

THE POISONER!

BASE CLASS



MS
2014
Scribble

Pathfinder
ROLEPLAYING GAME COMPATIBLE



Little Red
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The Poisoner

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Poisoner

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Part herbalist and part assassin, a poisoner is an enigmatic figure who brews noxious poisons for use in their deadly vocation. They have a special talent for remaining out of the way, going unseen, and plying their trade in the shadows. Many favor blow darts or other easily concealable ranged weapons but they'll settle for anything that can deliver their fatal concoctions.

Some municipalities have sanctioned poisoners or poisoner guilds who both develop poisons for the kingdom and develop counter-agents to them. Snipers and scouts will often go to poisoners to add a particularly deadly sting to their attacks.

Hit Dice: D8.

ROLE

Poisoners are exceptionally good at taking enemies out of the fight but lack the sheer amount of damage that other characters might possess. They are very technical characters and require both a high Intelligence and Dexterity to reliably contribute to a fight.

Sidebar: Relationship to Alchemists

Alchemists make poisons but are not, themselves, poisoners. A poisoner is an assassin who crafts their own poisons. The difference is the methodology of the two classes. Alchemists are magical scientists who produce many fantastic poisons, potions, mutagens and bombs, whereas a poisoner is more or less a career sniper and hitman who uses virulent toxins to eliminate their targets. In many respects a poisoner is a specialized alchemist/rogue with a hint of ranger. While not an archetype or hybrid class, it is not encouraged for poisoners to take levels in alchemist.

Alignment: Any

Starting Wealth: $4d6 \times 10$ gp (average 140 gp.)

In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The poisoner's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Knowledge (nature) (Int), Profession (Wis), Sleight of Hand (Dex), Stealth (Dex), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the poisoner.

Weapon and Armor Proficiency

The poisoner is proficient with all simple weapons as well as blowguns, kukris, longbows, poison sand tubes ^{UC}, saps, shortbows, and shurikens. They are also proficient in the use of light and medium armor but no shields.



TABLE 1-1: THE POISONER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Concoctions, poison use
2nd	+1	+3	+0	+0	Mixer
3rd	+2	+3	+1	+1	Secret art, swift poisoning
4th	+3	+4	+1	+1	Mixer
5th	+3	+4	+1	+1	Bonus feat, poisonsmith
6th	+4	+5	+2	+2	Mixer
7th	+5	+5	+2	+2	Exposure conditioning, secret art
8th	+6/+1	+6	+2	+2	Mixer
9th	+6/+1	+6	+3	+3	Bonus feat, poison immunity
10th	+7/+2	+7	+3	+3	Mixer
11th	+8/+3	+7	+3	+3	Instant poison, secret art
12th	+9/+4	+8	+4	+4	Mixer
13th	+9/+4	+8	+4	+4	Bonus feat, quick mix
14th	+10/+5	+9	+4	+4	Mixer
15th	+11/+6/+1	+9	+5	+5	Complex mixtures, secret art
16th	+12/+7/+2	+10	+5	+5	Mixer
17th	+12/+7/+2	+10	+5	+5	Bonus feat, quick mix
18th	+13/+8/+3	+11	+6	+6	Mixer
19th	+14/+9/+4	+11	+6	+6	Secret art
20th	+15/+10/+5	+12	+6	+6	Angel of Achlys, mixer

Concoction (Su)

Once per day a poisoner can concoct a poison out of mundane materials they infuse with their essence. A poisoner can create a number of doses of poisons per day equal to their level. These poisons only work for the poisoner who creates them (though they can harm other creatures) and they last for 1 day until they are rendered inert. Creating a day's worth of doses takes 1 hour and requires an alchemist's kit. During this time a poisoner must decide which (if any) mixers they want to add on a dose by dose basis. Applying multiple doses of the same poison created via this class feature has no impact on the duration or DC.

