

PLAYER Paraphernalia



THE AFFLICTED ERUDITE
(BASE CLASS)

#59

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Player Paraphernalia #59 The Afflicted Erudite (Base Class) ©2016, The Knotty-Works; Author: John Buckley
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PLAYER PARAPHERNALIA #59

By the Knotty-Works

Welcome to the fifty-ninth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue is a painful one, inspired by the Kytons found in the Pathfinder RPG Bestiary and Bestiary 3 and a certain movie series. Another inspired concept by Randy Price with additional material by John Buckley as well as providing editing and formatting of the final issue.

The Afflicted Erudite

The dark promise of power is not the sole province of devils or demons—for there are shadow-lords and demagogues—Kytons from the plane of shadow that also seek to entice mortals into their twisted tenets of pain and suffering as a means to achieve the ultimate blessings of immortality and power. For those that heed this macabre call take to the inflictions of suffering and physical corruption to become afflicted erudites, succumbing to the promises of apostate secrets of the multiverse that grant the most wicked of pleasures and mastery of their own destiny.

Those that become afflicted erudites must swear fealty to one of the Kyton demagogues through ancient and enigmatic rituals that are hidden in puzzles and riddles in the secret places mystically connected to the plane of shadow. Upon accepting the role of servitor to their Kyton

lord, the afflicted erudite is rewarded by learning how to cast spells that benefit his master role and schemes within the material world as well as the ability to siphon energy from the negative energy plane and use it to cause pain to others. Eventually the afflicted erudite unlocks more secrets fueled by both his own pain and the pain and suffering of others and those that perform the role of servant successfully are rewarded with the gift of Kyton blood.

Role: Although moderately hardy and prepared to handle himself on the battlefield, the afflicted erudite finds causing pain from a distance more to his preference. Given his very nature, the afflicted erudite rarely offers to provide assistance to others, though if a mutual goal is shared that benefits his shadow-lord, the afflicted erudite may make an uneasy truce with others. Socially, the afflicted erudite is typically shunned if not downright attacked by those that find his predilections to pain offensive in civilized society.

Alignment: The Afflicted Erudite must be lawful neutral or lawful evil.

Hit Die: d8

Starting Wealth: 5d6 x 10 gp (average 175 gp) and an out fit worth 10 gp or less.

Class Skills

Acrobatics, Craft, Heal, Intimidate, Knowledge (arcana), Knowledge (planes), Knowledge

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

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Afflicted Erudite Progression Table

Level	Base Attack	Fort	Ref	Will	Special	Spells Per Day						
						0	1 st	2 nd	3 rd	4 th	5 th	6 th
1	+0	+2	+0	+0	Channel energy 1d6, orisons	3	1	—	—	—	—	—
2	+1	+3	+0	+0	Pool of pain, powers of pain	4	2	—	—	—	—	—
3	+2	+3	+1	+1	Channel energy 2d6, perfection of pain +1	4	3	—	—	—	—	—
4	+3	+4	+1	+1	powers of pain	4	3	1	—	—	—	—
5	+3	+4	+1	+1	Channel energy 3d6, painful penetration +1d8	4	4	2	—	—	—	—
6	+4	+5	+2	+2	powers of pain	5	4	3	—	—	—	—
7	+5	+5	+2	+2	Channel energy 4d6, perfection of pain +2	5	4	3	1	—	—	—
8	+6/+1	+6	+2	+2	powers of pain	5	4	4	2	—	—	—
9	+6/+1	+6	+3	+3	Channel energy 5d6, painful penetration +2d8	5	5	4	3	—	—	—
10	+7/+2	+7	+3	+3	powers of pain	5	5	4	3	1	—	—
11	+8/+3	+7	+3	+3	Channel energy 6d6, perfection of pain +3	5	5	4	4	2	—	—
12	+9/+4	+8	+4	+4	powers of pain	5	5	5	4	3	—	—
13	+9/+4	+8	+4	+4	Channel energy 7d6, painful penetration +3d8	5	5	5	4	3	1	—
14	+10/+5	+9	+4	+4	powers of pain	5	5	5	4	4	2	—
15	+11/+6/+1	+9	+5	+5	Channel energy 8d6, perfection of pain +4	5	5	5	5	4	3	—
16	+12/+7/+2	+10	+5	+5	powers of pain	5	5	5	5	4	3	1
17	+12/+7/+2	+10	+5	+5	Channel energy 9d6, painful penetration +4d8	5	5	5	5	4	4	2
18	+13/+8/+3	+11	+6	+6	powers of pain	5	5	5	5	5	4	3
19	+14/+9/+4	+11	+6	+6	Channel energy 10d6, perfection of pain +5	5	5	5	5	5	5	4
20	+15/+10/+5	+12	+6	+6	Benediction of Pain	5	5	5	5	5	5	5

(religion), Linguistics, Perform, Profession, Sense Motive, Spellcraft, and Stealth

Skills per Level: 2 + Int modifier.

