Everyman Minis

More Unchained Fighter Options

Pathfinder® Roleplaying Game Compatible

Everyman Gaming

Everyman Minis

More Unchained Fighter Options

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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

Unchained Fighter Class Features

The following types of unchained fighter class features are featured within *Everyman Minis: Unchained Fighter Options*.

Advanced Armor Training Options

Unchained fighters use advanced armor training options to enhance their armor, apply their armor training to new situations or skills, or gain entirely new abilities. An unchained fighter gains new advanced armor training options at 7th, 11th, and 15th level.

Advanced armor training options function only when the fighter is wearing appropriate armor or using a shield unless noted otherwise.

A fighter cannot select an individual advanced armor training option more than once unless noted otherwise.

Advanced Weapon Training Options

Fighters use advanced weapon training options to improve their ability to wield weapons that they have specialized in. This enables them to perform feats of martial prowess or wield their weapons in entirely unique ways. Fighters gain advanced weapon training options at 5th level, 9th level, 13th level, and 17th level.

Advanced weapon training options only function when the fighter is wielding a weapon that belongs to a weapon group that he has chosen with the weapon training class feature or the expanded weapon training advanced weapon training option unless noted otherwise. If the fighter wields two or more weapons from different weapon groups that he has chosen with the weapon training class feature simultaneously, use the highest weapon training bonus to determine the effects of his advanced weapon training options unless noted otherwise.

A fighter cannot select an individual advanced weapon training option more than once unless noted otherwise.

Fighter Training Options

Fighter training options allow a fighter to apply his combat prowess towards other, noncombatant activities to bolster his effectiveness outside of battle. Whenever a fighter would gain an advanced armor training option, an advanced weapon training option, or a bonus feat from fighter class levels, he can instead choose a fighter training option instead. Some fighter training options can only be selected if the fighter meets the option's prerequisites.

Advanced Armor Training Options

The following advanced armor training options are available to unchained fighters who meet their prerequisites.

Effortless Shielding (Ex): You can brandish light shields and heavy shields with ease. You can carry other items in any hand that you are wielding a light shield or a heavy shield, and can even wield weapons in your shield hand. When doing so, you either take a –2 penalty on your attack rolls with that weapon or you reduce your shield's bonus to AC by 1. You choose which penalty to take at the start of any action in which you attack with a weapon carried in your shield hand, and this penalty remains until the start of your next turn. If you have the Weapon Finesse feat, you don't add your light shield or heavy shield's armor check penalty to your attack rolls when making attack rolls and adding your Dexterity modifier to your attack's result instead of your Strength modifier.

Advanced Weapon Training Options

The following advanced weapon training options are available to unchained fighters who meet their prerequisites.

Focused Freehand (Ex): Whenever the fighter is wielding a one-handed melee weapon from a chosen fighter weapon group in his primary hand and no weapons in his off-hand, he adds 1-1/2 times his Strength modifier on damage rolls made with that one-handed melee weapon. The fighter loses the benefit of this ability while wielding a one-handed melee weapon in two hands.

Grenadier (Ex): The fighter treats all splash weapons as though they belonged to the thrown weapon group for the purpose of determining if he gains a bonus on attack rolls made with those weapons. In addition, he adds twice his weapon training bonus on damage rolls made against any creature that takes a direct hit from a splash weapon that he threw. This bonus doesn't stack with abilities that allow the fighter to add an ability score modifier to the damage he deals with his splash weapons, such as an alchemist's throw anything class feature. If the fighter has the Quick Draw feat, he can throw splash weapons at his full normal rate of attacks (much like a character with a bow).

Javelin Master (Ex): Whenever the fighter is wielding a javelin or a similar weapon from a chosen fighter group as a melee weapon, he doesn't take the usual –4 penalty on his attack roll. A fighter must have selected the thrown weapon group as one of his chosen fighter weapon groups in order to select this advanced weapon training option.

Lasso Expert (Ex): Whenever the fighter is wielding a lasso, increase the DC for an opponent to cast a spell while entangled by his lass to 10 + 1-1/2 times his base attack bonus + the level of the spell being cast. Creatures entangled by the fighter's lasso must succeed on an Escape Artist check with a DC equal to 15 + 1-1/2 times his base attack bonus in order to escape. Breaking any lasso wielded by the fighter requires a Strength check with a DC equal to 20 + the fighter's base attack bonus, and its AC is equal to 10 + the fighter's base attack bonus + the lasso's enhancement bonus, if any. A fighter must have selected the thrown weapon group as one of his chosen fighter weapon groups in order to select this advanced weapon training option.

Precision Over Power (Ex): Whenever the fighter wields a bow, he doesn't apply his Strength penalty to damage rolls with his bow if his Strength modifier is –1 or lower. In addition, when wielding a longbow or shortbow, the fighter adds twice his weapon training bonus on damage rolls with the weapon. This benefit only applies to ranged projectile weapons belonging to the bows fighter weapon group that do not have a strength rating. A fighter must have selected the bows weapon group as one of his chosen fighter weapon groups in order to select this advanced weapon training option.

Rapid Refilling (Ex): Whenever the fighter is wielding a weapon that he can fill with a splash weapon (such as a battle aspergillum) from a chosen fighter weapon group, he can refill the weapon as a free action.

Rapid Retrieval (Ex): Whenever the fighter is wielding a weapon from a chosen fighter weapon group that includes the ability to retrieve the weapon as a move action in its description (such as an aklys or double-chained kama), he can retrieve the weapon as a swift action instead, provided all of the necessary conditions for retrieving the weapon are met.

Singleton Sniper (Ex): Whenever the fighter is wielding a crossbow from a chosen fighter weapon group in one hand, he only take a –2 penalty on his attack rolls with the weapon if he is wielding a heavy crossbow, or no penalty if he is wielding a light crossbow. If he is proficient with hand crossbows, the fighter reduces the penalties for fighting with two weapons by –1 while wielding a hand crossbow in both his primary hand and his offhand. A fighter must have selected the crossbow weapon group as one of his chosen fighter weapon groups in order to select this advanced weapon training option.

New Fighter Training Options

The following fighter training options are available to unchained fighters who meet their prerequisites.

Assess Combat Prowess (Ex): The fighter can use his combat prowess to identify his enemies' abilities. Whenever the fighter encounters an opponent, he can attempt a Profession (soldier) check to identify that opponent's abilities and weaknesses, just as if he were making a Knowledge skill check applicable to the creature's type and subtype, if any. If he has the size up fighter training option (*Everyman Unchained: Fighters*), he can make a Profession (soldier) check instead of a Knowledge check to size up an opponent using that ability. The fighter must have at least 1 rank in Profession (soldier) to select this option.

Defensive Mastery (Ex): Whenever you fight defensively, you take a –2 penalty on attack rolls instead of the usual –4 penalty. This benefit doesn't stack with other effects that reduce the penalty for fighting defensively unless those effects list this fighter training option as a prerequisite. In addition, you count as having an Intelligence score of 13 for the purpose of meeting combat feat prerequisites.

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