POISONOUS CONCOCTION

Type: poison (injury)

Save: Fortitude (DC 10 + 1/2 level + Intelligence modifier)

Onset: Instant

Frequency: 1/round for 1 minute

Cure: 1 save

Effect: 1 point of Constitution damage + 1 additional Constitution damage every 6 levels of poisoner.

Poison Use (Ex)

Poisoners are trained in the use of poison and cannot accidentally poison themselves when applying poison to a weapon.

Mixers

At 2nd level and every even level thereafter a poisoner uncovers some weird new process or way to inflict horrendous harm upon a biological system. These are called “mixers” and they replace aspects of the default poison made by a poisoner.

When creating their concoctions a poisoner can add any mixers they know to these doses they make. They can't add 2 mixers that modify the same aspect of a poison to the same dose.

Example: The poisoner could add a “strong poison” and an “anticoagulant” mixer to the same dose because the “strong poison” mixer says it modifies the save and the “anticoagulant” mixer modifies the effect. A poisoner could NOT add a “strong poison” and a “stupefying poison” mixer to the same dose because the “strong poison” mixer says it modifies the save and the “stupefying poison” mixer modifies both the effect and the save.

A complete list of mixers can be found later in this class.

Swift Poisoning (Ex)

At 3rd level a poisoner can apply a dose of poison to a weapon as a swift action.

Secret Arts

A poisoner studies secret treatises and mystical manuals on new and creative ways to deliver poisons and other biological agents. At 3rd level and every 4 levels thereafter a poisoner learns one such secret.

A complete list of secret arts can be found later in this class.

Bonus Feat

At 5th level and every 4 levels thereafter, a poisoner gains a bonus feat in addition to those gained from normal advancement. These feats must be taken from the following list:

Adder Strike^{UM}, Deadly Aim, Fleet, Great Fortitude, Ironguts^{APG}, Iron Will, Lightning Reflexes, Master Alchemist^{APG}, Master Craftsman, Quickdraw, Rapid Reload, Skill Focus (any class skill)*, Spit Venom^{ARG},

Toughness, Throw Anything, Weapon Focus^{**}, Weapon Specialization^{**}

A poisoner need not have any of the prerequisites normally required for these feats to select them.

*This may be selected multiple times, each time it applies to a new class skill.

**This may be selected multiple times, each time it applies to a new weapon that the poisoner class grants them at 1st level.

Poisonsmith (Ex)

At 5th level, when using poisons other than their concoctions the poisoner causes any poisons they use to act as if it had a save DC of 10 + 1/2 their level + their Intelligence modifier if it is higher than the DC of the poison. (For example: A 20th level poisoner with 20 Intelligence using deathblade poison on their weapon would cause it to have a DC of 25 rather than a DC of 20 like it normally has).

In addition, a poisoner gains a +4 competence bonus on Craft checks made to craft poisons.

Exposure Conditioning (Ex)

A poisoner (intentionally or otherwise) exposes themselves to small doses of poisons over the course of their career in order to build up an immunity. Starting at 7th level, they gain a +4 alchemical bonus to saves against poisons and diseases (including magical ones). In addition, even on a natural 1 a poisoner attacking with a poisoned weapon doesn't poison themselves.

Poison Immunity (Ex)

At 9th level a poisoner is immune to poisons and diseases (magical or otherwise).

Instant Poison (Ex)

At 11th level, a poisoner can poison a weapon as a free action once per turn or as part of the action of drawing a weapon. Additionally, a poisoner can poison up to 10 pieces of ammunition with a single dose of poison as a swift action.

Quick Mix (Ex)

At 13th level, once per day a poisoner can take 10 minutes and can reselect the mixtures they have applied to doses of poisons they've made with their concoction class feature.

At 7th level they can do this as a standard action.

Complex Mixtures

At 15th level, when a poisoner creates a dose of poison with their concoction they may apply 2 mixers to it that modify the poison's effect. If the target fails the save against it, they suffer both effects. The poisoner may decide which effect occurs first if it is relevant (otherwise it is assumed that they occur simultaneously).

