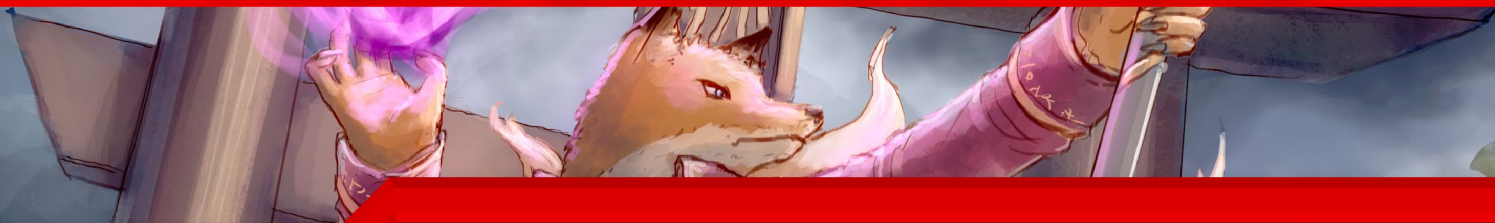


# EVERYMAN MINIS FRONT LINER'S OPTIONS







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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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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!

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~ Alexander Augunas

## NEW QINGGONG POWERS

A monk with the qinggong monk archetype or can select a ki power for which she qualifies in place of one of the following monk class abilities: slow fall (4th), high jump (5th), wholeness of body (7th), diamond body (11th), abundant step (12th), diamond soul (13th), quivering palm (15th), timeless body (17th), tongue of the sun and moon (17th), empty body (19th), and perfect self (20th). This replaces the monk class ability the qinggong monk gives up for this ki power. An unchained monk can select a ki power for which she qualifies using the qinggong power ki power.

For more information on qinggong powers, see the monk section in Chapter 1 of *PATHFINDER ROLEPLAYING GAME: ULTIMATE MAGIC*.

### 8TH-LEVEL KI POWERS

*Ablative barrier* (1 ki point, self only)<sup>UC</sup>

*Mirror image* (2 ki points)<sup>UC</sup>

### 12TH-LEVEL KI POWERS

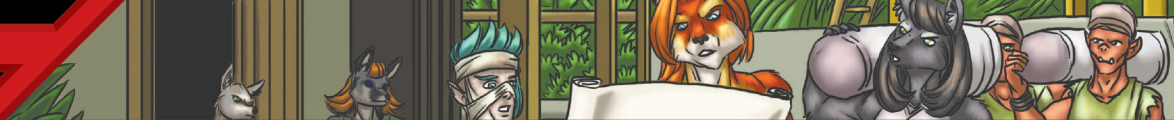
*Burst of speed* (1 ki point; stacks with the bonus provided by the monk’s fast movement class feature)<sup>UC</sup>

*Improved Spring Attack* (1 ki point, must have the Spring Attack feat or ki power)<sup>UW</sup>

### 18TH-LEVEL KI POWERS

*Greater Spring Attack* (1 ki point, must have the Spring Attack and Improved Spring Attack feats or ki powers)<sup>UW</sup>





## NEW PALADIN ARCHETYPE

The following archetype is available to paladins.

### DIVINE PROTECTOR (PALADIN)

Righteous sentinels devoted to protecting the weak and weary from the ravages of the world, divine protectors possess the ability to weather any battle while sheltering those most desperate for sanctuary from its ravages.

**Righteous Shield (Ex):** At 1st level, a divine protector can imbue her shield with holy power for 1 minute as a swift action. The shield's bonus to AC increases by an amount equal to the divine protector's Charisma bonus (minimum 0) and gains the *holy* weapon special ability. Unlike the standard *holy* weapon special ability, the divine protector's shield only deals an extra 1d6 points of damage against evil creatures instead of 2d6 points. This extra damage increases by 1d6 points at 4th level and every 8 levels thereafter, up to a maximum of 4d6 points at 20th level. A divine protector can use this ability a number of times per day equal to 3 + her Charisma modifier.

This ability replaces smite evil.

**Shielded Protector (Ex):** At 1st level, a divine protector gains Improved Shield Bash as a bonus feat, and she can use her Charisma score in place of Dexterity as a prerequisite for Two-Weapon Fighting and any feat that lists Two-Weapon Fighting as a prerequisite.

This ability replaces *detect evil*.

