

Player Paraphernalia

#69

THE TORMENTED
CAVALIER/INQUISITOR
HYBRID

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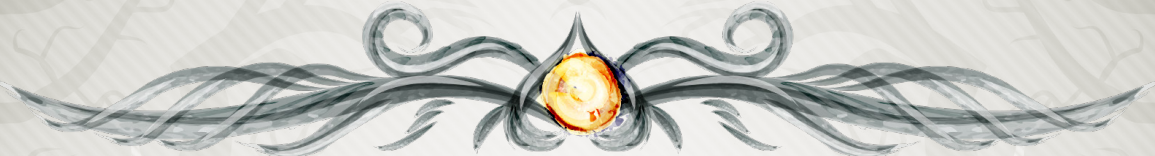
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PLAYER PARAPHERNALIA #69

BY THE KNOTTY-WORKS



Welcome to issue sixty-nine of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces the Tormented. A character class built upon pain and loss, combining the cavalier and inquisitor base classes to effect vengeance upon those deemed responsible for the tormented's lot in life.

The Tormented

That moment in life that defines who you will become, providing you with a singular focus beyond all others. For the tormented, this moment always involves a tragic personal event. Whether the loss of a loved one through violence or destruction or being subjected to horrendous acts of cruelty, the tormented makes a vow to both the gods and herself that forever alters her destiny.

Through years of intense training and study, the tormented applies her energies on both her martial prowess and ability to focus her hate against those she blames for the person she has become. These skills focus both on punishing those that she believes responsible as well as tracking down offenders to her cause and purpose.

Role: Tormented excel in combat when facing a single opponent for which she can focus her hatred and need for vengeance. Her skills of survival and tracking make her an asset when seeking out vile doers and those responsible for heinous actions.

Alignment: The tormented may be of any alignment.

Hit Die: d10

Starting Gold: 5d6 X 10 gp (average 175 gp) and one outfit worth 10 gp or less.

Parent Classes: Cavalier and Inquisitor

Class Skills

Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str)

Skills per Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiencies: The tormented is proficient with simple and martial weapons. She is proficient with light and medium armor and shields (except tower shields).

Foe Hammer (Ex): At 1st level, the tormented gains the ability to focus her energies on a single enemy once per day. The tormented gains one additional use of her foe hammer at 4th level and every three levels thereafter.

As a **swift action**, the tormented chooses one target within her line of sight as her foe along with the initial effect of the foe hammer. The tormented may choose one of the following effects listed below as a **swift action** each round that applies to any attacks made against her chosen foe. Once selected, the effect remains the same until the tormented spend another **swift action** to change it to another effect.


The tormented's focus does cause her to suffer a -2 penalty to her **AC** and any skill checks against all other opponents other than her chosen



Tormented Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Special	Spells Per Day			
						1 st	2 nd	3 rd	4 th
1	+1	+0	+0	+2	Foe Hammer 1/day, order, teamwork feat	—	—	—	—
2	+2	+0	+0	+3	Order ability, track	—	—	—	—
3	+3	+1	+1	+3	Solo tactics	—	—	—	—
4	+4	+1	+1	+4	Foe Hammer 2/day	0	—	—	—
5	+5	+1	+1	+4	Bane, teamwork feat	1	—	—	—
6	+6/+1	+2	+2	+5	Tireless Seeker	1	—	—	—
7	+7/+2	+2	+2	+5	Foe Hammer 3/day	1	0	—	—
8	+8/+3	+2	+2	+6	Order ability, shared penance	1	1	—	—
9	+9/+4	+3	+3	+6	Swift tracker, teamwork feat	2	1	—	—
10	+10/+5	+3	+3	+7	Foe Hammer 4/day	2	1	0	—
11	+11/+6/+1	+3	+3	+7	Relentless Seeker	2	1	1	—
12	+12/+7/+2	+4	+4	+8	Greater Bane	2	2	1	—
13	+13/+8/+3	+4	+4	+8	Foe Hammer 5/day, teamwork feat	3	2	1	0
14	+14/+9/+4	+4	+4	+9	Harrasing Hammer	3	2	1	1
15	+15/+10/+5	+5	+5	+9	Order Ability	3	2	2	1
16	+16/+11/+6/+1	+5	+5	+10	Foe Hammer 6/day	3	3	2	1
17	+17/+12/+7/+2	+5	+5	+10	Effortless Seeker, teamwork feat	4	3	2	1
18	+18/+13/+8/+3	+6	+6	+11	Shared mastery	4	3	2	2
19	+19/+14/+9/+4	+6	+6	+11	Foe Hammer 7/day	4	3	3	2
20	+20/+15/+10/+5	+6	+6	+12	True retribution	4	4	3	3


foe. The foe hammer remains in effect until the tormented's chosen foe is dead, **unconscious** or the combat ends.