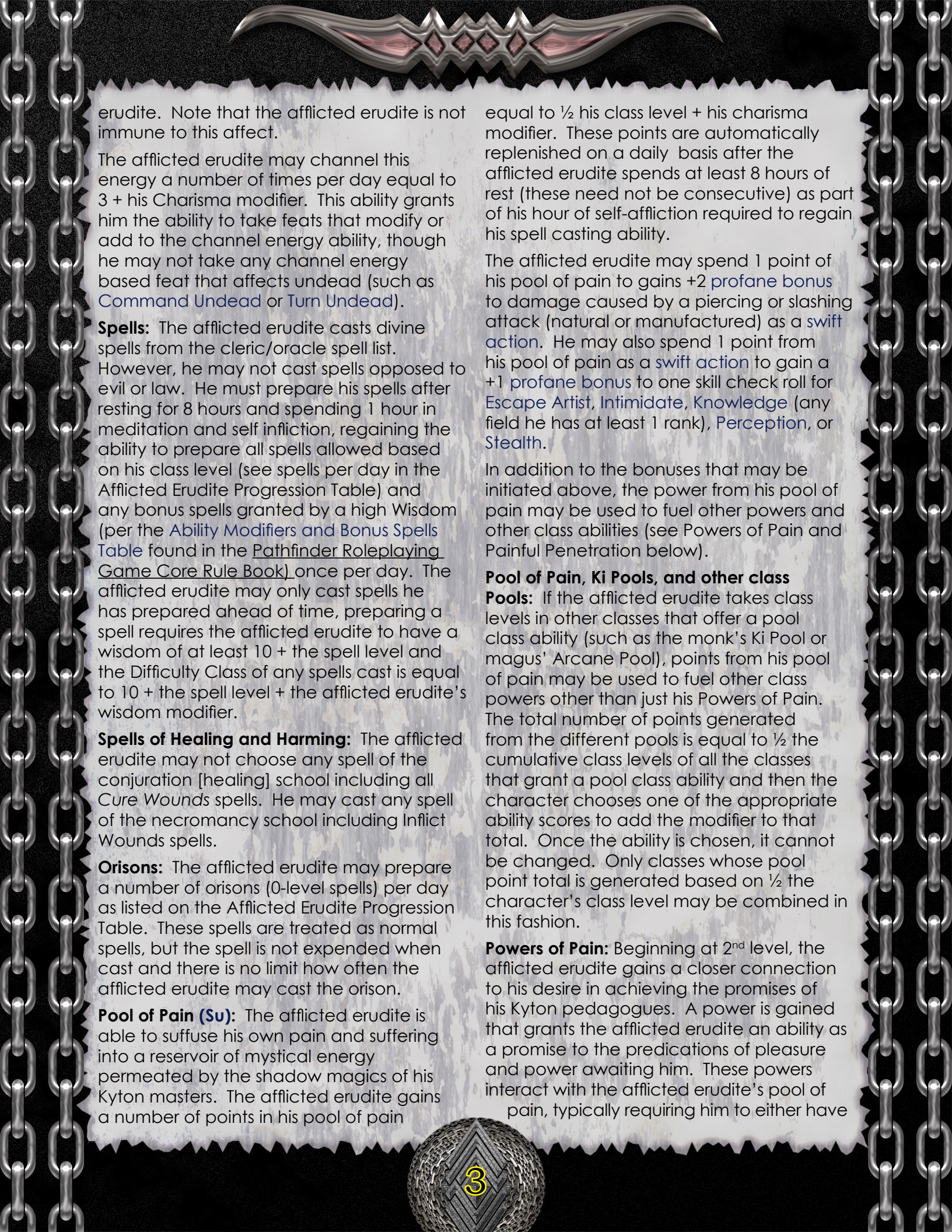
Languages: The afflicted erudite may choose Infernal as a bonus language in addition to any racial languages if his Intelligence grants him additional starting languages.

Class Abilities

Weapon and Armor Proficiencies: The afflicted erudite is proficient with simple weapons, sap, scorpion whip, scythe, and spiked chain. He is proficient with light armor and chainmail. The afflicted erudite is proficient with the buckler but nothing heavier in regards to shields.

Aura of Pain (Su): The afflicted erudite exudes an aura of evil (regardless of his actual alignment) commensurate to his class level (see the *Detect Evil* spell).

Channel Energy (Su): At 1st level the afflicted erudite gains the ability to channel negative energy solely for the purpose of causing pain (harming the living). Channeling the negative energy is a [standard action](#) that causes a burst centered on the afflicted erudite and affects everyone within 30 feet. Those within the area of effect are allowed a [Will](#) save to reduce the damage by half with a DC equal to 10 + ½ the afflicted erudite's class level + his Charisma modifier. The damage caused by the blast is equal to 1d6 points per 2 class levels possessed by the afflicted



erudite. Note that the afflicted erudite is not immune to this affect.

The afflicted erudite may channel this energy a number of times per day equal to 3 + his Charisma modifier. This ability grants him the ability to take feats that modify or add to the channel energy ability, though he may not take any channel energy based feat that affects undead (such as [Command Undead](#) or [Turn Undead](#)).

