

Everyman Minis

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.

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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



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 fighters who meet the prerequisites.

Armored Dash (Ex): While wearing medium or heavy armor, the fighter may move through 5 feet of difficult terrain per point of Strength bonus he possesses (minimum 0 feet) as if it were normal terrain. The fighter may use this ability each time he moves, and it allows him to take 5-foot steps into difficult terrain. This effect doesn't stack with Nimble Moves or any feat that lists it as a prerequisite.

Guarded Action (Ex): Once per round when he would normally be hit with an attack of opportunity, the fighter can use his shield to deflect it so that the attack automatically misses. The fighter must be aware of the attack and not flat-footed. Attempting to deflect an attack of opportunity expends 2 stamina points and a use of an attack of opportunity, and after doing so the fighter loses his shield's bonus to AC unless he has the Improved Shield Bash feat, just as if he had attacked the attacker with a shield bash. A fighter can select this option multiple times. Each additional time he selects it, he can use this ability one additional time each round. Each additional use beyond the first in a single round costs 2 additional stamina points per previous use (4 points for the second use, 6 points for the third use, and so on).

Two-Shield Specialist (Ex): While wielding a shield in each hand, the fighter adds the shield bonus of his off-hand shield to the shield bonus of his main-hand shield. He does not include his off-hand shield's enhancement bonus or any effects that would increase his off-hand shield's bonus to AC when determining its bonus for the purpose of this option. The fighter must have the Two-Weapon Fighting feat before selecting this option.

Advanced Weapon Training Options

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

Knockback Blow (Ex): When the fighter wields a weapon from a chosen weapon group, he can perform a bull rush combat maneuver in place of a melee attack that he makes during a full attack or attack of opportunity. This bull rush provokes an attack of opportunity as normal unless the fighter has an ability that allows him to make bull rush attempts without provoking. If the fighter successfully bull rushes his target, that target takes damage as if the fighter had hit him with a successful attack with his weapon. If he makes this bull rush attempt with a projectile weapon that isn't a siege engine, the fighter takes a -5 penalty on his bull rush attempt.

Spell Parry (Su): Whenever the fighter is targeted by a spell or spell-like ability that allows spell resistance while wielding a weapon from a chosen weapon group, he can expend 2 stamina points and a use of an attack of opportunity to attempt to parry the spell. When doing so, he rolls 1d20 and adds his base attack bonus, his weapon's enhancement bonus, and his weapon training bonus with his chosen weapon's

weapon group. He counts as having spell resistance against that spell equal to the result of his parry attempt. If the fighter rolls a natural 1 on his parry attempt, he does not gain any spell resistance. If the fighter rolls a natural 20 on his parry attempt, the spell is turned back upon the caster (as *spell turning*, except touch range spells can be turned and the amount of spell turning that you have is always equal to the spell's level).

Throwing Mastery (Ex): Whenever the fighter attacks, and he has a light or one-handed weapon from the thrown weapon group that's unhidden and ready to draw, he can draw that weapon as part of the attack roll. Additionally, whenever the fighter makes a ranged attack with such a weapon, he can choose to have the weapon return to his hand immediately after the attack. Together, these abilities allow the fighter to throw weapons from the thrown fighter weapon group (including one single weapon or multiple different weapons) at his full rate of attacks during a full attack or a similar action, much as if he were making a full attack with a bow. The fighter cannot use this ability in conjunction with thrown ammunition (thrown weapons that are drawn and destroyed on impact like ammunition, such as darts or shuriken), or thrown splash weapons. Improvised thrown weapons don't return to you unless you have the Throw Anything feat. The fighter must have chosen the thrown weapon group with weapon training before selecting this option.

Fighter Training Options

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

Battle Medic (Ex): The fighter gains Heal as a class skill, and he can substitute his base attack bonus for his ranks in Heal when determining his Heal skill bonus. In addition, whenever the fighter successfully uses the Heal skill to treat deadly wounds, he adds half his fighter level to the total number of hit points healed (if any).

Hack Apart (Ex): The fighter can deal heavy damage to objects and structures by striking a weak point. As a full-round action, a fighter can make a sunder attempt against an object or structure at his highest attack bonus. This attack can be a melee or ranged attack and provokes attacks of opportunity as normal unless the fighter has an ability that prevents him from doing so. If his sunder attempt hits, the fighter ignores 1 point of hardness that the object or structure has per fighter level. If the fighter is wielding an adamantite weapon, these reductions stack. In addition, the fighter can spend 5 stamina points whenever he hits a creature with a melee or ranged attack in order to make a free sunder attempt against the target of his attack as a swift action.

Master Acrobat (Ex): The fighter can leap incredible distances in a single bound. He gains a fly speed equal to his base speed. However, he gains a +8 racial bonus on Acrobatics checks to jump instead of the usual +8 racial bonus on Fly check for having a fly speed, and at the end of his turn, if the fighter is in a space that cannot support his weight, he

falls. The fighter must have the heightened acrobatics fighter training option and at least 5 ranks in Acrobatics before selecting this option.

Master Climber (Ex): The fighter's climb speed from the heightened climbing fighter training option improves to equal his full base speed. The fighter must have the heightened climber fighting training option and at least 5 ranks in Climb before selecting this option.

Master Perception (Ex): The fighter automatically pinpoints unseen creatures within 5 feet of him. If he has blindsense, blindsight, or scent, he instead increases the range at which he can automatically pinpoint invisible creatures using those abilities by 5 feet. The fighter must have the heightened perception fighting training option and at least 5 ranks in Perception before selecting this option.

Master Senses (Ex): The fighter further improves his senses. If the fighter has low-light vision or scent, it improves as described by the heightened senses fighter training option. If the fighter already has low-light vision at four times the visual ability of a human (as per heightened senses), he gains darkvision out 60 feet; if he already has darkvision, his darkvision's range improves by 30 feet instead. If the fighter already has scent with double the detection range (as per heightened senses), he gains blindsense out 10 feet; if he already has blindsense, his blindsense improves by 30 feet instead. The fighter must have the heightened senses fighter training option and at least 5 ranks in Perception before selecting this option.

Master Swim (Ex): The fighter's swim speed from the heightened swim fighter training option improves to equal his full base speed. The fighter must have the heightened swim fighting training option and at least 5 ranks in Swim before selecting this option.

Recoverate (Ex): The fighter can use the treat deadly wounds application of the Heal skill on himself. He doesn't regain stamina points while treating his wounds in this manner, but he may substitute his ranks in Heal for his fighter level and his Wisdom modifier for his Constitution modifier when making this check. In addition, the fighter can spend up to 5 stamina points to gain a +2 bonus on his Heal check to treat his own deadly wounds for each stamina point spent. If his check is successful, the fighter immediately heals 2 additional hit points per Hit Die he possesses. If he succeeds by 5 or more, he adds his highest physical ability score modifier (if positive) to the number of hit points healed. The fighter can use this ability a number of times per day equal to his Constitution modifier (minimum 1).

Shrug It Off (Ex): The fighter can recover from wounds amidst clashing steel, soaring arrows, and humming spells. As a swift action, the fighter can spend a number of stamina points up to half his fighter level in order to gain fast healing equal to the number of stamina points spent for 1 minute. He can use this ability a number of times per day equal to 3 + his Constitution modifier (minimum 0). The fighter must have the second wind ability before selecting this option.

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