



# HYBRID CLASS: PERSECUTOR



AARON HOLLINGSWORTH





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*Hybrid Class: Persecutor* was written by  
Aaron Hollingsworth.

Art was commissioned from Brett Neufeld  
as part of our [Stock Art Patreon](#).

Editing by Perry Fehr

Layout in 6 x 9 by Mark Gedak

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# HYBRID CLASS: PERSECUTOR

*“The scariest monsters are the ones that lurk within our souls...”*

- Edgar Allan Poe

No matter what form they take, monsters hide. Whether behind the kindly expressions of a malicious tyrant, the seductive smile of glamourised hag, or in the darkness it calls home, the monsters of the world hide for many a reason. A common reason is the persecutor. Hunters of men and monsters, of mages and the mundane, persecutors root out and quell destructive forces for the sake of their own people. Trained to be relentless and merciless, few of these brave individuals survive their instruction. Those that do must undergo a final test: Alchemical Mutation. Persecutors are taught an archaic form of alchemy that allow them to create their own mutagens and extracts. To pass the trial, they must imbibe a mutagen of their own making without dying or going permanently insane. The singular pupils who pass become violent exemplars of unconventional justice.

**Role:** Persecutors excel in the thick of combat. When given a moment to prepare their sundry disciplines, they shine when battling overconfident spellcasters and supernatural creatures.

**Alignment:** Any.

**Hit Die:** d8.

**Parent Classes:** Alchemist and Ranger

**Starting Wealth:** 4d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

## CLASS SKILLS

The persecutor's class skills are Climb (Str), Craft (any) (Int), Disable Device (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), Use Magic Device (Cha).

**Skill Ranks per Level:** 6 + Int modifier.

Table: Persecutor

Level	Base Attack Bonus	Fort	Ref	Will	Special	Extracts per Day					
						1st	2nd	3rd	4th	5th	6th
1	+0	+2	+2	+0	Alchemy, hex eyes, mutagen, signs (1d4), track	1	—	—	—	—	—
2	+1	+3	+3	+0	Combat potency, discipline	2	—	—	—	—	—
3	+2	+3	+3	+1	Endurance, signs (2d4), swift alchemy	3	—	—	—	—	—
4	+3	+4	+4	+1	Discipline, persecutor's medallion	3	1	—	—	—	—
5	+3	+4	+4	+1	Signs (3d4)	4	2	—	—	—	—
6	+4	+5	+5	+2	Discipline	4	3	—	—	—	—
7	+5	+5	+5	+2	Signs (4d4)	4	3	1	—	—	—
8	+6/+1	+6	+6	+2	Discipline, Swift Tracker	4	4	2	—	—	—
9	+6/+1	+6	+6	+3	Evasion, signs (5d4)	5	4	3	—	—	—
10	+7/+2	+7	+7	+3	Discipline	5	4	3	1	—	—
11	+8/+3	+7	+7	+3	Signs (6d4)	5	4	4	2	—	—
12	+9/+4	+8	+8	+4	Discipline, magic insight	5	5	4	3	—	—
13	+9/+4	+8	+8	+4	Signs (7d4)	5	5	4	3	1	—
14	+10/+5	+9	+9	+4	Discipline	5	5	4	4	2	—
15	+11/+6/+1	+9	+9	+5	Signs (8d4), persistent mutagen	5	5	5	4	3	—
16	+12/+7/+2	+10	+10	+5	Discipline, Improved Evasion	5	5	5	4	3	1
17	+12/+7/+2	+10	+10	+5	Signs (9d4)	5	5	5	4	4	2
18	+13/+8/+3	+11	+11	+6	Discipline	5	5	5	5	4	3
19	+14/+9/+4	+11	+11	+6	Signs (10d4)	5	5	5	5	5	4
20	+15/+10/+5	+12	+12	+6	Grand Persecution	5	5	5	5	5	5

## CLASS FEATURES

The following are the class features of the persecutor.

