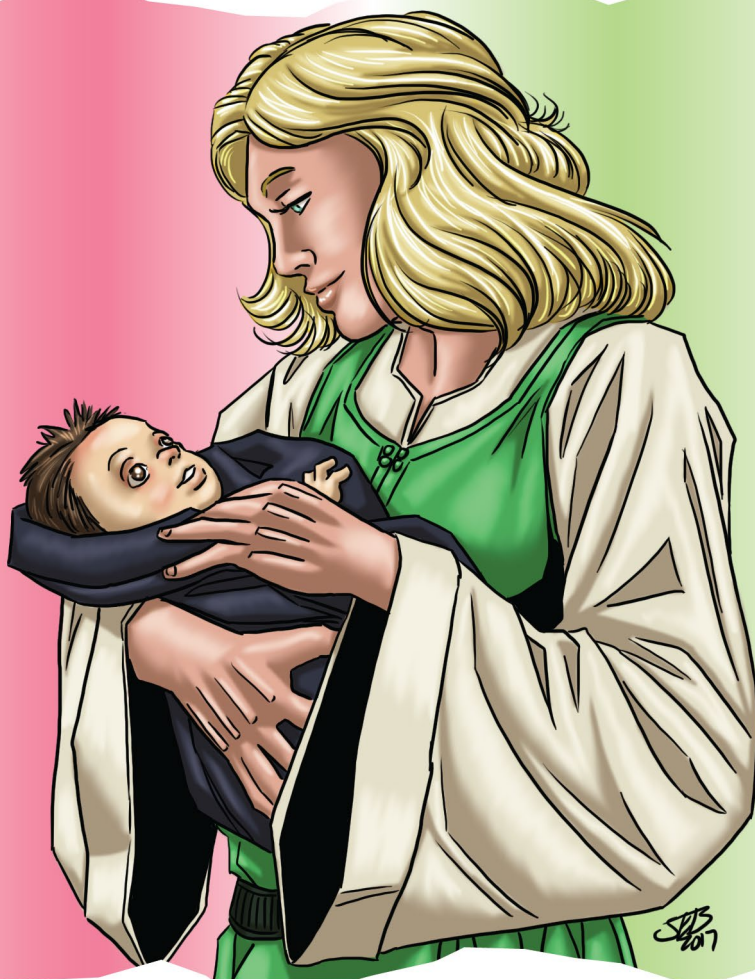


Everyman Minis Motherly Options



Everyman Minis

Motherly 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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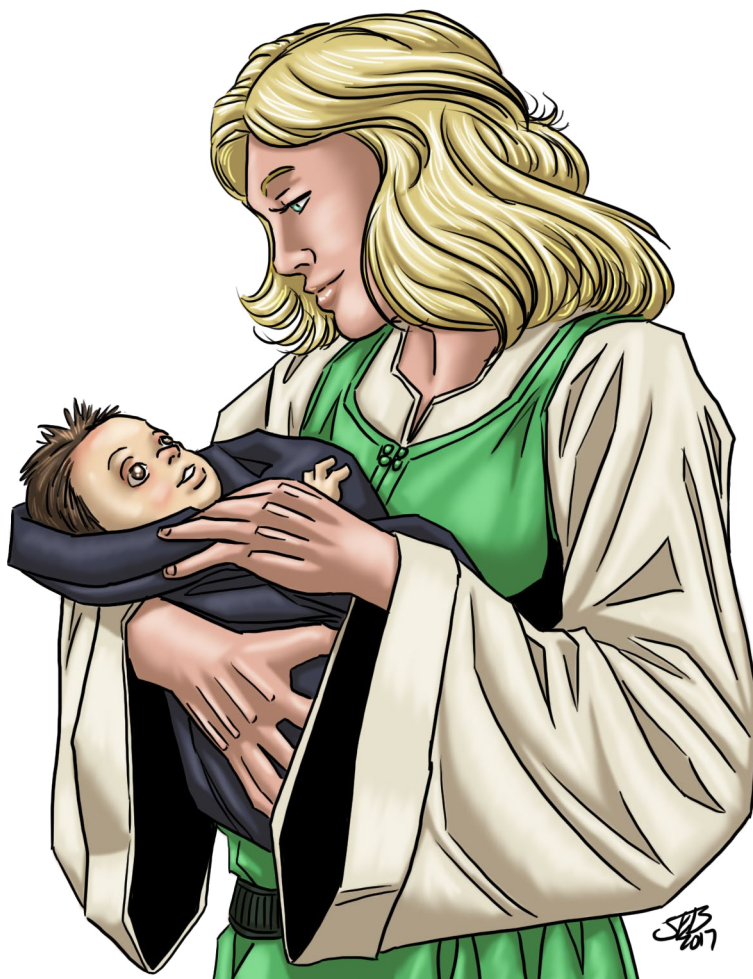
~ Alexander Augunas