Spells: The afflicted erudite casts divine spells from the cleric/oracle spell list. However, he may not cast spells opposed to evil or law. He must prepare his spells after resting for 8 hours and spending 1 hour in meditation and self infliction, regaining the ability to prepare all spells allowed based on his class level (see spells per day in the Afflicted Erudite Progression Table) and any bonus spells granted by a high Wisdom (per the [Ability Modifiers and Bonus Spells Table](#) found in the [Pathfinder Roleplaying Game Core Rule Book](#)) once per day. The afflicted erudite may only cast spells he has prepared ahead of time, preparing a spell requires the afflicted erudite to have a wisdom of at least 10 + the spell level and the Difficulty Class of any spells cast is equal to 10 + the spell level + the afflicted erudite's wisdom modifier.

Spells of Healing and Harming: The afflicted erudite may not choose any spell of the conjuration [healing] school including all *Cure Wounds* spells. He may cast any spell of the necromancy school including *Inflict Wounds* spells.

Orisons: The afflicted erudite may prepare a number of orisons (0-level spells) per day as listed on the Afflicted Erudite Progression Table. These spells are treated as normal spells, but the spell is not expended when cast and there is no limit how often the afflicted erudite may cast the orison.

Pool of Pain (Su): The afflicted erudite is able to suffuse his own pain and suffering into a reservoir of mystical energy permeated by the shadow magics of his Kyton masters. The afflicted erudite gains a number of points in his pool of pain

equal to $\frac{1}{2}$ his class level + his charisma modifier. These points are automatically replenished on a daily basis after the afflicted erudite spends at least 8 hours of rest (these need not be consecutive) as part of his hour of self-affliction required to regain his spell casting ability.

The afflicted erudite may spend 1 point of his pool of pain to gain +2 [profane bonus](#) to damage caused by a piercing or slashing attack (natural or manufactured) as a [swift action](#). He may also spend 1 point from his pool of pain as a [swift action](#) to gain a +1 [profane bonus](#) to one skill check roll for [Escape Artist](#), [Intimidate](#), [Knowledge](#) (any field he has at least 1 rank), [Perception](#), or [Stealth](#).

In addition to the bonuses that may be initiated above, the power from his pool of pain may be used to fuel other powers and other class abilities (see Powers of Pain and Painful Penetration below).

Pool of Pain, Ki Pools, and other class

Pools: If the afflicted erudite takes class levels in other classes that offer a pool class ability (such as the monk's Ki Pool or magus' Arcane Pool), points from his pool of pain may be used to fuel other class powers other than just his Powers of Pain. The total number of points generated from the different pools is equal to $\frac{1}{2}$ the cumulative class levels of all the classes that grant a pool class ability and then the character chooses one of the appropriate ability scores to add the modifier to that total. Once the ability is chosen, it cannot be changed. Only classes whose pool point total is generated based on $\frac{1}{2}$ the character's class level may be combined in this fashion.

Powers of Pain: Beginning at 2nd level, the afflicted erudite gains a closer connection to his desire in achieving the promises of his Kyton pedagogues. A power is gained that grants the afflicted erudite an ability as a promise to the predications of pleasure and power awaiting him. These powers interact with the afflicted erudite's pool of pain, typically requiring him to either have



points within his pool or to expend points from the pool in order to activate the power.

Once a power is chosen by the afflicted erudite it cannot be changed and an individual power may be only be chosen once unless otherwise specified in the power description.

Only one passive power may be active at one time, if the afflicted erudite has multiple powers that grant a special ability while he has at least 1 point in his pool of pain, he must choose which passive power is active. Changing passive powers requires a **move action** and if the afflicted erudite is **helpless** or **unconscious** all passive powers immediately drop their effect.

If the power grants a saving throw, the Difficulty Class of the saving throw is equal to $10 + \frac{1}{2}$ the afflicted erudite's class level + his Charisma modifier.

Blend with the Shadows (Ex): The afflicted erudite has natural **concealment** while in dim light as long as he has at least 1 point in his pool of pain. As a result, attacks made against the afflicted erudite have a 20% chance of missing automatically while he is in dim light or darkness even if the attacker has **low-light vision** or **Darkvision**.

Cloak of Shadows (Su): The afflicted erudite may expend 2 ki point from his pool of pain as a **swift action** to surround himself with shadows that he may step in and out of gaining the effects identical to the **Blink** spell for a number of rounds equal to the afflicted erudite's class level, though he may end the effect as a **free action** as desired.

Unlike the actual **Blink** spell, the afflicted erudite's normal physical attacks have no miss chance. The afflicted erudite must be at least 10th level and have the Blend with the Shadows power before he may take this power.

Devourer of Pain (Su): By expending 2 additional points from his pool of pain while initiating the afflicted erudite's painful penetration class ability, the afflicted erudite gains a number of temporary hit points equal to half the damage caused

by the painful penetration. These hit points lasts for a number of minutes equal to the afflicted erudite's class level. Once the afflicted erudite has a store of 1 or more temporary hit points from this power, additional uses of this power will not grant any additional hit points.