**Weapon and Armor Proficiency** A persecutor is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

**Alchemy (Su)** Persecutors are not only masters of creating mundane alchemical substances such as alchemist's fire and smokesticks, but also of fashioning magical potion-like extracts in which they can store spell effects. In effect, a persecutor prepares his spells by mixing ingredients into a number of extracts, and then “casts” his spells by drinking the extract. When a persecutor creates an extract, he infuses the concoction with a tiny fraction of his own magical power—this enables the creation of powerful effects, but also binds the effects to the creator. When using Craft (alchemy) to create an alchemical item, a persecutor gains a competence bonus equal to his class level on the Craft (alchemy) check. In addition, a persecutor can use Craft (alchemy) to identify potions as if using *detect magic*. He must hold the potion for 1 round to make such a check.

A persecutor can create two special types of magical items—extracts and mutagens are transformative elixirs that the persecutor drinks to enhance his physical abilities—both of these are detailed in their own sections below.

Extracts are the most varied of the two. In many ways, they behave like spells in potion form, and as such their effects can be dispelled by effects like dispel magic using the persecutor's level as the caster level. Unlike potions, though, extracts can have powerful effects and duplicate spells that a potion normally could not.

A persecutor can create only a certain number of extracts of each level per day. His base daily allotment of extracts is given on *Table: Persecutor*. In addition, he receives bonus extracts per day if he has a high Intelligence score, in the same way a wizard receives bonus spells per day. When a persecutor mixes an extract, he infuses the chemicals and reagents in the extract with magic siphoned from his own magical aura. An extract immediately becomes inert if it leaves the persecutor's possession, reactivating as soon as it returns to his keeping—a persecutor cannot normally pass out his extracts for allies to use (but see the “infusion” discovery below). An extract, once created, remains potent for 1 day before becoming inert, so a persecutor must re-prepare his extracts every day. Mixing an extract takes 1 minute of work—most persecutors prepare many extracts at the start of the day or just before going on an

adventure, but it's not uncommon for a persecutor to keep some (or even all) of his daily extract slots open so that he can prepare extracts in the field as needed.

Although the persecutor doesn't actually cast spells, he does have a formulae list that determines what extracts he can create. a persecutor can utilize spell-trigger items if the spell appears on his formulae list, but not spell-completion items (unless he uses Use Magic Device to do so). An extract is "cast" by drinking it, as if imbibing a potion—the effects of an extract exactly duplicate the spell upon which its formula is based, save that the spell always affects only the drinking persecutor. The persecutor uses his level as the caster level to determine any effect based on caster level. Creating extracts consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the consumption of that particular extract. Extracts cannot be made from spells that have focus requirements (persecutor extracts that duplicate divine spells never have a divine focus requirement). a persecutor can prepare an extract of any formula he knows. To learn or use an extract, a persecutor must have an Intelligence score equal to at least  $10 + \text{the extract's level}$ . The Difficulty Class for a saving throw against a persecutor's extract is  $10 + \text{the extract level} + \text{the persecutor's Intelligence modifier}$ . a persecutor may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract but not when he consumes it. a persecutor begins play with two 1st level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new persecutor level, he gains one new formula of any level that he can create. a persecutor can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs and time requirements. a persecutor can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. a persecutor does not need to decipher arcane writings before copying them.

**Hex Eyes (Su)** A persecutor's eyes are capable of visual perception beyond the mundane. He has darkvision 60 ft (or +30 ft. If he already possessed darkvision). He also adds his Intelligence bonus as an insight bonus to Will saves against spells and spell-like abilities from the illusion school.

**Mutagen (Su)** At 1st level, a persecutor discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of

his personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. A persecutor can only maintain one dose of mutagen at a time—if he brews a second dose, any existing mutagen becomes inert. As with an extract, a mutagen that is not in a persecutor's possession becomes inert until a persecutor picks it up again.

When a persecutor brews a mutagen, he selects one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the persecutor to grow bulkier and more bestial, granting him a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per persecutor level. In addition, while the mutagen is in effect, the persecutor takes a –2 penalty to one of his mental ability scores. If the mutagen enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma.

A non-persecutor who drinks a mutagen must make a Fortitude save (DC  $10 + \frac{1}{2}$  the persecutor's level + the persecutor's Intelligence modifier) or become nauseated for 1 hour—a non-persecutor can never gain the benefit of a mutagen, but a persecutor can gain the effects of another persecutor's mutagen if he drinks it. (Although if the other persecutor creates a different mutagen, the effects of the “stolen” mutagen immediately cease.) The effects of a mutagen do not stack. Whenever a persecutor drinks a mutagen, the effects of any previous mutagen immediately end.