Mothers and Adventurers

CHILDHOOD ADVENTURES goes into great lengths about children and their role in fantasy campaign settings, but one topic that isn’t discussed much at all is the topic of parents, especially mothers. Usually when GMs talk about parents, parenthood is primarily neglected to the status of a character quirk, along the same lines as, “talks too much,” or “favors a particular vintage of wine.” Truly, this is a travesty, however, as parents (or, at least, guardians) are a core component to nearly every kind of family unit, and kingdoms are built upon the shoulders of families.

When portraying families in your campaign, it is important to consider the personality dynamics at play in the family and how they affect the people living within the family. Young children are generally reactive to the personalities and quirks of their parents, and it isn’t until they’re adolescents that most begin to flit with the idea of asserting themselves against their parental authority in any real capacity. However, home lives that encourage or spurn freethinking affect the children’s behaviors accordingly, which may affect the dynamic between the parents (or parent).

Generally, there’s an assumption that parents need to either be competent or incompetent, with very little opportunities for “shades of gray” parenting. In reality, every family has its issues, some large, some small, and all have their own ways of coping. Learning to diversity this aspect of family life quickly leads to stronger child and parental characters in your roleplaying game



New Bard Archetype

The following archetype is available to bards.

Caretaker (Archetype)

Rather than simply inspire others, caretakers seek to encourage and enrich their audience to help them go on to lead better, more fulfilling lives.

Bardic Performance (Su): The caretaker gains the following type of bardic performance.

Song of Encouragement (Su): At 1st level, a caretaker can use his performance to encourage success in his allies (including himself). To be affected, an ally must be able to perceive the bard's performance. An affected ally gains the ability to roll twice on a single d20 roll or check and use the higher result. The affected ally also adds a +1 competence bonus to the chosen result. An affected ally can use this ability once each round that the caretaker performs this performance. At 5th level, and every six bard levels thereafter, affected allies can use this ability one additional time each round and the competence bonus increases by +1, to a maximum of four uses of this ability per round with a +4 competence bonus on each. Song of encouragement is a mind-affecting ability that can use audible or visual components. The caretaker chooses which component to use when starting his performance.

This ability replaces inspire courage.

Song of Soaring (Su): At 8th level, a caretaker can use his performance to uplift the spirits of his allies, allowing them to fly. This effect is equivalent to a *fly* spell, using the caretaker's level as the caster level. Using this ability requires 4 rounds of continuous performance, but once the performance is complete the *fly* effect counts as if it had been cast as a 3rd-level bard spell rather than as a supernatural ability. As a result, the *fly* effect can be dispelled or tampered with as a spell could, but the caretaker does not need to maintain this performance to maintain the *fly* effect, and he can switch to a different performance without ending the *fly* effect. At 14th level, this performance instead creates the equivalent of a *mass fly* effect.

This ability replaces dirge of doom and frightening tune.

Change of Heart (Su): At 20th level, a caretaker can use his performance to induce a change of heart within one creature he has already fascinated with his fascinate ability. This ability functions just like the *suggestion* performance but allows the caretaker to bestow a *geas/quest* effect onto a single target that he has fascinated. While under the effect of the *geas/quest*, the target is compelled to try and change any dysfunctional relationships it has into healthy ones (*ULTIMATE CHARISMA* 28), and it gains a morale bonus on Diplomacy checks to do so equal to the caretaker's Charisma bonus. Even after the *geas/quest* effect has ended, the target forever becomes a more kindly, sincere individual who cares about the lives and livelihood of others. Over time, this may cause an eventual alignment shift towards goodness, but this performance does not compel the target in any way beyond those mentioned.

This ability replaces deadly performance.

New Paladin Oath

The following oath is available to oathbound paladins^{UM}.

Oath of Guardianship

Children are the hope of tomorrow and the image of innocence. As a result, the foremost responsibility of the righteous is the defense and nurturing of the young, regardless of race or political affiliation. Thus, the oathbound paladin has devoted her life to defending and bettering the lives of children.