Angel of Achlys

At 20th level the DCs of all the poisoner's concoctions increase by 2 (stacking with other increases to a poison's DC). In addition, their poisons work on things they have no business working on such as creatures who are immune to poisons and objects. A creative poisoner with a permissive GM can, if it would be dramatically appropriate, poison dreams, gods, and even ideas.

Sidebar: Achlys

Achlys was the greek goddess of misery and sadness. She was also the goddess of poisons, the one responsible for clouding the eyes of the dead, and was the daughter of Nyx (the god of night).

List of Poisoner Mixers

2nd Level Mixers

ANTICOAGULANT

Modifies: Effect

Description: This causes 1 point of bleed per 3 levels of poisoner for the duration (minimum 1). This can only be applied to an injury poison.

Apothecary Effect: Bleed effects.

Sidebar: What is an "Apothecary Effect"?

There are a series of secret arts, specifically the antitoxic apothecary secret art, that allows you to grant allies a bonus against certain effects when they drink your antiplague ^{APG} or antitoxin. The effects they get a bonus against are described in the "Apothecary Effect" section.

DELAYED POISON

Modifies: Onset

Description: This poison takes effect after 10 minutes.

INGESTED POISON

Modifies: Type

Description: This poison must be ingested to take effect. One dose of ingestion poison can poison 2 meals.

INHALED POISON

Modifies: Type

Description: This poison must be inhaled to take effect. If an inhaled poison concoction is thrown (a ranged touch attack) the creature in that square is affected. Strong winds, rain, or other adverse weather conditions cause the creature to not become exposed to it. Creatures that don't need to breathe are immune to inhaled poisons.

4th Level Mixers

FEAR TOXIN

Modifies: Effect & Save

Description: The creature becomes shaken until cured. If the creature is already suffering from a fear effect or condition that is not due to a poison, it is increased by 1 step (Shaken > Frightened > Panicked). Creatures make a Will save against this poison rather than a Fortitude save. This is a fear effect.

Apothecary Effect: Fear effects.

VILE POISON

Modifies: Effect

Description: The creature becomes sickened until cured. If the creature is already suffering from a sickened effect or condition that is not due to a poison, it is increased to the nauseated condition. This counts as a disease.

WASTING POISON

Modifies: Effect

Description: The creature becomes fatigued. If the creature is already suffering from a fatigue effect or condition that is not due to a poison, it is increased to exhausted.

Apothecary Effect: Effects that cause fatigue or exhaustion.

6th Level Mixers

AMNESIA POISON

Modifies: Effect

Description: Information about the target's past slips through their fingers like sand. They can't recall information about themselves, their allies, or how they got there until cured. Despite this, they do not lose any feats, class features, spells, or the like. They simply cannot make use of any Intelligence-based skills or, if they are a prepared caster, cast spells of their highest level until cured.

Apothecary Effect: Effects that cloud the mind or disrupt memories like *modify memory*, *mind fog*, or *memory lapse*.

BUMBLER POISON

Modifies: Effect

Description: The creature is treated as if they rolled a natural 1 whenever they roll a natural 2 or 3 on attack rolls until cured.

Apothecary Effect: Divination spells.

LANDLUBBER'S LAMENT

Modifies: Effect

Description: The creature is forced to exclusively breathe underwater until cured.

Apothecary Effect: Suffocation effects.

SAPPING POISON

Modifies: Effect

Description: This causes 1 point of Strength, Dexterity, or Constitution damage (chosen at the time of crafting) + 1 additional points of damage every 6 levels of poisoner.

Apothecary Effect: Ability score damage/drain and negative levels.

SLEEPING POISON

Modifies: Effect

Description: The creature falls asleep until cured. This is mundane sleep that can be ended prematurely with things like loud noises, sharp smells, being touched, etc. This renders it rather useless in the din of combat.