Temporary hit points are not used in the calculation for determining the afflicted erudite's total hit points for his Perfection of Pain class ability. The afflicted erudite must be at least 8th level before he may take this power.

Greater Shadow Veil (Ex): The afflicted erudite must have the Shadow Veil power and be at least 10th level before he may take this power. As long as the afflicted erudite has at least 1 point in his pool of pain any damage taken from an area-effect attack that grants reduced damage from a successful save is automatically reduced by half and if the afflicted erudite makes his saving throw, he suffers no damage.

Inflicter of Pain (Sp): The afflicted erudite may convert one prepared spell to an Inflict Wounds spell of the same level by spending a number of points from his pool of pain equal to the level of the spell being converted. Converting the spell is a **swift action** and does not provoke **attacks of opportunity**, though casting the spell may provoke unless cast defensively.

Kiss of Pain (Su): The afflicted erudite may spend 1 point from his pool of pain as a **swift action** when making a melee attack with a piercing or slashing attack (manufactured or natural). If the attack is successful, the victim suffers 1 point of bleed damage for a number of rounds equal to half the afflicted erudite's class level. Creatures that do not bleed are not affected by this power.

Multiple uses of this power against the same victim do not increase the bleed damage, but it does prolong the duration based on the last successful attack made by the afflicted erudite. The afflicted erudite must be at least 10th level before he may choose this power and it may be used with the

afflicted erudite's Painful Penetration class ability.

Miasma of Dread (Su): As long as the afflicted erudite has at least 1 point within his pool of pain when he successfully uses this Painful Penetration class ability, the victim must make a **Will** save or be **shaken** for a number of rounds equal to $\frac{1}{2}$ the afflicted erudite's class level. This is a mind-affecting fear based attack, those immune to fear are not subject to this power. A victim that successfully saves against this power is immune to this power from the same afflicted erudite for a period of 24 hours. Multiple applications of this power do not compound the fear, but extend the duration based off of the last successful strike.

The afflicted erudite must be at least 6th level before he may take this power and this effect does not stack with other powers the afflicted erudite may use on the same victim that causes the **shaken** condition.

Pain over Death (Su): As long as the afflicted erudite has at least 1 point in his pool of pain, he automatically stabilizes when reduced to 0 or less hit points and hasn't been reduced to death (negative hit points equal to his Constitution). At 10th level, the afflicted erudite may spend 1 point from his pool of pain as an **immediate action** to instantly regain 1d6 hit points.

Painful Consumption (Su): The afflicted erudite must have the Devourer of Pain power and be at least 12th level before he may take this power. When using the Devourer of Pain power, the afflicted erudite may choose to increase his Strength, Constitution, or Dexterity by 2 points rather than gaining temporary hit points. The duration of the effect is identical; a number of minutes equal to the afflicted erudite's class level, though he may dismiss the bonus as a **move action** if desired. While the afflicted erudite has a temporary bonus to his chosen physical ability, he may not use the Devourer of Pain to gain temporary hit points, nor may he increase more than one physical ability at one time. The bonus granted by this power does stack

with other effects that boost the afflicted erudite's physical abilities.

Shadow Body (Su): The afflicted erudite gains the ability to enter a state of **etherealness** as a **move action** by spending 3 points from his pool of pain. This effect lasts for 1 minute (though it can be ended sooner as a **free action**) as if the afflicted erudite was using the **Etherealness** spell. The afflicted erudite may not take others with him while using this ability. By spending an additional ki point from his pool of pain, the afflicted erudite may increase his movement rate by $\frac{1}{2}$ while in the **ethereal** state. The afflicted erudite must have the Shadow Move power before he may take this power.