Soothing Aura (Su): At 1st level, the paladin adds her Charisma bonus twice on Diplomacy checks made to adjust the attitude of any creature that is one or more age categories younger than Adult. If she makes a request of such a creature using Diplomacy, she automatically succeeds on her check as long as the creature is at least friendly towards her.

This ability replaces detect evil.

Smite the Neglectful (Su): When the paladin smites evil, she can smite any creature whose actions within the past 24 hours have harmed or wronged a creature that is one or more age categories younger than Adult. If the target of her smite has harmed or wronged such a creature within 24 hours and is evil, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses. The paladin does not deal additional damage on the first attack against evil outsiders, evil dragons, or undead unless they have also harmed or wronged a creature that is one or more age categories younger than Adult within the past 24 hours.

This ability alters smite evil.

Steward's Intuition (Su): At 6th level, the paladin gains a sixth sense regarding the welfare of children. This ability functions as blindsense with a range of 60 feet, except you only detect creatures that are one or more age categories younger than Adult. Furthermore, you are aware of any conditions active on them, functioning as *status*.

This ability replaces the 6th-level mercy.

Code of Conduct: Protect the young with your life. Stay ever-vigilant against those who would harm children or sully the sanctity of their youthful innocence, and nurture the young wherever you encounter them, especially those that have been victimized by evil.

Oath Spells: 1st—*sanctuary*; 2nd—*calm emotions*; 3rd—*create food and water*; 4th—*tongues*.

New Spells

The following spells are appropriate for motherly spellcasters.

LOCATE KIN

School divination; Level bard 2, medium 1, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2, spiritualist 2, summoner 2, witch 2

This spell functions like *locate creature*, except this spell can only be used to locate a known living creature to whom you are related, such as a sibling, a parent, or a child.

LOCATE YOUNGSTER

School divination; **Level** bard 2, medium 1, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2, spiritualist 2, summoner 2, witch 2

This spell functions like *locate creature*, except it can only be used to locate creatures that are one or more age categories younger than Adult. This spell cannot locate creatures belonging to creature types that do not age.

MOTHER MAY I

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, mesmerist 4, psychic 4, sorcerer/wizard 4, spiritualist 4, witch 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./ 2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You place a magical enchantment on the target, making it believe that it must ask you permission in order to take action. If affected, at the start of its turn, the target must ask you for permission to take its actions for the round. The target always uses its native language for this purpose, clearly states all actions that it wishes to take during its round; it cannot attempt to lie or deceive you (such as by using Bluff, using the feint action, or attempting clever wordplay to hide its motives). If you are capable of understanding the target's native language, you can choose to deny the target the ability to take its actions for the turn by making a Charisma check, a Diplomacy check, or an Intimidate check as an immediate action (DC equals 10 + the target's Hit Dice + the target's Wisdom modifier + the number of previous times that you have made a check to deny the target's actions during the spell's duration). On a successful check, the target stands and takes no actions for the round, as if it were dazed. If the check fails, the target acts normally for the round and all subsequent checks to deny the target its actions increases by a cumulative +2.

SOOTHING KISS

School conjuration (healing); **Level** bard 4, cleric 4, inquisitor 4, paladin 4, witch 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous + 1 round/level (see text)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You ease pain and cure the target's vitality. Although this spell is typically delivered via kiss, you need only to touch the target

of the spell to affect them. The spell immediately eliminates any of the following conditions affecting the target: dazed, fatigued, shaken, sickened, or staggered. This spell cannot eliminate the staggered condition caused by a target's hit points total being at 0.

For the rest of the spell's duration, the target gains fast healing 2, as well as a +4 bonus on checks and saving throws against effects against effects that cause any of the above conditions, plus exhausted frightened, nauseated, panicked, or stunned.

SOULBOUND NANNY

School necromancy; **Level** cleric 4, occultist 3, psychic 3, shaman 3, sorcerer/wizard 3, spiritualist 3, witch 3

Casting Time 1 round

Components V, S, M (a gem worth 500 gp), DF

Range touch

Target doll or plush toy touched

Duration 1 day/level

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

When you cast this spell, you suffuse a fragment of your soul into a Tiny or smaller doll or plush toy, transforming it into a soulbound doll^{B2} with the target's appearance. The doll's alignment matches yours, and its personality is similar to yours as well. The doll gains the ability to cast *locate youngster* instead of the spell-like ability associated with its alignment, and when created you can designate a number of young characters (Youths or younger) for the doll to defend and nurture equal to your spellcasting ability score modifier (Intelligence for occultists, psychics, witches, and wizards; Wisdom for clerics and spirituals; and Charisma for mediums, sorcerers, and summoners.)

