

Everyman Minis

Investigator 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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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

New Feat

The following feat is available to all characters who meet its prerequisites.

Inspired Objection

Your inspiration allows you to combat your opponent’s skills, weakening them with your own expertise.

Prerequisite: Inspiration class feature.

Benefit: You can use your inspiration to hinder your opponent’s skills and attacks. Whenever an opponent that you can see attempts a skill check that either opposes one of your skill checks (such as a Sense Motive check opposed by your Bluff) or that is compared to your CMD or Hit Dice (such as an Intimidate check to demoralize you or an Acrobatics check to move through your threatened area), you can spend one use of inspiration to roll your inspiration die as a free action, even if it isn’t your turn. Your opponent takes a penalty on their skill check equal to the result of your inspiration die. You can’t use this ability to oppose a skill check if you already spent inspiration on your skill check; for instance, if your opponent makes an opposed Sleight of Hand check against your Perception, you cannot use this ability to penalize your opponent’s Sleight of Hand if you already spent inspiration to gain a bonus to your Perception check. If you have the combat inspiration investigator talent, you can use this ability to penalize any attack roll that targets you as an immediate action.



New Archetype

The following archetypes are available to investigator characters.

Far-Shot Sleuth (Investigator)

Although most investigators prefer to get down into the trenches when investigating, far-shot sleuths know the value of keeping one's distance, relying on their ace aim and deductive reasoning to strike down foes from afar.

Ranged Sleuth (Ex): At 2nd level, a far-shot sleuth gains Precise Shot as a bonus feat. In addition, he counts as having the Point-Blank Shot feat for the purpose of meeting feat prerequisites.

This ability replaces poison lore and poison resistance +2.

Investigator Talents: In addition to the standard investigator talents available to all investigators, a far-shot sleuth can select the following investigator talents.

Enhanced Deflection (Ex): An investigator with this talent can use his inspired deflection investigator talent to deflect a ranged attack targeting any creature within 30 feet of him. When using inspired deflection in this manner, he must expend one additional use of inspiration, for a total of two uses. An investigator must be at least 7th level and have the inspired deflection investigator talent before selecting this talent.

Inspired Deflection (Ex): Once per round, an investigator with this talent can expend one use of inspiration as an immediate action to deflect a projectile ranged attack targeting him, functioning as the Deflect Arrows feat. If the investigator already has Deflect Arrows, he can use both abilities during a single round.

Ranged Study: At 5th level, a far-shoot sleuth chooses one ranged weapon that he is proficient with. He gains Ranged Study^{ACG} with that weapon as a bonus feat, ignoring its prerequisites. The far-shoot sleuth ignores the Weapon Focus feat as a prerequisite for Ranged Study, and he can select Ranged Study multiple times. Each time he does, he must choose a different weapon he is proficient with to apply the feat to.

This ability replaces poison immunity and all later iterations of poison resistance.

Freelance Agent (Investigator)

While few investigators are directly employed by government officials, freelance agents make it a habit to emphasize their distance from legal aspects of investigating. Freelance agents are willing to break into anywhere and take whatever they need to solve their case. That isn't to say that freelance agents can't be morally upstanding or even honorable—they simply understand that justice cannot bind itself laws that unwittingly serve the corrupt.

Underground Sleuth (Ex): A freelance agent can use his inspiration on Bluff, Disable Device, Disguise, Intimidate, or Sleight of Hand checks without expending uses of inspiration, provided he's trained in the skill. If he later gains the underworld inspiration investigator talent, he can use inspiration with these skills even if he isn't trained in

them. A freelance agent can't use inspiration on Knowledge, Linguistics, or Spellcraft checks without expending a use unless he has the inspired intelligence investigator talent.

This ability alters inspiration.

Sneak Attack (Ex): At 4th level, a freelance agent gains the sneak attack class feature, as a rogue. His sneak attack damage is +1d6 at 4th level, and increases by +1d6 at 8th level and every 4 levels thereafter, to a maximum of +5d6 at 20th level.

This ability replaces studied strike +1d6, +3d6, +5d6, +7d6, and +9d6.

Unwitting Ally (Ex): At 6th level, a freelance agent gains the unwitting ally^{UC} advanced rogue talent. Whether or not his check to use this ability succeeds, he cannot use this trick again on the same opponent for the next 24 hours unless the freelance agent spends one use of inspiration when taking the swift action to use this ability.

This ability replaces studied strike +2d6.