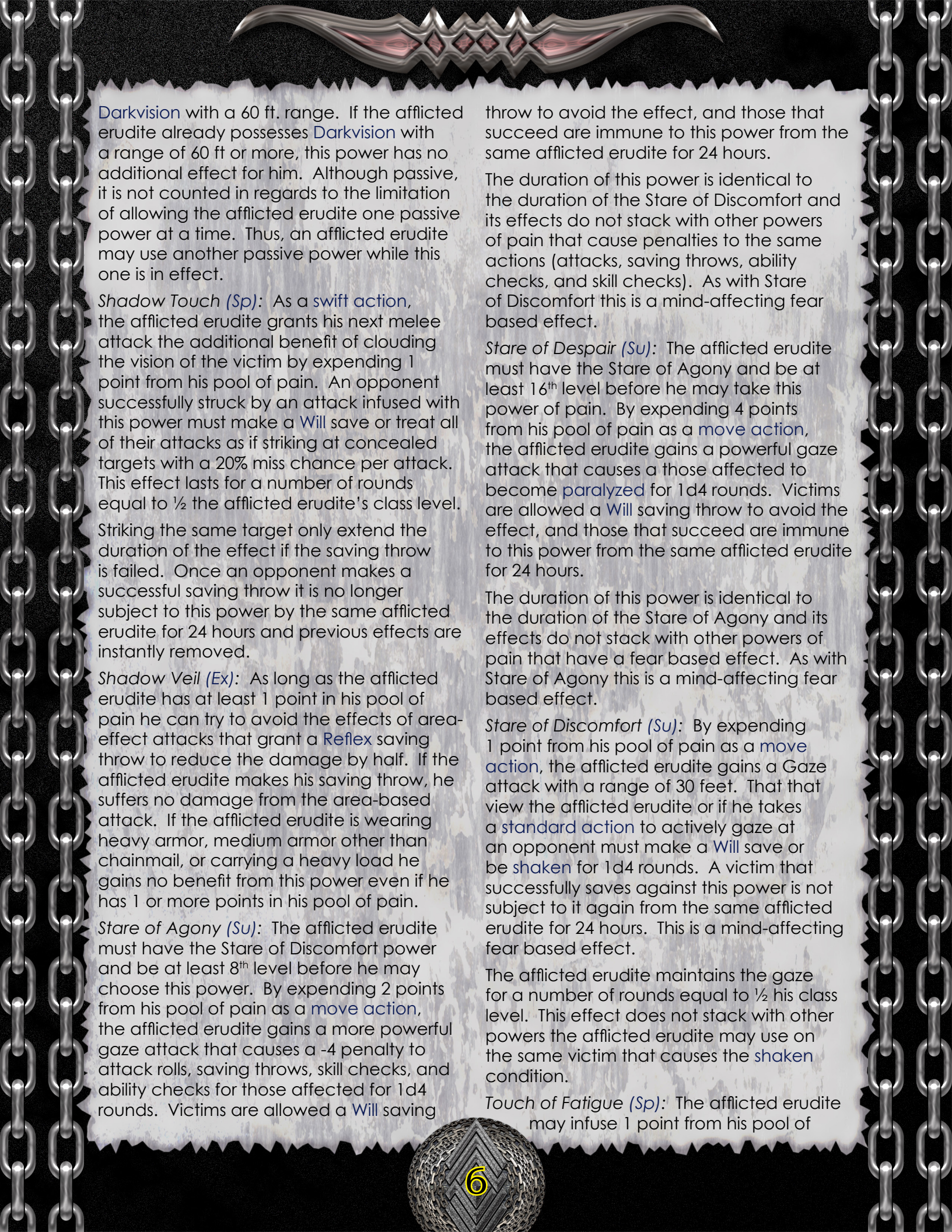
Shadow Move (Ex): The afflicted erudite may move quickly through dim light or darkness as long as he has at least 1 point in his pool of pain, granting him a bonus +10 feet movement rate while traveling on the ground as long as he isn't wearing heavy armor, medium armor other than chainmail, or carrying a heavy load. In addition, the afflicted erudite suffers no penalties to his **Stealth** skill checks while actively using this power in the dim light or darkness.

Shadow Sense (Ex): As long as the afflicted erudite has at least 1 point in his pool of pain he gains the benefits of the **Blind-Fight** feat. In addition, the miss chance when attacking targets within reach may be reduced by 5% for a single round by expending 1 point from the afflicted erudite's pool of pain.

At 8th level and every four levels thereafter, the afflicted erudite may spend an additional point from his pool of pain to further reduce the chance of missing by an additional 5% (with a minimum of 0% chance of missing).

The afflicted erudite must be at least 4th level before he may take this power.

Shadow Sight (Ex): As long as the afflicted erudite has at least 1 point in his pool of pain he gains the benefits of **low-light vision**. If the afflicted erudite already possesses **low-light vision**, his vision is improved to



Darkvision with a 60 ft. range. If the afflicted erudite already possesses **Darkvision** with a range of 60 ft or more, this power has no additional effect for him. Although passive, it is not counted in regards to the limitation of allowing the afflicted erudite one passive power at a time. Thus, an afflicted erudite may use another passive power while this one is in effect.

Shadow Touch (Sp): As a **swift action**, the afflicted erudite grants his next melee attack the additional benefit of clouding the vision of the victim by expending 1 point from his pool of pain. An opponent successfully struck by an attack infused with this power must make a **Will** save or treat all of their attacks as if striking at concealed targets with a 20% miss chance per attack. This effect lasts for a number of rounds equal to $\frac{1}{2}$ the afflicted erudite's class level.

Striking the same target only extend the duration of the effect if the saving throw is failed. Once an opponent makes a successful saving throw it is no longer subject to this power by the same afflicted erudite for 24 hours and previous effects are instantly removed.

Shadow Veil (Ex): As long as the afflicted erudite has at least 1 point in his pool of pain he can try to avoid the effects of area-effect attacks that grant a **Reflex** saving throw to reduce the damage by half. If the afflicted erudite makes his saving throw, he suffers no damage from the area-based attack. If the afflicted erudite is wearing heavy armor, medium armor other than chainmail, or carrying a heavy load he gains no benefit from this power even if he has 1 or more points in his pool of pain.

