Everyman Minis
Microsized Templates

Pathfinder® Roleplaying Game Compatible

Everyman Gaming

Everyman Minis Microsized Templates

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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.

Want to check out a full listing of Everyman Gaming LLC products and stay up-to-date with Everyman Gaming LLC's announcements? Visit **http://www.everymangaming.com**! You can also follow Everyman Gaming on Facebook at **https://www.facebook.com/gamingeveryman** or on Twitter at handle **@EMGamingLLC**.

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

When Should I Use a Microsized Template?

Microsized templates are primarily designed for use in campaigns where characters (probably the PCs) are dramatically diminished in size, be it by one size category or several. As a result, it can be tempting to look at the Microsized Templates introduced within *Everyman Minis: Microsized Templates* and want to apply them to your diminished characters all the time. However, this isn't how Special Size Modifiers work.

When using the Microsized Character rules, you only apply modifications from your Special Size Modifier when you're battling an Ordinary-Sized Creature—a creature whose size has not been altered in any specific way. This doesn't apply to monsters that effectively wouldn't have been a threat to you at your original size. For example, if the PCs are diminished by five size categories and fight an Ordinary-Sized ant, the GM would simply use an appropriate stat block for that creature (perhaps that of a giant ant) and not apply the Special Size Modifier to either creature.. However, if the PCs are diminished and they fight an Ordinary-Sized hawk, a creature that has a stat block, the GM could apply the Microsized Creature (five size categories) template to both the PCs (the Microsized Creatures) and the hawk (the Ordinary-Sized Creature) to make the battle with the hawk more challenging as a result of their diminished stature.

Microsized Templates

The following templates use the same rules as the simple templates described in the monster advancement section of the *Pathfinder Roleplaying Game: Bestiary* appendix, and can be used to quickly apply the necessary modifications to a Microsized Creature when it clashes with an Ordinary-Sized Creature.

Each template uses the same standardized format, which is summarized below.

Size Category: The first line of each microsized template notes the size of the Microsized Creature that the template is intended for in parenthesis. For instance, if the Microsized Creature was diminished one size category from its actual size, use the "One Size Category" template.

Microsized Creature: This entry notes modifications that are made to the creature who's size has been diminished. Note that these modifications only apply against Ordinary-Sized Creatures.

Ordinary-Sized Creature: This entry notes modifications that are made to the creature who's size has not been diminished. Note that these modifications only apply against Microsized Creatures.

Microsized Creature (One Size Category)

The Microsized Creature (as well as any Ordinary-Sized foe she faces) has a Special Size Modifier of 1.

Microsized Creature: **Damage** –1 on all damage rolls, reduce all damage dice by one step.

Ordinary Sized Foe: **CR** +1 if CR 1/2 or less, CR +0 if CR 1 or greater; **AC** +1; **hp** 1 temporary hit point; **Attack** +1 on all attack rolls; **Damage** +1 on all damage rolls, increase all damage dice by one step; **CMB** +1 on all combat maneuver checks; **CMD** +1

Microsized Creature (Two Size Categories)

The Microsized Creature (as well as any Ordinary-Sized foe she faces) has a Special Size Modifier of 3.

Microsized Creature: **Damage** –3 on all damage rolls, reduce all damage dice by two steps.

Ordinary Sized Foe: **CR** +2 if CR 1/2 or less, CR +1 if CR 1 or greater; **AC** +3; **hp** 6 temporary hit points; **Saves** +1 on good saves; **Attack** +3 on all attack rolls; **Damage** +3 on all damage rolls, increase all damage dice by two steps; **Save DCs** +1; **CMB** +3 on all combat maneuver checks; **CMD** +3

Microsized Creature (Three Size Categories)

The Microsized Creature (as well as any Ordinary-Sized foe she faces) has a Special Size Modifier of 6.

Microsized Creature: **Damage** –6 on all damage rolls, reduce all damage dice by three steps.

Ordinary Sized Foe: **CR** +3; **AC** +6; **hp** 18 temporary hit points; **Saves** +3 on good saves, +1 on poor saves; **Attack** +6 on all attack rolls; **Damage** +6 on all damage rolls, increase all damage dice by three steps; **Save DCs** +3; **CMB** +6 on all combat maneuver checks; **CMD** +6

Microsized Creature (Four Size Categories)

The Microsized Creature (as well as any Ordinary-Sized foe she faces) has a Special Size Modifier of 10.

Microsized Creature: **Damage** –10 on all damage rolls, reduce all damage dice by four steps.

Ordinary Sized Foe: **CR** +5; **AC** +10; **hp** 40 temporary hit points; **Saves** +5 on good saves, +2 on poor saves; **Attack** +10 on all attack rolls; **Damage** +10 on all damage rolls, increase all damage dice by four steps; **Save DCs** +5; **CMB** +10 on all combat maneuver checks; **CMD** +10

Microsized Creature (Five Size Categories)

The Microsized Creature (as well as any Ordinary-Sized foe she faces) has a Special Size Modifier of 15.

Microsized Creature: **Damage** –15 on all damage rolls, reduce all damage dice by five steps.

Ordinary Sized Foe: **CR** +7; **AC** +15; **hp** 75 temporary hit points; **Saves** +7 on good saves, +3 on poor saves; **Attack** +15 on all attack rolls; **Damage** +15 on all damage rolls, increase all damage dice by five steps; **Save DCs** +7; **CMB** +15 on all combat maneuver checks; **CMD** +15

Microsized Creature (Six Size Categories)

The Microsized Creature (as well as any Ordinary-Sized foe she faces) has a Special Size Modifier of 21.

Microsized Creature: **Damage** –21 on all damage rolls, reduce all damage dice by six steps.

Ordinary Sized Foe: **CR** +10; **AC** +15; **hp** 75 temporary hit points; **Saves** +7 on good saves, +3 on poor saves; **Attack** +15 on all attack rolls; **Damage** +15 on all damage rolls, increase all damage dice by five steps; **Save DCs** +7; **CMB** +15 on all combat maneuver checks; **CMD** +15

Microsized Creature (Seven Size Categories)

The Microsized Creature (as well as any Ordinary-Sized foe she faces) has a Special Size Modifier of 28.

Microsized Creature: **Damage** –15 on all damage rolls, reduce all damage dice by seven steps.

Ordinary Sized Foe: **CR** +14; **AC** +15; **hp** 196 temporary hit points; **Saves** +14 on good saves, +7 on poor saves; **Attack** +28 on all attack rolls; **Damage** +28 on all damage rolls, increase all damage dice by seven steps; **Save DCs** +14; **CMB** +28 on all combat maneuver checks; **CMD** +28

Microsized Creature (Eight Size Categories)

The Microsized Creature (as well as any Ordinary-Sized foe she faces) has a Special Size Modifier of 36.

Microsized Creature: **Damage** –36 on all damage rolls, reduce all damage dice by eight steps.

Ordinary Sized Foe: **CR** +18; **AC** +36; **hp** 288 temporary hit points; **Saves** +18 on good saves, +9 on poor saves; **Attack** +36 on all attack rolls; **Damage** +36 on all damage rolls, increase all damage dice by eight steps; **Save DCs** +18; **CMB** +36 on all combat maneuver checks; **CMD** +36

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