A persecutor may select the Extra Discovery feat as though he had the discovery class feature, but only for the purposes of selecting discoveries that augment his mutagen and extract class features.

**Track (Ex)** A persecutor adds half his level (minimum 1) to Survival skill checks made to follow tracks.

**Signs (Su)** A persecutor is able to use a rudimentary form of magic in which he makes gestural signs to devastating effect. Making a sign is a standard action that requires one free hand and does not provoke attacks of opportunity. A persecutor can make a number of signs each day equal to his class level + his Intelligence modifier. A sign's effect is a 15 ft cone of energy that deals 1d4 points of fire damage per 2 persecutor levels. The persecutor can reshape this cone into a 20 ft. line if he so desires, as a non-action. This damage can be halved with a successful Reflex save (DC =  $10 + \frac{1}{2}$  persecutor's level + persecutor's Intelligence modifier).

**Combat Potency (Ex)** Starting at 2nd level, a persecutor treats his class level as his base attack bonus for the purpose of qualifying for combat feats.

**Disciplines (Ex/Su)** Starting at 2nd level, and every even level thereafter, a persecutor may learn a new form of discipline. The following is a list of disciplines:

*Acid Sign (Su):* You are able to change the energy of your sign damage to acid damage.

*Alchemist Discovery:* You gain an alchemist discovery. You must meet the qualifications for this discovery and it must be a discovery that augments your mutagen and extract class features.

*Bane (Su):* You can imbue one of your weapons with the (i)bane weapon special ability as a swift action. You must select one creature type when you use this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while you wield the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to you before the duration expires. This ability lasts for a number of rounds per day equal to your persecutor level. These rounds do not need to be consecutive. You must be at least 6th level to select this discipline.

*Combat Stylist:* Choose one form of ranger combat style, such as archery or two-weapon combat. You gain a bonus combat feat from this style, treating your class level as your ranger level. Once a combat style is chosen, it cannot be changed. This discipline can be selected multiple times. Each time, it applies to a new bonus feat in your chosen combat style. You can only select this discipline at 2nd, 6th, 10th, 14th, or 18th level.

*Concussive Sign (Su):* You are able to change the energy of your sign damage to sonic damage. You must be at least 10th level to select this discipline.

*Explosive Bolt (Su):* As a standard action, you can infuse a single arrow, crossbow bolt, or one-handed firearm bullet with the power of your sign, load the ammunition, and shoot the ranged weapon. You must be proficient with the weapon in order to accomplish this. When the infused ammunition hits its target, it deals damage normally and detonates as if you had used your sign ability at the target (no save). If the explosive missile misses, it does not detonate. You must be at least 4th level to select this discipline.

*Favored Terrain (Ex):* You can select one terrain from the ranger's favored terrain list; you gain this as a favored terrain, as the ranger class feature. Your class level is equal to your ranger level for purposes of improving the bonuses from this favored terrain and gaining new favored terrains. You must be at least 4th level to select this discipline.



*Force Sign (Su)*: You are able to change the energy of your sign damage to force damage. You must be at least 10th level to select this discipline.

*Frost Sign (Su)*: You are able to change the energy of your sign damage to cold.

*Martial Mutagen (Su)*: Select two combat feats that you qualify for. You gain the benefits one of these feats whenever you use your mutagen to increase your Strength score and you gain the benefits one of the other feat whenever you use your mutagen to increase your Dexterity score. Once these feats are selected and assigned to specific ability scores, they cannot be changed or reassigned. This discipline can be selected multiple times. Each time, it applies to two new combat feats.

*Poison Use (Ex)*: You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a weapon. If you are at least 6th level, you can apply a dose of poison to a weapon as a swift action.

*Poison Resistance (Ex)*: You gain a +2 bonus on all saving throws against poison and disease. If this discipline is selected up to 2 more times, its effects will stack. If this discipline is selected a fourth time, you become completely immune to poison and all forms of disease, including supernatural diseases, such as mummy rot.

*Puncturing Sign (Su)*: You are able to change the energy of your sign damage to piercing damage.

*Quarry (Ex)*: You gain the ability to denote a quarry, similar to the ranger class feature. You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you is following the tracks of your quarry, you can take 10 on your Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry, and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must possess supernatural or spell-like abilities. You can dismiss this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If you see proof that your quarry is dead, you can select a new quarry after waiting 1 hour. You must be at least 12th level to select this discipline.