**Guardian's Auras (Su):** At 3rd level, a divine protector can flare her aura of good at her opponents, smiting them with righteous power as a swift action. All opponents that are of evil alignment or that attacked one or more of the divine protector's allies during her last turn that are within 10 feet of her take 1d6 points of damage. This damage results directly from holy power, and cannot be reduced by damage reduction or energy resistances. A divine protector must participate in combat to use this ability. If she is frightened, panicked, stunned, unconscious, or otherwise not participating in a combat, she cannot use this ability.

At 14th level, whenever a divine protector uses this ability, she can also spend two uses of her lay on hands class feature to channel positive energy, as the standard paladin class feature except the radius of her channel positive energy is reduced to 10 feet and she channels energy as a cleric with an effective level equal to half her paladin level. If she instead spends four uses of lay on hands, she channels positive energy as a cleric with an effective level equal to her full paladin level.

This ability alters aura of courage and aura of resolve, and replaces aura of faith. Unlike a standard paladin, a divine protector doesn't gain immunity to fear from her aura of courage class feature or immunity to charm from her aura of resolve class feature.

**Avenging Shield (Su):** At 5th level, a divine protector gains Far Shot as a bonus feat, ignoring its prerequisites, and can throw a heavy or light shield as a normal (non-improvised) thrown weapon with a range increment of 10 feet or the

shield's range increment, whichever is greater. The thrown shield deals the same damage as a shield bash, and any damage increase from shield spikes apply to this attack.

In addition, whenever the divine protector's shield is imbued holy power (as per the righteous shield ability), the shield immediately returns to the divine protector after the attack has resolved. This allows the divine protector to attack multiple times with her shield during a full attack.

This ability replaces divine bond.

**Aegis of the Guardian (Sp):** At 11th level, the divine protector can create a barrier that protects her foes from harm by expending one use of her lay on hands or righteous shield class feature. This barrier is a transparent 15-foot line consisting of three 5-foot squares that is centered on the divine protector and moves with her. This barrier lasts for up to 1 round per level the divine protect possesses or until she stops concentrating, whichever happens first as if it were a spell with a duration of concentration.

Whenever an opponent attempts to attack the divine protector while she is concentrating on this barrier, she gains a +2 sacred bonus to her Armor Class and on Reflex saves. Likewise, her allies gain a +4 sacred bonus to their Armor Class and on Reflex saves while standing within the barrier's space, as well as against any effect whose line of effect must pass through the barrier's area.

This ability replaces aura of vengeance.

## NEW RANGER ARCHETYPE

The following archetype is available to rangers.

### ADVANCE GUARD (RANGER)

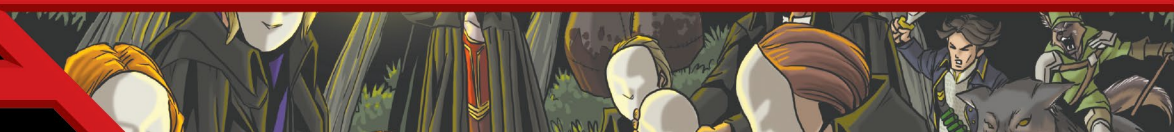
Warriors who extensively study the magical and mundane attacks of their enemies, advance guards train to outlast their foes' onslaughts rather than exploit their weaknesses, countering or resisting their enemies' most potent attacks. To that end, advance guards train in heavier armors than most rangers, and often take the vanguard in pitched battles.

**Favored Defense (Ex):** At 1st level, whenever an advanced guard selects a favored enemy, he gains a +1 dodge bonus to his Armor Class against attacks made by his favored enemies and a +1 insight bonus on saving throws made against all effects created by them instead of a bonus on attack rolls and damage rolls. Each time he chooses a new favored enemy, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +1.


Beginning at 4th level, if an advanced guard chooses an animal companion as his hunter's bond, his animal companion gains these bonuses to its Armor Class and on saves instead of the standard ranger's bonuses on attack rolls and damage rolls. If he chooses to bond with his allies as his hunter's bond, the advanced guard shares these bonuses to Armor Class and on saves instead of the standard ranger's bonuses on attack rolls and damage rolls.

This ability alters favored enemy and hunter's bond.

**Armor Training (Ex):** Starting at 3rd level, an advanced guard learns to be more maneuverable while wearing armor. Whenever







he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every five levels thereafter (8th, 13th, and 18th), these bonuses increase by +1 each time, to a maximum –4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, an advanced guard can move at his normal speed while wearing medium armor. At 7th level, an advanced guard can move at his normal speed while wearing heavy armor.