 **Forceful:** The tormented's weapon is treated as magic for the purpose of overcoming **damage reduction**.

At 4th level, the tormented's weapon may treat her weapon as cold iron and silver for the purpose of overcoming **damage reduction**.


At 8th level, the tormented may choose one aspect of her alignment. Her weapon is treated as aligned for the chosen aspect for the purpose of overcoming **damage reduction**.

At 12th level, the tormented may treat her weapon as adamantite for the purpose of overcoming **damage reduction** and hardness.


 **Frightful:** The foe must make a **Will** save (DC equal 10 + ½ the


tormented's class level + her Charisma modifier) when successfully hit by the tormented or suffer a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for 1 round. If the tormented makes a second successful attack on an opponent that is currently suffering the -2 penalty, the opponent must make another **Will** save (same DC as above) or become **staggered** for 1 round. A third successful attack require the foe to make a third **Will** save or become **stunned** for 1 round. The foe must continue to make saving throws from successful attacks, even if it succeeds from a previous attack.

This is a mind-affecting effect, and those immune to fear and mind-affecting effects are immune to this power of the foe hammer.

 **Merciful:** The tormented may choose to do non-lethal damage with her weapon with no to-hit penalty while attacking the chosen foe.



 **Painful:** The tormented's weapon's critical threat range is doubled when attacking the chosen foe. This does not stack with any other effects that increase the weapon's critical threat range. She also gains a +1 **circumstance bonus** to any roll to confirm a critical strike, increasing by +1 every four levels possessed by the tormented.

 **Wrathful:** The tormented causes damage equal to $\frac{1}{2}$ her class level (minimum of 1) to her attacks against the chosen foe.

Foe Hammer and Challenge: This class feature is treated as the **cavalier's** challenge feature for the purpose of the challenge bonus for the tormented's selected order as well as feats, prestige classes, or other class abilities that require the character possess the Challenge class feature.

If the tormented has class levels in **cavalier**, she may use the number of daily uses of Foe Hammer or Challenge for either class level for the Foe Hammer class ability or the Challenge ability. She does not combine the number of daily uses based on her class, but adds the two class levels together to determine the number of daily uses she gains for either class feature.

Order: At 1st level, the tormented must choose an order to which she has sworn her allegiance. She is limited on the orders she may select and includes the Order of Grief,

Order of Retribution, Order of Shield, and Order of Sorrow.

The tormented applies the benefits of the challenge to her foe hammer class ability. She must follow the edicts of the Order, and if she breaks any of those edicts she loses the benefits of the order's challenge ability for 24 hours. If the tormented decides to change her order, she automatically loses all of the benefits of the previous order once she begins to actively seek out admittance to the new order.

If the tormented has previous class levels as a **cavalier**, she must choose the same order as the **cavalier**. If the order chosen for the **cavalier** is not on the list of acceptable orders for the tormented, she automatically loses the benefits of the previously chosen order and does not gain any benefits of the new order until she successfully progresses in one full level as a tormented.

If the tormented decides to take class levels as a **cavalier**, she must use the order chosen for the tormented class but does not suffer the loss of benefits for one class level.

The tormented combines her total class levels for both the tormented class and **cavalier** class to determine the effective **cavalier** level for any class features and powers granted by the order.

Teamwork Feat (Ex): The tormented gains a bonus teamwork feat at 1st level. She must meet any prerequisites for the feat before she may choose it. At 5th level and every four levels thereafter, the tormented may choose another teamwork feat as a bonus feat.

Track (Ex): Beginning at 2nd level, the tormented adds half her class level to any survival skill checks made to follow tracks.

Solo Tactics (Ex): At 3rd level, the tormented learns how to apply her teamwork feats while working with allies, even if her allies do not possess the same teamwork feat. The tormented may choose one ally within 30 feet as a **swift action**, and treat that ally as having the desired teamwork feat.