STUPEFYING POISON

Modifies: Effect & Save

This causes 1 point of Intelligence, Wisdom, or Charisma damage (chosen at the time of crafting) + 1 additional points of damage every 6 levels of poisoner. Creatures make a Will save against this poison rather than a Fortitude save.

Apothecary Effect: Ability score damage/drain and negative levels.

10th Level Mixers

CURSED POISON

Modifies: Effect

Description: The creature becomes cursed (as per the *bestow curse* spell with an effect of your choice) until cured. If the poisoner is at least 16th level this becomes a *bestow greater curse* effect instead.

Apothecary Effect: Curse effects like *bestow curse* and cursed weapons.

MINDBREAK POISON

Modifies: Effect

Description: The creature becomes confused (as per the *confusion* spell) until cured.

Apothecary Effect: Confusion effects.

REAPER POISON

Modifies: Effect

Description: The creature becomes blind, deaf, or mute (chosen at the time of crafting) until cured.

Apothecary Effect: Effects that cause the creature to become blind, deaf, or mute.

STRONG POISON

Modifies: Save

Description: The Fortitude save against this poison is increased by +2.

14th Level Mixers

MAGEBANE

Modifies: Effect

Description: The creature is subject to a personal *antimagic field* spell until cured.

Apothecary Effect: Attempts to be dispelled.

MEDUSA'S BREW

Modifies: Effect & Frequency

Description: The creature becomes petrified. This poison lasts for just 1 round or until the creature is cured and counts as a polymorph effect.

Apothecary Effect: Petrification effects.

VIRULENT POISON

Modifies: Cure

Description: This poison requires 2 consecutive saves to cure.

18th Level Mixers

ENDURING POISON

Modifies: Frequency

Description: This poison lasts for 10 minutes.

TEARS OF ACHLYS

Modifies: Effect

Description: The creature is killed, reducing them to 0 hp. This is a death effect. A creature subjected to this poison by an enemy cannot be subject to it again for 24 hours after use.

Apothecary Effect: Death effects. However, a poisoner with the master apothecary secret art can, once per day, administer this to an ally and it will mimic the effect of a *resurrection* spell.

List of Poisoner Secret Arts

Antitoxic Apothecary: When creating doses of their concoctions a poisoner can choose to make an antiplague ^{APG} or antitoxin in place of any doses they make. Unlike other doses, any creature may drink these and gain a benefit (though they still are rendered inert after 24 hours).

Artful Apothecary: When the poisoner creates an antiplague ^{APG} or antitoxin with their antitoxic apothecary secret art they can select the "apothecary effect" of any mixer they know and grant whoever drinks one of their antiplagues ^{APG} or antitoxins a bonus on whatever is listed when it is drunk. The poisoner must have the antitoxic apothecary secret art prior to selecting this secret art. The bonus provided is an alchemical bonus equal to 1/4th the poisoner's level (minimum +1) and lasts for 1 hour.

Blowdart Sniper: When using a blowgun its range increment increases to 50 feet (rather than 20) and the poisoner gains a +1 competence bonus on damage rolls with it.

Cloud Barrier Technique: The poisoner can expend a dose of inhalation poison they created with their concoction class feature to gain a hazy, lingering, putrid aura around them for a number of rounds equal to their Intelligence modifier. Any creature who ends their turn adjacent to the poisoner must make a save against the poison, albeit at a +2 circumstance bonus (as they are not getting the full effect). A poisoner must be at least 10th level and have the dart frog technique prior to selecting this secret art.

Dart Frog Technique: A poisoner can coat their clothing in a poison by using one dose of an injury poison. The first creature to strike them with an unarmed strike or natural attack is exposed to the poison as though they had been struck by a poisoned weapon. A poisoner may only apply 1 poison to their clothing at a time and it washes off under the same conditions that a weapon would lose its poison. It takes 1 minute and 1 dose of poison to coat the poisoner sufficiently. If they have the instant poison class feature they may apply poison to their clothing as a full-round action.