*Reaping Sign (Su)*: You are able to change the energy of your sign damage to slashing damage.

*Spontaneous Healing (Ex)*: While affected by your mutagen, you gain the ability to heal from wounds rapidly. As a free action once per round, you can heal 5 hit points as if you had the fast healing ability. You can heal 5 hit points per day in this manner for every 2 persecutor levels you possess. If you fall unconscious because of hit point damage and you still have healing available from this ability, the ability activates automatically each round until you

are conscious again or the ability is depleted for the day.

**Switch Weapons (Ex):** As long as you have at least one free hand and are considered armed, you can simultaneously sheathe a weapon and draw a different weapon as a swift or immediate action without provoking attacks of opportunity.

**Thrashing Sign (Su):** You are able to change the energy of your sign damage to bludgeoning damage.

**Endurance (Feat)** A persecutor gains Endurance as a bonus feat at 3rd level.

**Swift Alchemy (Ex)** At 3rd level, a persecutor can create alchemical items with astounding speed. It takes an alchemist half the normal amount of time to create alchemical items, and he can apply poison to a weapon as a move action.

**Persecutor's Medallion (Su)** At 4th level, a persecutor forges a special medallion which aids him in recognizing monsters and sensing magical phenomena. When wearing his medallion, he gains the constant benefits of *detect magic*, as well as a +3 bonus to initiative, Perception, and Sense Motive checks made against creatures with supernatural or spell-like abilities. This bonus increases by 1 at 8th, 12th, and 18th level. A persecutor's medallion functions only for the persecutor who made it, and uses up the neck magic item slot. If a persecutor's medallion is lost or destroyed, it can be replaced after an 8 hour ritual and using materials worth 100 gp per class level.

**Woodland Stride (Ex)** Starting at 7th level, a persecutor may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect him.

**Swift Tracker (Ex)** Beginning at 8th level, a persecutor can move at his normal speed while using Survival to follow tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

**Evasion (Ex)** When he reaches 9th level, a persecutor can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save,

he instead takes no damage. Evasion can be used only if the persecutor is wearing light armor, medium armor, or no armor. A helpless persecutor does not gain the benefit of evasion.

**Magic Insight (Su)** At 12th level, a persecutor gains an insight bonus equal to his Intelligence modifier to Will saves made against spells and spell-like abilities.

**Persistent Mutagen (Su)** At 15th level, the effects of a mutagen last for 1 hour per level.

**Improved Evasion (Ex)** At 16th level, a persecutor's evasion improves. This ability works like evasion, except that while the persecutor still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless persecutor does not gain the benefit of improved evasion.

**Grand Persecution** Upon reaching 20th level, a persecutor perfects his methods of rooting out and dispatching his enemies. He gains two additional disciplines, and he gains the constant benefits of *arcane sight* and *echolocation*.

## FEATS

The following feats are available to the persecutor hybrid class.

### Elder Speech

*Your order sometimes finds it necessary to communicate with that which you must destroy.*

**Prerequisite:** Linguistics 1 rank, Discipline class feature

**Benefit:** You can use *tongues* as a spell-like ability, once per day per 2 persecutor levels, for 10 minutes per use.

### Extra Persecutor Discipline

*You have gained a new discipline.*

**Prerequisite:** Discipline class feature.

**Benefit:** You gain one additional discipline. You must meet all of the prerequisites for this discipline.

**Special:** You can gain Extra Persecutor Discipline multiple times.

## Extra Signs

*You can make signs more times per day.*

**Prerequisite:** Signs feature.

**Benefit:** You can make two additional signs per day.

**Special:** You can gain Extra Signs multiple times. Its effects stack.

# FAVORED CLASS BONUSES

Instead of adding a hit point or a skill point when increasing in the favored class of persecutor, a persecutor may instead choose the alternate class bonus. These favored class bonuses are not race-specific. Once a type of favored class bonus is chosen, it cannot be changed. Fractional increases must reach whole numbers to be effective.