Other requirements defined by the teamwork feat must apply before the



tormented may gain the benefit of the feat including positioning and actions required.

The ally does not gain the actual feat and gains no benefit from this class feature.

Spells: Beginning at 4th level, the tormented gains the ability to cast divine spells chosen from the [Inquisitor Spell List](#). The tormented must have a Wisdom score equal to at least 10 + the spell level and the Difficulty Class against spells she casts is equal to 10 + the spell level + the tormented's Wisdom modifier.

The tormented must prepare her spells ahead of time, but may choose from any of the [inquisitor's](#) spells each day. She gains a number of spells per day as listed on the Tormented Progression Table. She does gain additional spells based on her Wisdom score as listed on the Ability Modifiers and Bonus Spells table found within the [Pathfinder Core Rule Book™](#). Thus, at levels where 0 spells per day are listed, the tormented only gains spells at that level as granted for her Wisdom score.

The tormented treats her effective spell casting level equal to her class level -3. Prior to 4th level, the tormented has no effective caster level. She must spend 1 hour per day in meditation to regain her daily set of spells.

Bane (Ex): At 5th level, the tormented may imbue one of her weapons with the [Bane](#) weapons special ability as a [swift action](#). The tormented must choose the creature type (and subtype for humanoids and outsiders) when activating this ability, though she may change it as a [swift action](#) while the power is actively employed. She may end this effect as a [free action](#).

The bane ability only functions in the hand of the tormented, and if she drops or releases the weapon, the effect is immediately lost. The tormented may use this ability a total number of rounds per day equal to her class level, though these rounds do not need to be consecutive.

Tireless Seeker (Ex): At 6th level, the tormented learns how to continuously track an opponent or other quarry for

days at a time with no rest. The tormented suffers no penalties for exhaustion or fatigue in regards to movement and [Survival](#) skill checks involved with tracking. She does suffer any other penalties for being [fatigued](#) or [exhausted](#), and she cannot renew her spells without adequate rest.

The tormented may track for a total number of days without rest equal to her class level. After the first day she is treated as [fatigued](#) for any other action or effect other than tracking or moving, and after two days she is treated as [exhausted](#). The tormented only requires 8 hours of rest to remove either the [fatigued](#) or [exhausted](#) condition caused by this class feature.

This class feature offers no benefit to anyone other than the tormented.

Shared Penance (Ex): At 8th level, the tormented learns to share her expertise in combating her foes. She may choose a known teamwork feat and share it with all of her allies within 30 feet as a [standard action](#). Allies within range that can see and hear the tormented may use the teamwork feat for 3 rounds plus a number of rounds equal to ½ the tormented's class level.

The tormented may use this ability once per day and gains one additional use at 12th and 16th level.

Swift Tracker (Ex): At 9th level, the tormented gains the ability to move at her normal movement rate while using the [Survival](#) skill to follow tracks without suffering the -5 penalty. She only suffers a -10 penalty when moving up to twice her normal movement rate while tracking.

Relentless Seeker (Ex): At 11th level, the tormented gains the following benefits to his chosen foe selected for her foe hammer ability, even after combat ends. The tormented may track her chosen foe using her [Survival](#) skill, taking 10 for her skill checks while moving at her normal speed with no penalty. In addition, the tormented may choose two effects to apply to the chosen foe granted by her Foe Hammer class feature as a [swift action](#). She



may switch out individual effects as a [move action](#).

The tormented may only use this ability on a single chosen foe at a time, but if she confirms that the chosen foe is dead or incapacitated, she may choose another chosen foe to apply this ability.

Greater Bane (Ex): Beginning at 12th level, the damage caused by the tormented's bane class ability increases from 2d6 to 4d6 for the chosen creature type.

Harassing Hammer (Ex): Once the tormented reaches 14th level, while the tormented threatens her chosen foe it suffers a -2 penalty to its [AC](#) from attacks made by the tormented's allies (though not the tormented herself.

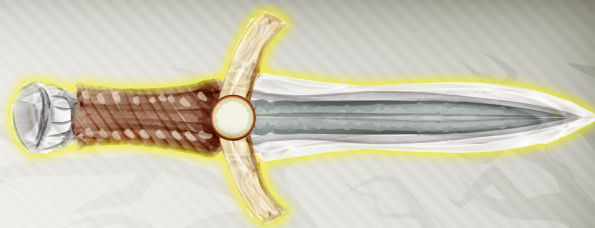
Effortless Seeker (Ex): At 17th level, the tormented's ability to track a chosen foe greatly improves. When tracking a chosen foe, the tormented may take 20 while using her survival skill to track while moving at her normal movement rate. In addition, the tormented may choose three effects to apply to the chosen foe granted by her Foe Hammer class feature.