Dirty Bombs: When the poisoner throws a dose of inhaled poison, treating it as if it were an alchemist's bomb, it affects the creature in the targeted square and all adjacent squares. While it automatically hits all adjacent creatures they all receive a +4 circumstance bonus on the save against the effect as they receive a lesser dose of the poison.

Enhanced Tubes: When loading a poisoned sand tube^{UC} the poisoner needs only to load it with 1 dose of poison so long as that poison is an ingested or inhaled poison created via their concoction class feature. In addition, they can repack a tube as a standard action (as if they had the Rapid Reload feat). Finally, the DC to dazzle creatures if unpoisoned sand is packed into the tube is increased to $10 + 1/2$ poisoner level + Intelligence modifier.

Exotic Concoctions: The poisoner can craft poisons one could normally buy on the marketplace with their concoction class feature (for example: you could craft blue whinnis poison). The poisoner can craft any poison they have studied so long as the DC is equal to or less than $10 + 1/4$ their poisoner level (minimum of DC 10). These poisons cannot be modified by mixers.

Exotic Poison Collector: The poisoner can craft poisons with a DC of up to $10 + 1/2$ their poisoner level (minimum of DC 10) with the exotic concoctions class secret art. The poisoner must have the exotic concoctions secret art prior to selecting this secret art.

Hashshashin Training: The poisoner becomes proficient in all martial weapons and treats Ride as a class skill.

Helpful Serpent Theory: A poisoner can apply an injury poison created via their concoction class feature to an adjacent ally's weapon as a move action. This poison only remains viable for 1 minute after application. A poisoner cannot triple dose an ally's weapon.

Lingering Cloud: Inhaled poisons created by the poisoner with a thrown inhaled poison linger until the start of the poisoner's next turn. Creatures who move through that square are subject to the poison's effect. While not invisible, it is difficult to see in the chaos of battle and requires a DC 20 Perception check to spot the poisonous cloud. Strong winds or weather cause this lingering cloud to dissipate. A creature who starts their turn in such a cloud is unaffected by it until they've moved at least 10 feet.

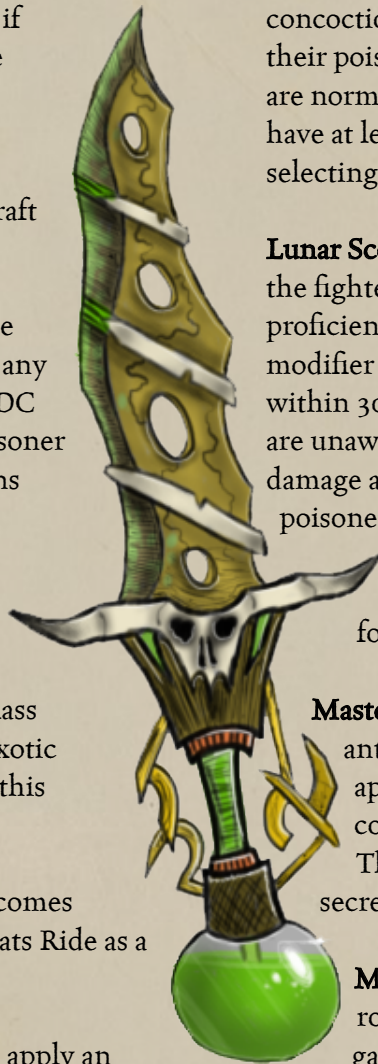
Liturgical Crafting Chants: By holding a holy symbol of a non-evil aligned deity the poisoner worships and chanting ancient chants over their bubbling concoctions as they craft them, the poisoner can cause their poisons to affect undead and evil outsiders who are normally immune to poison. A poisoner must have at least 3 ranks in Knowledge (religion) prior to selecting this secret art.

