

Everyman Minis Way of the Eight



Everyman Minis

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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



New Feats

The following new feats are available to characters who wish to climb the steps of the Way of the Eight Steps.

Eight Steps Acolyte (Combat)

Your body is strained less by the effort involved in ascending up the Eight Steps.

Prerequisites: Eight Steps Initiate, ability to ascend to the step of insight.

Benefit: Whenever you ascend one or more steps on the Way of the Eight Steps, you count the rank of the highest step that you have reached as if it were one rank lower for the purpose of determining the amount of nonlethal damage you take each round, as well as how much nonlethal damage you take when you use a full-round action to ascend multiple steps simultaneously.

Eight Steps Initiate (Combat)

You are able to quickly release the limiters on your physical body, allowing you to climb the Eight Steps faster.

Prerequisites: Ability to ascend to the step of opening.

Benefit: You can either begin ascending the Way of the Eight Steps as a free action. Alternatively, if you have already ascended one or more steps, you may ascend to the next step as a free action. You cannot use this ability more than once per round, but you may use it in conjunction with swift actions or full-round actions made to ascend the steps.

Eight Steps Master (Combat)

You can maintain your Eight Steps abilities for far longer than most, and your body can better weather their usage.

Prerequisites: Eight Steps Adept, Eight Steps Initiate, ability to ascend to the step of clarity.

Benefit: Whenever you spend ki points, uses of martial flexibility, or stamina points to ascend one or more steps of the Way of the Eight Steps, you retain the abilities associated with your current rank for a number of minutes equal to your Constitution score. In addition, you take nonlethal damage once each minute that you have ascended one or more steps at the start of your turn. This damage is dealt on your turn on the first round following your ascension along the Way of the Eight Steps, and on the first round of each minute that your steps are maintained thereafter.

Normal: You retain all abilities acquired from ascending one or more steps for a number of rounds equal to your Constitution score. Each round, you take nonlethal damage equal to twice the highest rank that you have ascended to.

Way of the Eight Steps

The Way of the Eight Steps is an ancient martial technique that requires that a warrior be completely in tune with their body. The Eight Steps refer to eight physical limits that the warrior must surpass in order to fully unlock their martial potential. Doing so bestows a warrior with immense strength and the ability to channel his body's energy in otherwise impossible ways. With each step attained, the warrior grows more powerful and becomes capable of doing the impossible. Such skill is not without cost, however, for practitioners of the Way of the Eight risk tearing their bodies apart with metaphysical tension.

The Way of the Eight Step is related to the occult concept of chakra, but it is inherently very different. Whereas chakra adepts manipulate and redirect dangerous serpent-fire through their bodies, practitioners of the Way of the Eight Steps focus on the regulation of the Eight Steps. The Eight Steps refers to eight bodily limiters (sometimes called "gates") that all creatures possess. These limiters regulate the intensity of a person's physical (metabolic) and spiritual (chakra) energies to safe levels, at the cost of preventing most mortals from ever tapping into their body's true potential. Using the Way of the Eight Steps, a practitioner can suspend these limiters to accept greater power, but without regulation their body is in danger of tearing itself apart from the stress of handling the practitioner's unbridled power.

Climbing the Eight Steps

Pushing one's body up the Eight Steps requires an intimate understanding of one's body and limitations, and thus is only available to characters with the ki pool class feature, the martial flexibility class feature, or the stamina class feature (note that having the Combat Stamina feat is not sufficient for this purpose). The practitioner must also have the Endurance feat.

Practitioners of the technique can begin ascending the Way of the Eight as a swift action that costs 1 ki point, 1 use of martial flexibility, or 2 stamina points. Stamina spent ascending the Way of the Eight Steps cannot be recovered until the practitioner rests for 8 hours. This allows the practitioner to ascend to the first step of the Eight Steps. On subsequent turns, a practitioner can continue to spend ki points, uses of martial flexibility, or stamina points as a swift action to push themselves to the next step. Alternatively, a practitioner can ascend multiple steps as a full-round action by spending a cumulative number of ki points, uses of martial flexibility, or stamina points. For instance, ascending from Step 1 to Step 3 would cost 2 ki points, 2 uses of martial flexibility, or 4 stamina points. In order to ascend to any given step on the Way of the Eight Steps, a practitioner's base attack bonus must equal twice the step's rank (2 for the first step, 4 for the second step, and so on).

Ascending the Eight Steps is incredibly taxing on one's body. Each round on the start of their turn, a practitioner who has ascended one or more steps on the Eight Steps takes nonlethal damage equal to twice the rank of the highest step that they have ascended to. For example, if the practitioner has ascended to

the third step, they take 6 nonlethal damage each round at the start of their turn. If the practitioner uses a full-round action to ascend multiple steps simultaneously, they immediately take nonlethal damage equal to ten times the rank of the highest step they have ascended to. For example, if the practitioner has ascended to the third step, they take 30 nonlethal damage when ascending steps in this manner. Nonlethal damage dealt from ascending the Way of Eight Steps can't be reduced or redirected, nor can it be healed by any means until the practitioner's rank has been reduced below 1st and they have rested for 10 consecutive minutes. Creatures that are immune to nonlethal damage cannot ascend up the Way of the Eight Steps.