Stare of Agony (Su): The afflicted erudite must have the Stare of Discomfort power and be at least 8th level before he may choose this power. By expending 2 points from his pool of pain as a **move action**, the afflicted erudite gains a more powerful gaze attack that causes a -4 penalty to attack rolls, saving throws, skill checks, and ability checks for those affected for 1d4 rounds. Victims are allowed a **Will** saving

throw to avoid the effect, and those that succeed are immune to this power from the same afflicted erudite for 24 hours.

The duration of this power is identical to the duration of the Stare of Discomfort and its effects do not stack with other powers of pain that cause penalties to the same actions (attacks, saving throws, ability checks, and skill checks). As with Stare of Discomfort this is a mind-affecting fear based effect.

Stare of Despair (Su): The afflicted erudite must have the Stare of Agony and be at least 16th level before he may take this power of pain. By expending 4 points from his pool of pain as a **move action**, the afflicted erudite gains a powerful gaze attack that causes a those affected to become **paralyzed** for 1d4 rounds. Victims are allowed a **Will** saving throw to avoid the effect, and those that succeed are immune to this power from the same afflicted erudite for 24 hours.

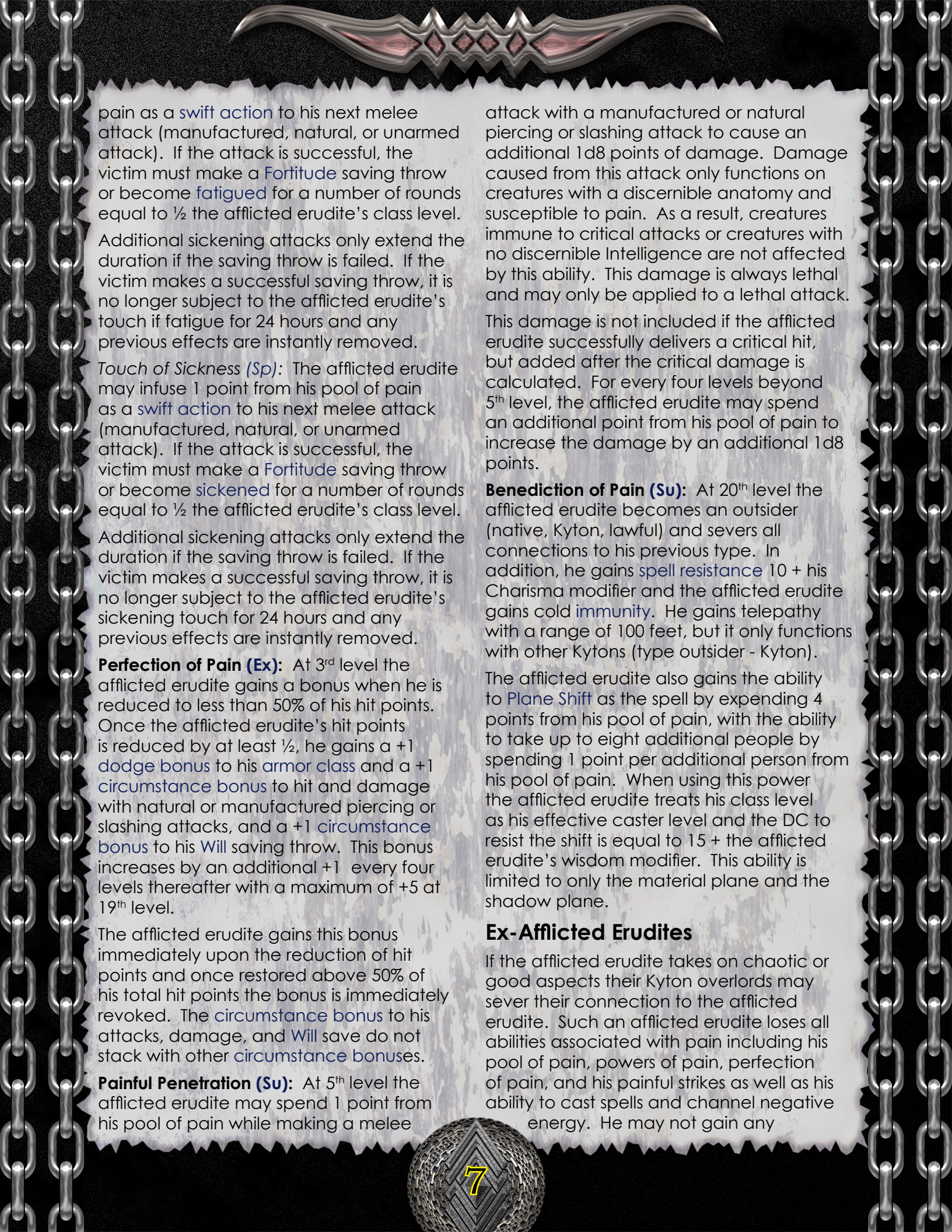
The duration of this power is identical to the duration of the Stare of Agony and its effects do not stack with other powers of pain that have a fear based effect. As with Stare of Agony this is a mind-affecting fear based effect.