The gem used as the spell's material component transforms into the soulbound doll's soul focus, and all memories it accrues are stored within it. When the spell ends or the doll is destroyed and you are on the same plane as the doll, all memories that the doll formed during its duration instantly transfer to you, which you can remember as clearly as if you had taken the doll's actions yourself.



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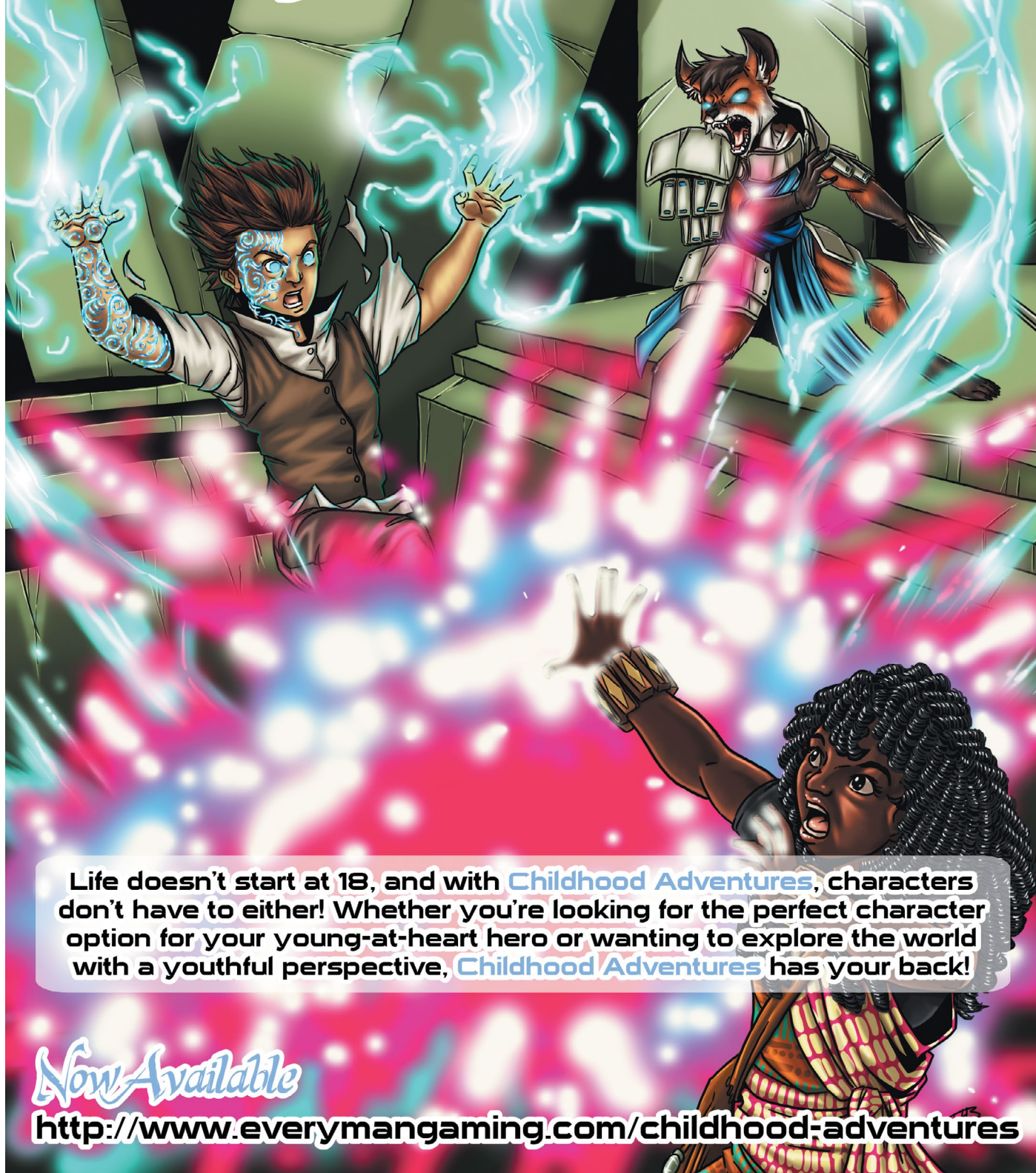


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