

Everyman Minis Deific Passengers



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Everyman Minis

Deific Passengers

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ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

EVERYMAN MINIS combines top *PATHFINDER ROLEPLAYING GAME* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *EVERYMAN MINIS* are intended to add something cool or weird to the *PATHFINDER ROLEPLAYING GAME*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *EVERYMAN MINIS* you’ll feel the same!

~ Alexander Augunas



Passengers

Although a passenger has no abilities of its own, it grants its vessel (see the vessel section of *PARANORMAL ADVENTURES*) a number of abilities based upon its vessel’s level while the vessel possesses an adequate amount of grace. When a vessel gains his first point of grace from his passenger, he must decide its subtype. The passenger’s subtype determines the benefits that the vessel gains from his grace overfloweth ability, as well as its overall personality and theme. Once the choice of subtype is made, it cannot be changed.

Each subtype entry below includes the following information.

Name: This is the name of the passenger’s subtype. Noted in parenthesis next to the subtype’s name are any alignment subtypes that are associated with the passenger, such as chaotic, evil, good, or lawful. The passenger grants its vessel an aura with alignment components that reflect these alignment subtypes (see the aura class feature).

Description: This gives a basic overview of passengers of this subtype, including general guidelines on appearance and personality.

Alignment: The passenger possesses this alignment. The vessel’s alignment must be within one alignment step of this alignment in order to harbor a passenger of this subtype.

Associated Domains: Each subtype of passenger is associated with three cleric domains. This association is used only to determine the effects of certain vessel abilities, such as the domain omen.

Damage Reduction: This entry describes which alignment component or special material overcomes the vessel’s damage reduction beginning at 10th level (see the resiliency invocation ability).

Grace Manifestations: This entry describes the physical change that accompanies the vessel’s grace overfloweth ability. The changes listed here are physical and cannot be removed or suppressed by any means, including polymorph effects and mundane disguises.

Grace Boons: Each passenger grants a number of special abilities to its vessel when he has 1 or more points of grace known as a grace boon, as per the grace overfloweth class ability. The save DC for a grace boon is $10 + 1/2$ the vessel’s level + the vessel’s Charisma modifier.

New Passenger

The following new passenger is available to vessels

Deity (See Text)

Worshiped by mortals, yet simultaneously beyond their comprehension, deities are champions and stewards of cosmic balance. Each deity represents a complex series of ideals that creates the foundation of their respective faiths. Although few are ever fully possessed by a deity, many offer slivers of power to their favorite mortals or as deific challenges with the hope that vessels of such power will use it to shape the world in the deity's image somehow.

Alignment: Same as the chosen deity's. Unlike most vessels, the vessel of a deific passenger's alignment must match his deity's alignment. He chooses one component of his deity's alignment for the purpose of his aura class feature.

Associated Domains: All domains associated with the deity.

Damage Reduction: DR/alignment (The chosen alignment must be opposed to one component of the deity's alignment. If the deity is neutral, the passenger may choose any one alignment component that does not conflict with his alignment.)

Grace Manifestations: The vessel's skin glows with inner radiance, projecting the image of the chosen deity's holy symbol onto his brow, crackling with divine power.

Grace Boons: The divine presence of a deity's power within a vessel grants him mastery over the deity's domain.

Divine Resilience (Su): At 3rd level, the vessel chooses one deity whose alignment matches his own alignment. If the deity is good, the vessel gains acid resistance 5, cold resistance 5, or electricity resistance 5 (his choice). If the deity is evil, he gains cold resistance 5, electricity resistance 5, or fire resistance 5. A neutral vessel chooses which set of resistances to receive. Once chosen, this cannot be changed. He also chooses one cleric domain associated with his deity and gains a +1 bonus on saving throws against specific effects based upon his chosen domain, as listed below. This bonus on saving throws increases by +1 at 6th level and every 3 levels thereafter, to a maximum of +5 at 15th level.

At 6th level, the vessel gains the resistance 5 against the two types of energy that he did not choose that are available to his deity. At 12th level, the vessel increases one of his resistances to resistance 10 (his choice). At 15th level, the vessel increases the remaining resistances to resistance 10.

Potent Casting (Su): At 6th level, a vessel gains the domain omen as a bonus omen with the cleric domain he chose with the divine resilience boon. If he already possesses this omen, he can retrain it for free. Additionally, whenever the incarnate spends grace to cast a domain spell, she increases the DC and caster level of the spell by 1. At 15th level, he instead increases the DC and caster level by 2.

Expanded Portfolio (Su): At 9th level, the vessel gains Believer's Boon^{ACG} as a bonus feat, ignoring its prerequisites. He must spend 1 point of grace in order to use the ability selected with this feat, but when doing so he counts as a cleric of a level equal to his vessel level. This effect lasts 1 minute, and he can use the chosen ability a number of times during this minute equal to his Charisma bonus (minimum 1), or for up to 10 rounds. The

vessel can spend grace to use this ability as often as he pleases.