Stare of Discomfort (Su): By expending 1 point from his pool of pain as a **move action**, the afflicted erudite gains a Gaze attack with a range of 30 feet. That that view the afflicted erudite or if he takes a **standard action** to actively gaze at an opponent must make a **Will** save or be **shaken** for 1d4 rounds. A victim that successfully saves against this power is not subject to it again from the same afflicted erudite for 24 hours. This is a mind-affecting fear based effect.

The afflicted erudite maintains the gaze for a number of rounds equal to $\frac{1}{2}$ his class level. This effect does not stack with other powers the afflicted erudite may use on the same victim that causes the **shaken** condition.

Touch of Fatigue (Sp): The afflicted erudite may infuse 1 point from his pool of





pain as a **swift action** to his next melee attack (manufactured, natural, or unarmed attack). If the attack is successful, the victim must make a **Fortitude** saving throw or become **fatigued** for a number of rounds equal to $\frac{1}{2}$ the afflicted erudite's class level.

Additional sickening attacks only extend the duration if the saving throw is failed. If the victim makes a successful saving throw, it is no longer subject to the afflicted erudite's touch if fatigue for 24 hours and any previous effects are instantly removed.

Touch of Sickness (Sp): The afflicted erudite may infuse 1 point from his pool of pain as a **swift action** to his next melee attack (manufactured, natural, or unarmed attack). If the attack is successful, the victim must make a **Fortitude** saving throw or become **sickened** for a number of rounds equal to $\frac{1}{2}$ the afflicted erudite's class level.

Additional sickening attacks only extend the duration if the saving throw is failed. If the victim makes a successful saving throw, it is no longer subject to the afflicted erudite's sickening touch for 24 hours and any previous effects are instantly removed.

Perfection of Pain (Ex): At 3rd level the afflicted erudite gains a bonus when he is reduced to less than 50% of his hit points. Once the afflicted erudite's hit points is reduced by at least $\frac{1}{2}$, he gains a +1 **dodge bonus** to his **armor class** and a +1 **circumstance bonus** to hit and damage with natural or manufactured piercing or slashing attacks, and a +1 **circumstance bonus** to his **Will** saving throw. This bonus increases by an additional +1 every four levels thereafter with a maximum of +5 at 19th level.

The afflicted erudite gains this bonus immediately upon the reduction of hit points and once restored above 50% of his total hit points the bonus is immediately revoked. The **circumstance bonus** to his attacks, damage, and **Will** save do not stack with other **circumstance bonuses**.

Painful Penetration (Su): At 5th level the afflicted erudite may spend 1 point from his pool of pain while making a melee

attack with a manufactured or natural piercing or slashing attack to cause an additional 1d8 points of damage. Damage caused from this attack only functions on creatures with a discernible anatomy and susceptible to pain. As a result, creatures immune to critical attacks or creatures with no discernible Intelligence are not affected by this ability. This damage is always lethal and may only be applied to a lethal attack. This damage is not included if the afflicted erudite successfully delivers a critical hit, but added after the critical damage is calculated. For every four levels beyond 5th level, the afflicted erudite may spend an additional point from his pool of pain to increase the damage by an additional 1d8 points.

Benediction of Pain (Su): At 20th level the afflicted erudite becomes an outsider (native, Kyton, lawful) and severs all connections to his previous type. In addition, he gains **spell resistance** 10 + his Charisma modifier and the afflicted erudite gains cold **immunity**. He gains telepathy with a range of 100 feet, but it only functions with other Kytons (type outsider - Kyton).

The afflicted erudite also gains the ability to **Plane Shift** as the spell by expending 4 points from his pool of pain, with the ability to take up to eight additional people by spending 1 point per additional person from his pool of pain. When using this power the afflicted erudite treats his class level as his effective caster level and the DC to resist the shift is equal to 15 + the afflicted erudite's wisdom modifier. This ability is limited to only the material plane and the shadow plane.

Ex-Afflicted Erudites

If the afflicted erudite takes on chaotic or good aspects their Kyton overlords may sever their connection to the afflicted erudite. Such an afflicted erudite loses all abilities associated with pain including his pool of pain, powers of pain, perfection of pain, and his painful strikes as well as his ability to cast spells and channel negative energy. He may not gain any

additional levels as an afflicted erudite, though he may seek to restore his faith with the Kyton demagogues through acts of reparations (such as the spell of *Atonement*).

Swift Hand of Pain

(Afflicted Erudite Archetype)

For a select few chosen souls, it has been rumored that the Kyton demagogues had passed on dark secrets of causing pain and suffering with touch alone. These initiates gain the ability to mortally wound others with but a touch, inflicting excruciating pain and blood loss. The swift hand of pain becomes the embodiment of the sadistic whims and desires of his Kyton masters.

Class Abilities

Unarmed Mastery (Ex): At 1st level the swift hand of pain gains *Improved Unarmed Strike* as a bonus feat. The swift hand of pain may attack with a mix of kicks, strikes, and slams and as a result he may attack while his hands are full and there is no such thing as an off-handed unarmed attack for him. The swift hand of pain applies his full strength bonus to the damage caused by his unarmed attacks.