While ascended up the Way of the Eight Steps, a practitioner gains a number of special abilities they can use. These abilities are cumulative for each rank they have ascended and are extraordinary abilities unless noted otherwise. A practitioner remains ascended for a number of rounds equal to their Constitution score, after which they must spend 1 additional ki point, 1 additional use of martial flexibility, or 2 additional stamina points, or they loses all steps they have ascended. A practitioner immediately loses their steps if their combined lethal and nonlethal hit point total exceeds their total maximum hit points. Upon losing their steps, the practitioner becomes exhausted for a number of minutes equal to the highest step they reached, after which they are fatigued.

The Steps

The following are the steps associated with the Eight Steps.

- 1. Step of Opening:** By ascending to the first step, the practitioner's mind opens, unlocking their body's potential by pushing it to greater heights. At this step, the practitioner gains a +1 bonus on weapon attack rolls and weapon damage rolls for every 4 Hit Dice they possess (minimum +1).
- 2. Step of Fulfillment:** After ascending to the second step, the practitioner is able to focus their pulsating blood and bodily energy to empower themselves. At this step, all weapon attacks that the practitioner makes have their damage die increased by one step, functioning as simultaneous *gravity bow*^{APG} and *lead blades*^{APG} effects.
- 3. Step of Liberation:** In ascending to the third step, the practitioner intensifies their metabolism, increasing their maneuverability. At this step, the practitioner's speeds for all nonmagical movement types they possess increases by 20 feet. In addition, the practitioner gains a superhuman jumping ability. This counts as if they had a fly speed equal to their base speed with average maneuverability, except they gain a +8 racial bonus on Acrobatics checks made to jump instead of Fly checks, and if they does not end their movement on a surface capable of supporting them, they fall. Finally, whenever the practitioner jumps or deliberately falls, they ignore a number of feet equal to 100 times their highest step ascended when determining damage from the fall. This benefit stacks with a monk's slow fall ability.
- 4. Step of Insight:** As a result of ascending to the fourth step, the practitioner's reflexes are honed to their physical

peak while hardening their muscles and skin to withstand mighty blows. At this step, the practitioner gains a dodge bonus to AC and on Reflex saves equal to 1 + half of the total number of steps they have ascended. They also gain DR 10/adamantine halves (damage from an adamantine weapon reduces the DR from 10 to 5). This DR stacks with any damage reduction that the practitioner gains from nonmagical sources, such as adamantine armor or a barbarian's damage reduction class feature.

- 5. Step of Release:** After ascending to the fifth step, the practitioner can expel their bodily energy into powerful bursts of energy. At this step, the practitioner can attack with beams of energy at will, functioning as *scorching ray* except the damage dealt is force damage. Alternatively, the practitioner can spend 1 ki point, 1 use of martial flexibility, or 2 stamina points to instead fire a cone, sphere, or line of force energy, functioning as either *cone of cold*, *fireball*, or *lightning bolt*. All damage done by these spells is force damage. The abilities granted by this step are supernatural abilities, and the practitioner uses their base attack bonus as their effective caster level when determining their effects. The save DCs for these abilities are Constitution-based.
- 6. Step of Celerity:** In ascending to the sixth step, the practitioner overwhelms their body, overclocking their metabolism past all mortal limitations. At this step, the practitioner can make one extra attack when making a full-attack action. This is a *haste* effect.
- 7. Step of Clarity:** After they ascend to the seventh step, the practitioner releases themselves from all earthly tethers. At this step, whenever the practitioner moves, they disappear and reappear in their destination. Actions that the practitioner takes don't provoke attacks of opportunity from opponents that don't have the Combat Reflexes feat unless they allow them to. Additionally, the practitioner can spend 2 ki points, 2 uses of martial flexibility, or 4 stamina points in order to gain the benefits of displacement for 1 minute, or until they lose this step.
- 8. Step of Unfettering:** Upon ascending to the eighth and final step, the practitioner completely unfetters all of the body's natural restraints that regulate the ebb and flow of physical and cosmic energy. At this step, the practitioner rolls twice and takes the better result for all ability checks, attack rolls, saving throws, and skill checks they make. In addition, the practitioner does not lose their steps when reduced below 0 hit points, and they gain the ferocity universal monster ability. Finally, the practitioner adds their base attack bonus to their Constitution score for the purpose of determining the total number of negative hit points that they can accrue before dying. If a practitioner dies while ascended to this step, or if after losing this step their negative hit point total equals or exceeds their Constitution score, their body crumbles into ash. A practitioner whose body is destroyed in this manner cannot be returned to life except by deific intervention.

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