

Player Paraphernalia

#68

THE TOXICOLOGIST
(HYBRID CLASS)

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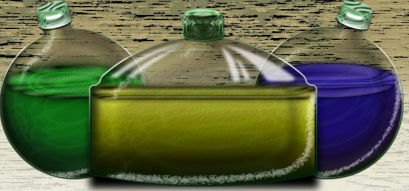
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PLAYER PARAPHERNALIA #68

BY THE KNOTTY-WORKS



Welcome to issue sixty-eight of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue brings you the toxicologist. Combining the mutagenic qualities of the alchemist with the physical tenacity and focus of the monk, the toxicologist offers a class that uses alchemical concoctions to boost his martial skills and physical ferocity in the heat of battle.

The Toxicologist

“Unlock your martial potential through better chemistry.” ~ Thodrick Meister, master of the seven secret laboratories of Devotia

While some are willing to use a mixture of chemicals to gain temporary benefits, the toxicologist is obsessed with the secret of pushing his body and soul to the peak of perfection through the use of potent extracts from chemicals and materials often thought deadly when consumed. The toxicologist believes his own body is the perfect weapon, and the mutagenic infusions he can easily take on super-human prowess on the battlefield.

The toxicologist uses alchemy to study the intricacies and complexities of all sorts of chemicals in the hopes of unlocking his true potential. His focus on his work borders on fanaticism, and the toxicologist invests part of his very soul to empower the dangerous and deadly reagents he uses

to unlock his ability to maximize his physical prowess.

However, the life of the toxicologist can be a lonely one. Often outcast by society, many see them as little more than assassins or madmen. Their unnatural talent and skill with poison cause many to distrust the toxicologist's very touch. And their ability to transform themselves into brutish creatures frighten many into running from them even while in their normal state of being.

Role



When engaged in the role of combatant, the toxicologist has the ability to transform himself into an effective fighting machine. While his defenses seem limited at first, his ability to harden himself with his mutagenic effect and tap into his inner mutagenic energies can easily make up for this perception. Even if the toxicologist does not have access to his mutagen extract, he picks up other minor mutagens over time and his hand-to-hand skill at combat is just as effective, especially if he is unarmed.

The toxicologist's skill and knowledge of poisons can be invaluable to his allies, especially for those that do not have access to more direct divine assistance.

Overall, the toxicologist can be a formidable combatant that offers some



Toxicologist Progression Table

Level	Base Attack	Fort	Ref	Will	Special	Unarmed Damage
1	+0	+2	+2	+2	Flurry of blows, mutagenic alchemy, unarmed strike	1d6
2	+1	+3	+3	+3	Mutation pool, poison use, toxic power	1d6
3	+2	+3	+3	+3	Minor mutagens, swift alchemy	1d6
4	+3	+4	+4	+4	Toxic power	1d8
5	+3	+4	+4	+4	Evasion	1d8
6	+4	+5	+5	+5	Toxic power	1d8
7	+5	+5	+5	+5	Minor mutagens	1d8
8	+6/+1	+6	+6	+6	Toxic power	1d10
9	+6/+1	+6	+6	+6	Improved Mutagen	1d10
10	+7/+2	+7	+7	+7	Toxic power	1d10
11	+8/+3	+7	+7	+7	Minor mutagens	1d10
12	+9/+4	+8	+8	+8	Toxic power	2d6
13	+9/+4	+8	+8	+8	Improved Evasion	2d6
14	+10/+5	+9	+9	+9	Toxic power	2d6
15	+11/+6/+1	+9	+9	+9	Minor mutagens	2d6
16	+12/+7/+2	+10	+10	+10	Toxic power	2d8
17	+12/+7/+2	+10	+10	+10	Greater Mutagen	2d8
18	+13/+8/+3	+11	+11	+11	Instant alchemy, toxic power	2d8
19	+14/+9/+4	+11	+11	+11	Minor mutagens	2d8
20	+15/+10/+5	+12	+12	+12	Toxic Monstrosity	2d10

specialized assistance to the general health of his allies over time.

Alignment: The toxicologist may be of any alignment.

Hit Die: d8

Parent Classes: Alchemist and Monk

Starting Wealth: 3d6 x 10 gp (average 105 gp) and one set of clothing worth 10 gp or less.

