# Everyman Minis
## School Day Options

Pathfinder® Roleplaying Game Compatible

Everyman Gaming

# Everyman Minis School Day 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.

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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

### Child Feats

Child feats can only be selected by Child and Youth characters. Whenever a character with a Child feat reaches a new age category as a result of natural aging or gains a new class level, she may choose to learn a new feat in place of one child feat she knows, in effect losing the child feat in exchange for a new one. The feat that the character learns instead of the child feat is listed in the feat's description, and she can only change one child feat at any given opportunity. Some child feats allow or require the character to immediately trade her feat when certain criteria are met; these are also noted in the feat's description and don't count against the total number of child feats that she can trade at a given level.

See *Childhood Adventures* for more information on young characters, aging, and child feats.

## New Feats

When the days shorten and the first chill of autumn appears, one thought looms over children and adolescents everywhere: the return to school! Whether an athletic star, a klutzy first-year, the class clown, or the brightest bard at the college, students both young and old must master numerous tricks and techniques in order to survive the school year. The following feats are available to all characters who meet their prerequisites.

### Favorite Subject

You're fascinated with a particular field of study, and are always excited by the opportunity to share your expertise.

**Prerequisite**: Knowledge (any) 1 rank.

**Benefit**: Choose a Knowledge skill in which you have at least 1 rank. You gain a +1 competence bonus on checks made with the chosen skill, and that skill is added to your list of class skills. This competence bonus increases by +1 at 3rd level and every 3 levels thereafter, and again at 20th level (maximum +6). Whenever you attempt a skill check with the chosen skill that takes more than 1 round (such as performing research or gathering information), you can complete the task in half the normal amount of time.

### Innocent Insight (Child)

You may not have seen much of the world, but you have a keen instincts and your observations often help those with more training than you get to the bottom of things.

**Prerequisite**: Wis 13.

**Benefit**: When an ally (other than yourself) within 30 feet of you attempts a Knowledge skill check with a Knowledge skill in which you have no ranks, you can spend an immediate action to grant the ally a +2 insight bonus on the skill check. You must be able to speak and the ally must be able to hear you in order to use this feat.

**Maturation**: You may learn Insightful Advice[UI], Skill Focus with any Knowledge skill, or Swift Aid[APG], in place of this feat.

### Disruptive Clowning

Your antics make it very difficult for people around you to concentrate on difficult cognitive tasks.

**Prerequisites**: Perform (comedy) 5 ranks.

**Benefit**: When an enemy within 30 feet of you that can see you attempts a concentration check, an Intelligence check, or an Intelligence-based skill check, you can spend an immediate action to attempt a Perform (comedy) check to disrupt their focus. The DC of the check is equal to 10 + the target's Hit Dice + the target's Intelligence modifier. If you are successful, the target takes a –4 penalty on the check.

## Magic Items

Whether pulled from a trusty knapsack, passed down from an older student, or swiped from a teacher's office, the right magic item is often the key to surviving an on-campus adventure—or even passing a difficult exam!

### Everflowing Inkpot

**Aura** faint universal; **CL** 3rd

**Slot** —; **Price** 4,000 gp; **Weight** — lbs.

**DESCRIPTION**

This unassuming metal pot instantly fills with a pint of ink when a command word is spoken. A second command word drains the pot of its ink, making it disappear instantly. If the speaker names a specific color immediately after speaking the command word, the ink's pigmentation matches that color; otherwise, the ink is black. If an *everflowing ink* put is used as part of a dirty trick combat maneuver, the attacker gains a +2 bonus on dirty trick attempts to inflict the blinded condition, and the attacker can choose to coat the target in ink (as *faerie fire*) instead of inflicting a condition on the target. A full *everflowing ink* pot can be used to write 80 pages of text or make three dirty trick attempts.

**CONSTRUCTION**

**Requirements** Craft Wondrous Item, *prestidigitation*; **Cost** 2,000 gp

### Student's Backpack

**Aura** moderate conjuration and transmutation, faint divination; **CL** 9th

**Slot** —; **Price** 17,400 gp; **Weight** 5 lbs.

**DESCRIPTION**

This sturdy canvas pack consists of three sections specifically designed to withstand careless handling and routine overstuffing. It's large, central section can hold 2 cubic feet of volume and up to 20 pounds of weight. The pack also has two side pockets that contain 1 cubic foot of volume and are filled with useful supplies. The left pocket contains 10 sheets of paper, 2 rolls of parchment, 2 black journals, and a map case. The right pocket contains two vials of ink, 2 ink pens, and 1 pound of fine sand for drying ink. Any other items left in either of these pockets are shuffled to the backpack's center compartment, or find their way into the wearer's hands if this compartment is full. Every 3 days, the backpack recreates any of these items that are removed from it.

Additionally, when created, a *student's backpack* is decorated with several patches that can be detached, transforming them into helpful items. Anyone can see these patches, but a bearer who has possessed the backpack for 24 hours and imprinted their name upon the center compartment's name tag by speaking a command word can recognize the patches for what they are and detach them. One patch can be detached each round. Detaching a patch causes it to become a physical item appropriate for the bearer's size, as indicated below. A newly-created *student's backpack* always has two of each of the following patches:

- A dagger.
- A bullseye lantern, full and lit.
- An *oil of erase* (CL 1st).
- A *potion of comprehend languages* (CL 1st).