The tormented may only use this ability on a single chosen foe at a time, but if she confirms that the chosen foe is dead or incapacitated, she may choose another chosen foe to apply this ability.

Shared Mastery (Ex): At 18th level, the tormented's shared penance changes to allow her to share two teamwork feats with all of her allies within 30 feet as a [standard action](#). Allies within range that can see and hear the tormented may use the teamwork feats for 3 rounds plus a number of rounds equal to ½ the tormented's class level.

The tormented may use this ability four times per day.

True Retribution (Ex): At 20th level, the tormented may apply up to four separate effects when using her Foe Hammer ability as a [swift action](#). She may change out any of the individual effects using a [swift action](#). If the tormented successfully strikes her chosen foe, it automatically



provokes an [attack of opportunity](#) For her allies to strike the foe.

New Orders

The following orders were designed specifically for the tormented, but may be used by [cavaliers](#) and other classes that have the Order class feature.

Order of Grief

Loss breeds strength, only through grief can one find the truth and focus of life. The Order of Grief seeks to spread their "truths" to others by spreading violence so that others may come to understand the essence of life.

Edicts: The [cavalier](#) must cause physical and emotional pain to others so they may come to understand how they may become perfect in their loss. This is not indiscriminate violence, but a methodical process of striving to bring about the perfection of grief to those chosen to be rewarded.

Requirements: The [cavalier](#) must be evil in alignment.

Challenge: A [cavalier](#) of the Order of Grief that successfully reduces the target of his challenge to 0 or less hit points may immediately choose another target within 30 feet as a [free action](#). The [cavalier](#) treats the new target as his target of the challenge for a number of rounds equal to ½ his class level (minimum of 1), though he suffers an additional -2 to his [AC](#) that stacks with the initial -2 against attacks from anyone other than his target.

If the [cavalier](#) reduces the target within the duration of the secondary challenge, he may repeat this process as long as their are targets within 30 feet. Each time, the [cavalier](#) resets the duration of the



secondary challenge equal to $\frac{1}{2}$ his class level. These secondary challenges do not count for the total number of challenges granted per day.

Skills: A **cavalier** belonging to the Order of Grief adds **Knowledge** (local) and **Stealth** to his list of class skills. The **cavalier** may make knowledge (local) skill checks untrained. If he has 1 or more ranks in **Knowledge** (local), the **cavalier** adds $\frac{1}{2}$ his class level to the skill check roll.

Order Abilities

An Order of Grief **cavalier** gains the following order abilities as he progresses in level.

Disrupt the Flow (Su): At 2nd level, the **cavalier** may disrupt the use of a channel positive energy if he is within range of the channel as an **immediate action**. The individual attempting to channel must make a **Will** saving throw (DC 10 + $\frac{1}{2}$ the **cavalier's** class level + his Charisma modifier). If the save does not succeed, the use of the channel energy is lost and has no effect. The **cavalier** may use this ability a number of times per day equal to 3 + his Charisma modifier.

Seal of Doom (Su): At 8th level, the **cavalier** may make a **touch attack** against one individual. If successful, the target is cursed so that no **conjunction** (healing) magic effect will have any effect for a number of minutes equal to the **cavalier's** class level. Touching the same individual already affected by this ability only extends the duration of the effect. The **cavalier** may use this ability a number of times per day equal to $\frac{1}{2}$ the **cavalier's** class level.

Dealer of Death (Su): At 15th level, any melee attack made by the **cavalier** is treated as lethal, even if the weapon or attack normally only does nonlethal damage. The **cavalier** suffers no penalties for lethal melee attacks with a nonlethal weapon.

If the **cavalier** is wielding a slashing or piercing melee weapon, he may imbue it with the **Vicious** special ability as a **swift action** that lasts until the beginning of

his next turn. If the attack is a critical strike, the damage from this vicious blow increases to 4d6 for the opponent and 2d6 to the **cavalier**. The **cavalier** may imbue this ability a total number of times per day equal to his class level. If the **cavalier** drops or gives the weapon away, the effect immediately ends.