Devoted Knowledge (Su): At 12th level, the vessel chooses a second domain with his domain omen. He also gains the benefits of his divine resilience boon on saving throws against effects associated with this domain.

Demesnes Travel (Su): At 15th level, whenever the vessel uses his passenger's jaunt ability to *plane shift* to his deity's home plane, he always arrives on target. In addition, he can target a number of additional creatures with this ability up to his vessel level without spending additional grace. Once per day, he can activate passenger's jaunt to *plane shift* from his deity's home plane back to his home plane without spending grace.

True Incarnation (Su): At 18th level, the vessel transforms into a type of outsider native to his deity's home plane of his deity's choice, though only superfluous changes occur. The vessel's is treated as an outsider with the appropriate subtypes or his original type for all effects, whichever is more beneficial. Additionally, he can cast any cleric spell of 6th level or lower by spending a number of points of grace equal to half the spell's level (minimum 1) and expending a vessel spell slot of the spell's cleric spell level.

Divine Resilience Save Bonuses

A list of cleric domains (and the effects that the vessel of a deific passenger applies his sacred resilience bonus against) are listed below.

If a domain grants resistance to a condition, the vessel applies his divine resilience against all effects that apply the listed condition.

If a domain grants resistance to a school of magic (such as necromancy), the vessel applies his divine resilience bonus against all effects associated with that school of magic.

If a domain grants resistance to effects created by a type or subtype or creatures, the vessel applies his divine resilience bonus against all effects associated with that creature's racial traits and abilities (but not those from its feats, class levels, or racial spellcasting).

Air Domain: Effects with the air and electricity descriptors, and effects created by creatures with the air subtype.

Animal: Bleed and fear effects, and effects created by animals, magical beasts, and vermin.

Artifice Domain: Fatigue, exhaustion, and effects created by constructs.

Chaos Domain: Lawful effects and effects created by creatures with the lawful subtype.

Charm Domains: Charm and compulsion effects.

Community Domain: Disease and emotion effects.

Darkness Domain: Blindness, darkness, and shadow effects.

Death Domain: Death and negative energy effects

Destruction Domain: Sonic and negative energy effects.

Earth Domain: Acid and earth effects, and effects created by creatures with the earth subtype.

Evil Domain: Evil effects and effects created by creatures with the evil subtype.

Fire Domain: Fire effects and effects created by creatures with the fire subtype.

Glory Domain: Necromancy effects and effects that damage, drain, or penalize Charisma.

Good Domain: Good effects and effects created by creatures with the good subtype.

Healing Domain: Disease and poison.

Knowledge Domain: Divination and enchantment effects and effects that damage, drain, or penalize Intelligence.

Law Domain: Chaotic effects and effects created by creatures with the chaotic subtype.

Liberation Domain: Spells and effects that impede or restrict movement (as per *freedom of movement*).

Luck Domain: Curse effects (including shaman and witch hexes).

Madness Domain: Confusion and insanity effects and effects that damage, drain, or penalize Wisdom.

Magic Domain: Spells and spell-like abilities, and effects created by dragons and magical beasts.

Nobility Domain: Compulsion and emotion effects

Plant Domain: Effects that cause hunger or thirst and effects created by plant creatures. The vessel also adds his divine resilience bonus on Constitution checks made to avoid nonlethal damage from starvation or thirst.

Protection Domain: Effects that deal hit point damage and effects that damage, drain, or penalize Constitution.

Repose Domain: Daze, sleep, and stunning effects.

Rune Domain: Language-dependent effects and spells and spell-like abilities with “glyph” or “symbol” in their names.

Scalykin Domain: Poison effects and effects created by dragons, creatures with the reptilian subtype, and all other reptilian creatures.

Strength Domain: Fatigue and exhaustion and effects that damage, drain, or penalize Strength.

Sun Domain: Necromancy and effects created by undead.

Travel Domain: Teleportation effects and effects that damage, drain, or penalize Strength. The vessel also adds his divine resilience bonus on saves to his CMD against effects that would move him (such as reposition), cause him to be knocked prone (such as dirty trick or trip), or allow his opponents to move through his threatened area (such as Acrobatics).

Trickery Domain: Illusion effects. The vessel also adds his divine resilience bonus against dirty trick and trip attempts.

Void Domain: Cold, confusion, and insanity effects, and effects that cause suffocation. The vessel also adds his divine resilience bonus to his Constitution score to determine how long he can hold his breath for.

War Domain: Dazed, fatigue, exhaustion, staggered and stunning effects, and all effects created by creatures of the humanoid and monstrous humanoid types.

Water Domain: Cold and water effects, and effects created by creatures with the aquatic, cold, or water subtype. The vessel also adds his divine resilience bonus to his Constitution score to determine how long he can hold his breath for.

Weather Domain: Environmental and sonic effects, and effects created by fey. The vessel also adds his divine resilience bonus on saves to Constitution checks he makes

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Kill some **witches** and raise a
little **Hell**...or die trying!