The damage caused by the swift hand of pain's unarmed attacks are always lethal and he suffers a -2 penalty to his attack roll if he chooses to do non-lethal damage. His attacks are treated as both natural and manufactured for the

purposes of spells and effects that grant bonuses to his attacks.

Damage from the swift hand of pain's unarmed attacks initially cause 1d6 points of damage and increase at 4th level and every four levels thereafter (see *Swift Hand of Pain Unarmed Damage Table*) with appropriate scaling for his size category.

If the swift hand of pain chooses to use his unarmed strikes as a *full attack* action, he gains one additional attack, suffering a -2 penalty to all of his attack rolls as if using the *Two-Weapon Fighting* feat. While using his unarmed attacks as a *full attack* action, he treats his base attack equal to his class level, for any other purpose including qualifying for feats the swift hand of pain uses his normal base attack bonus.

At 9th level the swift hand of pain may make two additional attacks with his unarmed strike *full attack* as if using the *Improved Two-Weapon Fighting* feat. And at 17th level gains a third additional attack with his unarmed strike *full attack* as if using the *Greater Two-Weapon Fighting* feat.

As with a standard unarmed attack, additional unarmed attacks, the swift hand of pain's full strength modifier is applied to the damage of each attack. The swift hand of pain may substitute a combat maneuver such as *dirty trick*, *disarm*, *sunder*, or *trip* in place of an unarmed attack as part of his *full round action*, though such maneuvers provoke *attacks of opportunity* unless the swift hand of pain has a feat or ability to negate the *attack of opportunity*.

Once the swift hand of pain gains the *Painful Penetration* class ability, he may only apply the damage from the *Painful Penetration* to one unarmed attack per round, treating his attack as both bludgeoning and piercing for purposes of overcoming *damage reduction*.

Swift Hand of Pain Unarmed Damage Table

Level	Small	Medium	Large
1 st - 4 th	1d4	1d6	1d8
5 th - 8 th	1d6	1d8	2d6
9 th - 12 th	1d8	1d10	2d8
13 th - 16 th	1d10	2d6	3d6
17 th - 20 th	2d6	2d8	3d8





This class ability replaces the afflicted erudite's Channel Energy class ability gained at 1st, 5th, 9th, 13th, and 17th level.

Expanded Pool of Power (Su): In addition to the abilities granted to the swift hand from his access to the pool of power at 2nd level, he gains the following abilities while he has at least 1 point in his pool of pain. These abilities are not counted to the limit of one actively selected passive power.

At 4th level the swift hand of pain treats his unarmed attacks as magic weapons for the purpose of overcoming **damage reduction**.

At 8th level, the swift hand of pain's unarmed attacks are treated as both cold iron and silver for purpose of overcoming **damage reduction**.

At 12th level, the unarmed attacks of the swift hand of pain are treated as evil or lawful weapon for purpose of overcoming **damage reduction**. The swift hand of pain must choose how his unarmed attacks are aligned when this ability is gained and once chosen it cannot be changed. Lawful neutral swift hands of pain must choose the lawful aspect.

At 16th level the swift hand of pain's unarmed attacks are treated as adamantite for purpose of overcoming both **damage reduction** and bypassing hardness.

This ability modifies the Pool of Pain class ability the afflicted erudite gains at 2nd level.

Shadow Hand (Ex): The swift hand of pain gains **Stunning Fist** as a bonus feat at 3rd level, even if he does not meet the prerequisites for the feat. The swift hand of pain may attempt a stunning attack a number of times per day equal to his class level. If the swift hand of pain has class levels in another class that allow a number of uses of the stunning fist equal to his other class levels, they stack for purposes of determining the total number of uses per day. If the swift hand of pain has class levels in another class that does not grant a number of uses of stunning fist equal to the class level, the swift hand of pain gains

an additional use for every four levels of the other class.

At 7th level the swift hand of pain may choose to cause the target to become **sickened** for 1 minute instead of stunning him.

At 11th level the swift hand of pain may choose to cause the target to become **staggered** for 1d6 +1 rounds.

At 15th level the swift hand of pain may cause the target to become **nauseated** for 1d6 +1 rounds. If the target successfully makes its saving throw, it is **sickened** for the same amount of time instead.

At 19th level the swift hand of pain may choose to cause the target to become **paralyzed** for 1d6 +1 rounds or **stunned** for 1 round if the target successfully makes its saving throw.

This class ability replaces the afflicted erudite's Channel Energy class ability gained at 3rd, 7th, 11th, 15th, and 19th level.

New Feats

The afflicted erudite may choose the following feats as desired as part of her normal progression.

Extra Pool of Pain

You have learned to draw upon the pain and suffering of others with more intensity.

Prerequisites: Pool of Pain class ability.

Benefit: You gain an additional 2 points for your pool of pain per day.

Special: You may take this feat multiple times, gaining 2 additional points to your pool of pain each time it is taken.

Extra Power of Pain

You unlock another secret of causing pain and suffering to prove your worth to your Kyton masters.

Prerequisites: Power of Pain class ability.

Benefit: You gain an additional power of pain.

Special: You may take this feat more than once, selecting a different power of pain each time you select this feat.



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