This ability replaces favored terrain.

**Heavy Armor Expertise (Ex):** At 12th level, an advanced guard gains Heavy Armor Proficiency as a bonus feat. If he already has this feat, he gains any one combat feat for which he qualifies instead. In addition, he can use his evasion and improved invasion abilities while wearing heavy armor.

This ability replaces camouflage.

**Reactive Defense (Ex):** At 17th level, whenever an advanced guard is wearing medium or heavy armor, he gains DR 5/– against attacks made by his favored enemies.

This ability replaces hide in plain sight.

## NEW RANGER COMBAT STYLE

Rangers and other characters who gain combat styles can also select the following new option. Such characters can choose feats from the combat style even if they do not meet the normal prerequisites for the feat in question.

**Protector:** If the ranger selects the protector combat style, he can choose from the following list whenever he gains a combat style feat: Combat Reflexes, Bodyguard<sup>APG</sup>, Missile Shield<sup>APG</sup>, and Saving Shield<sup>APG</sup>. At 6th level, he adds Covering Defense<sup>APG</sup> and Shield Specialization<sup>APG</sup> to the list. At 10th level, he adds Greater Shield Specialization<sup>APG</sup> and Pin Down<sup>UC</sup> to the list.

## NEW FEATS

The following feats are available to all characters who meet their prerequisites.

### HUNKER DOWN [COMBAT]

The weight of your armor gives you leverage to resist attempts to forcibly change your position.

**Prerequisite:** Heavy Armor Proficiency

**Benefit:** As a move action, you can gain an insight bonus equal to 1/2 of your armor's armor check penalty (not including any reduction to the armor check penalty from class features or feats) to your CMD to resist bull rush, drag, reposition, and trip combat maneuvers. You maintain this bonus until you move from your current position or lose your Dexterity bonus to AC.

### LINE BREAKER [COMBAT]

You shift your enemies out of position and thrust yourself forward to counteract their carefully-constructed formations.

**Prerequisite:** Int 13, Combat Expertise, Improved Reposition<sup>APG</sup>.

**Benefit:** Whenever you attempt a reposition combat

maneuver against an adjacent opponent that is your size or smaller and succeed, instead of moving your opponent into a new position in relation to yourself you can force your opponent into your space, then move into your opponent's space. In effect, you and your opponent swap locations. This doesn't count against your movement for the round, and neither you nor your target provoke an attack of opportunity for moving in this way unless you have the Greater Reposition feat, in which case your opponent's movement provokes an attack of opportunity (but not yours). You cannot use this ability if you are unable to fit into your opponent's space.

### SPINY URCHIN BRISTLE [COMBAT]

Your vicious attacks ravage any opponent foolish enough to attack you.

**Prerequisite:** Dex 15, Spiny Urchin Sting, Spiny Urchin Style, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus with the chosen weapon.

**Benefit:** Whenever you use Spiny Urchin Sting to make an attack of opportunity, you can attack your opponent with both your primary hand and off-hand weapons as part of a single attack of opportunity (roll separate attack rolls for each attack as usual). The penalties for two-weapon fighting apply normally to these attacks.

### SPINY URCHIN STING [COMBAT]

You take advantage of a momentary gap in your opponent's defenses to slip an attack past its guard.

**Prerequisite:** Dex 15, Spiny Urchin Style, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus with the chosen weapon.

**Benefit:** While using Spiny Urchin Style, whenever an adjacent enemy makes a melee attack against you and misses, you can make an attack of opportunity against that opponent as an immediate action.

### SPINY URCHIN STYLE [COMBAT, STYLE]

When surrounded, you force your opponent's attacks to veer off-target by weaving an impenetrable barrier of flashing steel and melee strikes around you.

**Prerequisite:** Dex 15, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus with the chosen weapon.

**Benefit:** Choose one weapon from the double or light blades fighter weapon group. Whenever you are wielding the chosen double weapon or one of the chosen light bladed weapons in each hand (primary and off-hand), the shield bonus that you gain from the Two-Weapon Defense feat increases by +1 for every adjacent enemy that threatens you.

**Special:** In addition to the chosen weapon, a character with this feat and the weapon training (double) class feature can use Spiny Urchin Style with any double weapons that she wields, and a character with this feat and the weapon training (light blade) class feature can use Spiny Urchin Style with any light blades that she wields.





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