Lunar Scorpion Style: When using a weapon in the fighter's thrown weapon group* that they are proficient with, the poisoner can add their Dexterity modifier to damage against flatfooted creatures within 30 feet of them and against any creature who are unaware of them. This extra damage is precision damage and is not multiplied on a critical hit. The poisoner must have the blowdart sniper secret art prior to selecting this secret art.

*Note: Blowguns are included in this group for some reason.

Master Apothecary: When the poisoner creates an antiplague^{APG} or antitoxin with their antitoxic apothecary secret art it instantly cures any condition they can create with their mixers. The poisoner must have the artful apothecary secret art prior to selecting this secret art.

Master Hashshashin: When making an attack roll with a poisoned weapon, the poisoner gains a $+1/4$ th level alchemical bonus on attack rolls with it. The poisoner must be at least 7th level and have the Hashshashin training secret art prior to selecting this secret art.



Mixed Concoctions: Once per day a poisoner when a poisoner creates a dose of poison with their concoction class feature and they apply a mixer that allows them to select from a number of options (such as the sapping poison, stupefying poison, and reaper poison) they may select two options and they both occur. For example a stupefying poison could cause equal amounts of Wisdom and Charisma damage each round with this secret art.

Poison Breath Technique (Su): Once per day a poisoner can drink an inhaled poison the created with their concoction and exhale it as a 15 foot cone. All creatures within the area must make a Fortitude save (DC equal to the poison's save) or be affected by the poison's effect.

Skunk Smelling Method: The poisoner can detect even odorless poisons. If there is an open poison or a creature who has either a poisoned weapon or an ability to use a poison or disease-based ability the poisoner counts as if they had the scent special rule for detecting them. In addition, the poisoner adds 1/2 their level (minimum 1) as a competence bonus when identifying poisons and diseases.

Toxic Lungs: The poisoner may use their poison breath secret art a number of times per day equal to their Intelligence modifier. The poisoner must have the poison breath technique secret art prior to selecting this secret art.

Toxic Taint: A weapon that the poisoner has used to inflict a poison via at least 5 times has a lingering, malignant, toxic, aura around it. Any given attack with such a weapon has a 50% chance to impart an unmodified poisonous concoction (see the concoction class feature), though the save DC of it is always equal to DC 10 + 1/4th poisoner level (minimum 10). This only functions for the poisoner who tainted the weapon and never triggers if the poisoner is attacking with a poisoned weapon and ammunition cannot become tainted like this. If a tainted weapon is thoroughly cleaned or made clean via a *cleanse* or *break enchantment* spell it loses this quality. A poisoner must be 15th level to select this secret art.

Triple Dose: The poisoner can apply up to 3 doses of poison to a weapon as a standard action. If this is done a weapon that injures a target only has a 25% chance of no longer being poisoned. After 3 successful attacks the weapon is automatically no longer poisoned. Normally there is a 100% chance it will be removed but with this secret art a poisoner can strike multiple times. A poisoner must be 7th level to select this secret art.

Versatile Vector Exploration: By exploring various vectors for biological corruption any poison created with their concoction class feature counts as all three types of poison types (ingested, inhaled, and injury). The poisoner must have the inhaled poison and ingested poison mixtures and be at least 15th level prior to selecting this secret art.

TABLE 1-2: POISONER ALTERNATE FAVORED CLASS BONUSES

Race	Bonus	Source
Human	+1/6th a new secret art.	CRB
Elf/Drow	Add +1 on Craft (alchemy) checks to craft poison and +1/3 on the DCs of poisons the alchemist creates.	CRB/ARG
Gnome	+1/6th a new secret mixer.	CRB
Gripli	Add a +1/4 bonus on attack rolls when making a ranged attack with a blowgun.	ARG
Nagaji	+1/2 bonus the nagaji's resistant racial trait.	ARG

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