**CONSTRUCTION**

**Requirements** Craft Wondrous Item, *comprehend languages*, *erase*, *fabricate*, *secret chest*; **Cost** 8,700 gp

### Viridian Quill

**Aura** moderate transmutation; **CL** 9th
**Slot** —; **Price** 34,400 gp; **Weight** —

**DESCRIPTION**

This luminous green quill pen resembles the feather of a tropical bird. When a command word is spoken, emerald ink with a slightly acrid odor flows from the pen's steel nib until a second command word is spoken.

In addition to functioning as a standard writing instrument, a *viridian quill* can etch messages upon any material or substance without damaging or harming whatever is written upon. Writing produced using a *viridian quill* is magical and cannot be removed by mundane means. Any attempts to remove the ink using *erase* or similar means must succeed on a DC 15 caster level check. Writing made on living creatures fades after one month, while writing on objects or nonliving creatures (such as constructs and undead) does not fade.

Once per day, the holder of a viridian quill can draw a 5-foot circle on any surface made of wood, stone, or masonry as a standard action, opening a 10-foot deep passage within the surface functioning like the spell *passwall*. This passage lasts for 9 hours or until the quill's wielder dismisses it by speaking the command word again.

**CONSTRUCTION**

**Requirements**; Craft Wondrous Item, *arcane mark*, *passwall*; **Cost** 17,200 gp

## New Spells

The following spells are well-suited to students, especially kids.

### Copy Page

**School** transmutation; **Level** bard 1, cleric 1, mesmerist 1, psychic 1, occultist 1, sorcerer/wizard 1, witch 1
**Casting Time** 1 standard action
**Components** V, S, F (a sheet of paper or parchment)
**Range** close (25 ft. + 5 ft./2 levels)
**Target** one sheet of paper or parchment for creatures of your intended size that has text or illustrations
**Duration** instantaneous
**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (object)

This spell copies the text, including any illustrations or diagrams, from the target page onto the page used as the spell's focus component. The reproduction is written in the handwriting of the caster. This spell cannot duplicate magical writing (including spells and magical scrolls), though it can duplicate non-magical writing from a magical source.

### Humiliating Phantasm

**School** illusion (phantasm) [mind-affecting]; **Level** bard 1, mesmerist 1, psychic 2, sorcerer/wizard 2
**Casting Time** 1 standard action
**Components** V, S, M (a scrap of cloth)
**Range** close (25 ft. + 5 ft./2 levels)
**Target** one creature
**Duration** 1 round/level
**Saving Throw** Will partial; **Spell Resistance** yes

This spell plagues the target with visions of its most embarrassing fears, such as being inappropriately dressed in front of a group or comically fumbling a weapon attack. The target is sickened with embarrassment for the spell's duration. A target that succeeds on its save is only sickened for 1 round.

### Intellectual Osmosis

**School** divination; **Level** alchemist 2, bard 2, cleric 2, inquisitor 2, medium 1, mesmerist 2, occultist 2, psychic 2, ranger 2, shaman 2, sorcerer/wizard 2, witch 2
**Casting Time** 1 standard action
**Components** V, F (a book and a pillow)
**Range** personal
**Target** you
**Duration** see text

You attempt to absorb knowledge from a book into your sleeping mind. To cast this spell, you must be in a comfortable location suitable for sleeping and dressed appropriately for sleeping. When you finish casting the spell, you place a book underneath your pillow and lay your head upon it, becoming immediately drowsy and falling asleep after 3 rounds. After 8 hours of sleeping and dreaming normally, you attempt an Intelligence check with a DC based upon the book's difficulty, as follows: simple books (DC 5), average books (DC 10), challenging books (DC 15), difficult books (DC 20), very difficult books (DC 25). If you succeed, you awaken having memorized every passage within the book and can recall this information as easily as if you had just read it. This spell doesn't allow you to comprehend text that is too difficult for you to understand or is in a code or language you don't know. You do not bypass any magical protections or traps that may be placed on the text, and adverse effects (such as *explosive runes*) immediately trigger when you awaken as if you had read them. Memories made via this spell fade from your mind as easily as any other, and this spell doesn't allow alchemists, magi, wizards, or similar spellcasters prepare their spells without their spellbook or a similar tome.

### Prankster's Jinx

**School** transmutation [curse]; **Level** bard 2, cleric 3, medium 2, mesmerist 2, occultist 3, sorcerer/wizard 3, spiritualist 3, witch 3
**Casting Time** 1 standard action
**Components** V, S, M (a tack)
**Range** touch
**Effect** 20-foot-radius emanation from point touched
**Duration** 1 round/level
**Saving Throw** Will negates; **Spell Resistance** yes

When you cast this spell, pandemonium erupts in the targeted area as nasty pranks spontaneously occur. Each round that a creature begins its turn in the area, it must make a Will save or become blinded, dazzled, deafened, entangled, shaken, or sickened (caster's choice) for 1 round. An affected creature can remove this condition by spending a move action.

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