Order of Retribution

Wrongs must be righted, and those that commit atrocities must be punished. The Order of Retribution seek to root out the most vile of villains and bring them to their inevitable and final fate.

Edicts: The **cavalier** must face and overcome those that perpetuate evil in the world about them.

Requirements: The **cavalier** must be non-evil in alignment.

Challenge: The **cavalier** from the Order of Retribution increases his critical threat range of his weapon by 1 when attacking the target of his challenge. This does stack with other bonuses that increase his critical threat range, but is added after any other calculations are done to determine his total critical threat range.

The **cavalier** also adds a +1 **circumstance bonus** to confirm any critical strikes against the target of his challenge. This bonus increases by +1 for every four levels possessed by the **cavalier**.

Skills And order of retribution **cavalier** chooses any two **Knowledge** skills and adds them to his list of class skills. When using his knowledge skill to identify monsters and their abilities, the **cavalier** adds $\frac{1}{2}$ his class level (minimum of 1) for the monster lore check.

Order Abilities

An Order of Retribution **cavalier** gains the following order abilities as he progresses in level.

Discern Lies (Sp): At 2nd level, the **cavalier** can **Discern Lies** as the spell as a **free action**. He may use this ability a total



number of rounds per day equal to his class level.

Biting Damnation (Su): At 8th level, the cavalier may imbue his melee weapon with the Wounding special ability as long as it is either a piercing or slashing weapon. Activating this ability is a swift action and it lasts until the beginning of the cavalier's next turn.

The cavalier may use this ability a total number of times per day equal to ½ his class level. If the cavalier drops or gives the weapon away, the effect immediately ends.

Devastating Blow (Su): At 15th level, the cavalier may imbue his melee with the Stalking special ability. If the cavalier uses this to study the target of his challenge, he may study the target for one round per four class levels possessed by the cavalier. If the cavalier decides to study another opponent, he may gain a maximum of +2d6 bonus damage with the weapon.

The cavalier may use this ability a total number of times per day equal to ½ his class level. If the cavalier drops or gives the weapon away, the effect immediately ends.

Order of Sorrow

Loss is a part of life, something to be embraced and treated as the true means of personal perfection. Those of the order of sorrow have lost someone of importance in their life in a violent or dramatic fashion. Collectively, they have banded together to share their sorrow with others in areas of war and desolation, providing counseling and comfort as needed.

Edicts: The cavalier of the Order of Sorrow must provide aid and empathy to those that have suffered the ravages of war, desolation, or disaster. This aid may include seeking to stop those causing the loss, but is not mandatory.

Requirements: The cavalier must be good in alignment.

Challenge: If the cavalier chooses to make a nonlethal melee attack against the target of his challenge, he adds +1

circumstance bonus to the damage caused by the weapon while threatening the target. This bonus increases by +1 for every four levels possessed by the cavalier.

Skills An Order of Sorrow cavalier adds Heal and Knowledge (local) to her class skills. When using the Heal skill, as long as the cavalier has at least 1 rank she adds ½ her class level to any skill checks to provide first aid, long-term care, deadly wounds, or treat diseases or poisons.

Order Abilities

An Order of Sorrow cavalier gains the following order abilities as she progresses in level.

Shield the Weak (Ex): At 2nd level, the cavalier may grant any bonus associated with a shield she is wielding to another within 5 feet of her as an immediate action. The recipient gains the shield bonus even if it already has a shield (the bonuses stack for the purpose of this ability) until the beginning of the cavalier's next turn, unless the cavalier or the recipient move farther than 5 feet apart. The cavalier may not use this ability if denied his dexterity bonus or cannot perceive the individual he is trying to shield.

In Harm's Way (Ex): At 8th level, the cavalier gains the ability to take the blow intended for another as an immediate action. The intended target must be within 5 feet of the cavalier and the cavalier must be able to perceive the attack and not be flat-footed. The cavalier may step in the way of the attack, suffering the damage intended for the target of the attack while the original target takes no damage. This ability has no effect versus area based attacks including cones of energy, five foot wide lines of energy, or bursts of energy.

Tears of Sorrow (Su): At 15th level, the cavalier gains the ability to heal another by spending standard action and touching the recipient. The cavalier heals a number of hit points equal to his class level. He may not use this ability on himself and is limited to a total number of uses per day equal to his Wisdom modifier (minimum of 1).



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