Studied Deflection (Ex): At 10th level, a freelance agent cannot be flanked or caught flat-footed by any opponent that is the target of his studied combat ability. In addition, any opponent that is the target of his studied combat ability does not count as threatening the freelance agent for the purpose of determining whether the freelance agent is being flanked by other opponents.

This ability replaces studied strike +4d6.

Studied Flanking (Ex): At 14th level, a freelance agent treats the target of his studied combat ability like an ally for the purpose of providing a flank.

This ability replaces studied strike +6d6.

Perfect Precision (Ex): At 18th level, whenever a freelance agent deals sneak attack damage to an opponent, he can spend one use of inspiration as a free action, even if it isn't his turn, to roll his sneak attack damage twice and use the higher result.

This ability replaces studied strike +8d6.

New Investigator Talents

The following talents are available to any investigator who meets their prerequisites.

Debilitating Injury (Ex)*: An investigator with this talent gains the debilitating injury class feature, as a rogue (see Chapter 1 in *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED*). Unlike a rogue, the investigator debilitates opponents that he deals studied combat damage to instead of sneak attack damage. An investigator with this talent doesn't have an effective rogue level for the purpose of this ability, so the penalties for the bewildered and disoriented injuries don't increase. If the investigator has or later gains debilitating injury from the rogue class, his investigator levels stack with his rogue levels for the purpose of determining the penalties inflicted by these injuries. The investigator must be at least 7th level to select this talent.

Deduction (Ex): An investigator with this talent can use deductive reasoning to verify his own hypotheses. This ability functions as *augury*, except the investigator must state an hypothesis based on evidence that he has observed and collected rather than a mere question. For instance, if an investigator

learned from a bystander that a perpetrator headed south and he knows that there is a farmstead in that direction, he could use this ability to attempt to verify his hypothesis that the perpetrator was heading for the farmstead. Rather than answer with “weal” or “woe,” he receives an answer of “likely” or “unlikely,” or “unsure” if there isn’t enough evidence to support his theory. The investigator uses his level as the spell’s caster level, and a failure always returns a result of “unsure.” Since this ability isn’t magical, the likeliness of his hypothesis being likely or unlikely is unaffected by time constraints. The investigator must spend one use of inspiration to use this ability.

Investigation Magic (Sp): An investigator with this talent gains the ability to cast one of the following spells once per day as a spell-like ability for every 2 investigator levels he possesses: *blood biography*^{APG}, *residual tracking*^{APG}, *speak with dead*, or *speak with haunt*. In addition, the investigator can cast any of the spells from this list, even if he didn’t select it with this talent, by spending two uses of inspiration as part of the action to cast the spell. Doing so counts against the total number of times per day that he can cast the spell that he actually chose with this talent. An investigator must have the minor magic rogue talent before selecting this talent.

Occultic Trail (Ex): The investigator can charge objects with psychic imprints, leaving behind a psychic trail of evidence that those skilled in psychometry can follow. This ability functions like the *charge object*^{OA} spell, except it is extraordinary and the duration is one week per level the investigator possesses instead of permanent. When summarizing his experiences with the item, the investigator can include any information he wants about the item’s significance, not just his personal experiences with it. For instance, the investigator could include that he discovered or suspected that the item is a clue to solving a murder even though that isn’t an experience he’s had with it. The investigator must spend one use of inspiration to use this ability, and he can spend multiple uses of inspiration to add more information to the imprint. Doing so also resets the duration of the *charge object* effect.

Psychic Sleuth (Su): The investigator can use occult skill unlocks as if he had the Psychic Sensitivity feat by spending one use of inspiration when taking the action to use the occult skill unlock (see the occult skill unlock section of Chapter 5 in *PATHFINDER ROLEPLAYING GAME: OCCULT ADVENTURES*). The investigator must have at least 1 rank in an occult skill unlock’s associated skill to attempt to use it in this manner.

If the investigator has the Psychic Sensitivity feat or some other means of using occult skill unlocks (such as the ability to cast psychic spells), he can use any occult skill unlock he has access to but has already used again by spending one use of inspiration when taking the action to use the occult skill unlock. For instance, he could spend inspiration to make additional dowsing attempts even if a full day hasn’t past since his first, or to make additional automatic writing attempts even if a full week hasn’t past. The investigator doesn’t regain inspiration spent in this manner until he would be able to use that occult skill unlock again (one day or one week, as detailed by the occult skill unlock).

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