridges are specifically designed to expel toxic fumes when fired when the bullet impacts a surface. You can use an Interact action to infuse a ferret cartridge with any item with the inhaled trait or any alchemical tool that specifically creates gas, vapors, or an inhaled effect. After attacking with the firearm, the ammunition releases the infused alchemical item, centered on the attack's target or the square the ammunition landed, as determined by the GM.

The maximum level of item the ammunition can hold determines its item level and price.

Type lesser; **Level** 4; **Price** 15 gp

You can infuse the cartridge with alchemical items of 3rd level or lower.

Type moderate; **Level** 9; **Price** 60 gp

You can infuse the cartridge with alchemical items of 8th level or lower.

Type greater; **Level** 13; **Price** 160 gp

You can infuse the cartridge with alchemical items of 12th level or lower.

Type major; **Level** 17; **Price** 340 gp

You can infuse the cartridge with alchemical items of 16th level or lower.

STINGER CARTRIDGE**ALCHEMICAL 3+****ALCHEMICAL CARTRIDGE CONSUMABLE****Usage** loaded into a firearm as ammunition; **Bulk** —
Activate attack with loaded firearm

Stinger cartridges each possess a small syringe embedded into the bullet that allows it to be filled with a single dose of poison, a potion, or an elixir. Only poisons with either the contact or the injury trait can be infused into a stinger alchemical cartridge. A creature hit by a stinger cartridge that's been infused with such an item is affected by the infused item as if they had been exposed to the poison or imbibed the elixir or potion.

The ammunition only the target hit. If fired as part of an action that targets multiple targets, the closest target is always chosen to be exposed to the infused item.

The maximum level of elixir, poison, or potion the ammunition can hold determines its item level and price.

Type lesser; **Level** 3rd; **Price** 15 gp

You can infuse the cartridge with alchemical items of 2nd level or lower.

Type moderate; **Level** 7th; **Price** 60 gp

You can infuse the cartridge with alchemical items of 6th level or lower.

Type greater; **Level** 14th; **Price** 160 gp

You can infuse the cartridge with alchemical items of 13th level or lower.

Type major; **Level** 19th; **Price** 340 gp

You can infuse the cartridge with alchemical items of 18th level or lower.

PIRANHA CARTRIDGE**ALCHEMICAL 4+****ALCHEMICAL CARTRIDGE CONSUMABLE****Usage** loaded into a firearm as ammunition; **Bulk** —
Activate attack with loaded firearm

Piranha cartridges unleash a shower of jagged tacks that puncture foes, creating debilitating puncture wounds. If your attack hits, the target takes persistent bleed damage in addition to the attack's usual damage.

The amount of persistent bleed damage dealt to the target determines its item level and price.

Type lesser; **Level** 4; **Price** 20 gp

Targets damaged by the firearm's attack take 1 persistent bleed damage..

Type moderate; **Level** 9; **Price** 80 gp

Targets damaged by the firearm's attack take 1d4 persistent bleed damage.

Type greater; **Level** 13; **Price** 240 gp

Targets damaged by the firearm's attack take 1d6 persistent bleed damage.

Type major; **Level** 17; **Price** 960 gp

Targets damaged by the firearm's attack take 1d8 persistent bleed damage.

ROCK SALT CARTRIDGE**ALCHEMICAL 1****ALCHEMICAL CARTRIDGE CONSUMABLE****Usage** loaded into a firearm as ammunition; **Bulk** —
Activate attack with loaded firearm

Rock salt cartridges are loaded with salt rather than lead, dramatically reducing the firearm's lethality. When you attack with a firearm using a rock salt cartridge as your ammunition, your firearm deals damage as if it had the nonlethal weapon trait. If you attack a foe wearing armor, you take a penalty to your firearm's damage roll equal to the armor check penalty of the foe's armor.

SMOKESCREEN CARTRIDGE**ALCHEMICAL 2+****ALCHEMICAL CARTRIDGE CONSUMABLE****Usage** loaded into a firearm as ammunition; **Bulk** —
Activate attack with loaded firearm

Upon striking a foe or a surface within range, the ammunition explodes into a cloud of obfuscating smoke centers on one corner of the target creature's space or the target square. All creatures within that area are concealed, and all other creatures are concealed to them. The smoke lasts 1 minute or until dispersed by a strong wind.

Type lesser; **Level** 2; **Price** 15 gp

The radius of the burst is 5 feet.

Type greater; **Level** 8; **Price** 60 gp

The radius of the burst is 20 feet.



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