**Aasimar** Add  $+\frac{1}{4}$  to the persecutor's natural armor bonus when using the character's mutagen.

**Anumus** Add a +1 bonus on Perception and Survival checks made in dim light and darkness.

**Avoodim** Choose one type of martial weapon. Add a  $+\frac{1}{2}$  circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

**Boggard** Add  $+\frac{1}{2}$  to sign damage.

**Catfolk** Add a +1 bonus on Perception and Survival checks made in dim light and darkness.

**Changeling** Add  $+\frac{1}{2}$  to sign damage.

**Dragonblood** Add  $+\frac{1}{4}$  to the persecutor's natural armor bonus when using the character's mutagen.

**Drow** Add a +1 bonus on Perception and Survival checks made in dim light and darkness.

**Dwarf** Choose one type of martial weapon. Add a  $+\frac{1}{2}$  circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

**Elf** Add a +1 bonus on Perception and Survival checks made in dim light and darkness.

**Enigmon** Add one extract formula from the persecutor's list to the character's formulae book. This formula must be at least one level lower than the highest-level formula the persecutor can create.

**Erkunae** Add  $+\frac{1}{2}$  to the number of signs per day the persecutor can make.

**Eventual** Add  $+\frac{1}{2}$  to sign damage.

**Fetchling** Choose one ranged weapon. Add +1 foot to the range increment

of that weapon. This option has no effect unless the ranger has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

**Gathlain** Add a +1 bonus on Perception and Survival checks made in dim light and darkness.

**Gnome** Add +½ to the number of signs per day the persecutor can make.

**Goblin** Add +¼ to the persecutor's natural armor bonus when using the character's mutagen.

**Grippli** Add a +1 bonus on Perception and Survival checks made in dim light and darkness.

**Halfling** Add +½ to sign damage.

**Half-Elf** Choose one ranged weapon. Add +1 foot to the range increment of that weapon. This option has no effect unless the ranger has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

**Half-Giant** Choose one type of martial weapon. Add a +½ circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

**Half-Human** Add one extract formula from the persecutor's list to the character's formulae book. This formula must be at least one level lower than the highest-level formula the persecutor can create.

**Half-Medusa** Add +¼ to the persecutor's natural armor bonus when using the character's mutagen.

**Half-Orc** Add a +1 bonus on Perception and Survival checks made in dim light and darkness.

**Human** Choose one ranged weapon. Add +1 foot to the range increment of that weapon. This option has no effect unless the ranger has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

**Ifrit** Add +1 to acid resistance, cold resistance, electricity resistance, or fire resistance when using a the character's mutagen.

**Ith'n Ya'roo** Add +½ to sign damage.

**Kanseeran** Choose one type of martial weapon. Add a +½ circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

**Kitsune** Add a +1 bonus on Perception and Survival checks made in dim light and darkness.

**Kripar** Add +½ to the number of signs per day the persecutor can make.

**Orc** Choose one type of martial weapon. Add a +½ circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This

bonus does not stack with Critical Focus.

**Oread** Add +1 to acid resistance, cold resistance, electricity resistance, or fire resistance when using a the character's mutagen.

**Partatingi** Add one extract formula from the persecutor's list to the character's formulae book. This formula must be at least one level lower than the highest-level formula the persecutor can create.

**Qit'ar** Choose one type of martial weapon. Add a +½ circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

**Ratfolk** Add one extract formula from the persecutor's list to the character's formulae book. This formula must be at least one level lower than the highest-level formula the persecutor can create.

**Samsaran** Add +½ to the number of signs per day the persecutor can make.

**Shibaten** Choose one type of martial weapon. Add a +½ circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

**Sylph** Add +1 to acid resistance, cold resistance, electricity resistance, or fire resistance when using a the character's mutagen.

**Tengu** Add one extract formula from the persecutor's list to the character's formulae book. This formula must be at least one level lower than the highest-level formula the persecutor can create.

**Tiefling** Add +1 to acid resistance, cold resistance, electricity resistance, or fire resistance when using a the character's mutagen.

**Undine** Add +1 to acid resistance, cold resistance, electricity resistance, or fire resistance when using a the character's mutagen.

**Xesa** Add +¼ to the persecutor's natural armor bonus when using the character's mutagen.

**Zendiqi** Add +1 to acid resistance, cold resistance, electricity resistance, or fire resistance when using a the character's mutagen.

**Zif** Add +½ to the number of signs per day the persecutor can make.

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