Class Skills

The toxicologist's class skills include [Appraise](#) (Int), [Climb](#) (Str), [Craft](#) (Int), [Escape Artist](#) (Dex), [Heal](#) (Wis), [Intimidate](#) (Cha), [Knowledge](#) (arcana) (Int), [Perception](#) (Wis), [Profession](#) (Wis), [Swim](#) (Str), and [Use Magic Device](#) (Cha)

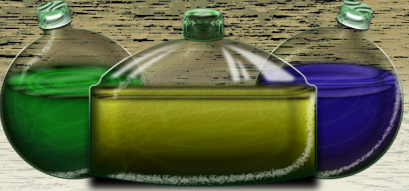
Skill Ranks per Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiencies: The toxicologist is proficient with simple weapons and light armor. He is not proficient with shields of any kind.

Flurry of Blows (Ex): The toxicologist begins at 1st level with the ability to quickly strike at an opponent with unarmed strikes. As a full-attack action, the toxicologist may make one additional unarmed attack with a -2 penalty applied to all of his attacks for that round. This is similar to the [Two-Weapon Fighting](#) feat, and the toxicologist may use his unarmed attack or a light or finessable weapon as part of the attack.

For purposes of his damage bonus, the toxicologist adds his normal Strength bonus for damage regardless of the origin of the attack while using this ability.



The toxicologist may substitute **disarm**, **steal**, **sunder**, and **trip** combat maneuvers for any of his attacks, though rules regarding **attacks of opportunity** apply. The toxicologist may not use natural attacks other than his normal unarmed strike with the flurry of blows.

When attacking with his flurry of blows, the toxicologist uses his class level as his base attack bonus. For all other purposes including feat prerequisites, prestige classes, and other abilities that are determined by base attack, the toxicologist uses his normal base attack bonus as listed in the Toxicologist Progression Table.

At 8th level, the toxicologist may make two additional attacks with his flurry of blows (as the **Improved Two-Weapon Fighting** feat, though this ability cannot be used to meet any prerequisites for additional feats). At 15th level, the toxicologist may make three additional attacks with his flurry of blows (as the **Greater Two-Weapon Fighting** feat, though this ability cannot be used to meet any prerequisites for additional feats).

Mutagenic Alchemy (Su): The toxicologist uses his ability to create alchemical substances to create mutagens beginning at 1st level. It takes the toxicologist an hour to prepare his mutagen extract and he may only make one active extract at a time. The active reagents break down rather quickly and the effectiveness of the extract only lasts for 24 hours before the toxicologist must make a new one.

The prepared extract may be used to enhance one of the toxicologist's physical attributes while diminishing a corresponding mental attribute, chosen at the time the extract is imbibed. Drinking the extract is a **standard action** and once imbibed takes effect for 10 minutes per class level of the toxicologist. Once consumed, the **alchemist** may not prematurely end the effect of the mutagen.

The extract grants the toxicologist a +2 **natural armor bonus** and a +4 **alchemical bonus** to either Strength, Dexterity, or Constitution. Benefits of the extract are immediate (including additional hit points, to hit bonus, **AC** bonuses, etc.) However, the side-effect causes the toxicologist to suffer a -2 penalty to one of his mental ability scores based on the physical attribute that was increased. Strength decreases Intelligence, Dexterity decreases Wisdom, and Constitution decreases Charisma.

The toxicologist's mutagen is tailored for his own genetic makeup and if consumed by another, the imbiber must make a **Fort** save (DC 10 + ½ the toxicologist's class level + his Intelligence modifier) or become **nauseated** for 1 hour without gaining any of the benefits or side-effects of the mutagen.

Unarmed Strike (Ex): At 1st level, the toxicologist gains **Improved Unarmed Strike** as a bonus feat. His unarmed attacks are not restricted to his hands, but may include kicks and slams. Thus, the toxicologist may make unarmed attacks even while his hands are full, and there is not such thing as an off-hand attack for the toxicologist. This allows the toxicologist to apply his full Strength modifier on all damage rolls for his unarmed strikes.

The toxicologist may choose to do either lethal or nonlethal damage for each unarmed strike, suffering no penalty for making a nonlethal attack and this applies to grapple attacks as well.

The toxicologist's unarmed attacks are treated as both natural and manufactured and deal more damage than the standard unarmed attack. Spells and effects that grant **enhancement bonuses** to natural weapons or manufactured weapon may be cast on the toxicologist and grant the bonus to all of his unarmed strikes. As the toxicologist progresses in level, the damage from his unarmed attacks increase as well, as

listed on the Toxicologist Progression Table. The toxicologist's unarmed damage is affected based on his size. Smaller and larger toxicologists will cause different amounts of damage based on level as displayed in the table provided.

Small or Large Toxicologist Unarmed Damage

Level	Damage (Small)	Damage (Large)
1 st - 3 rd	1d4	1d8
4 th - 7 th	1d6	2d6
8 th - 11 th	1d8	2d8
12 th - 15 th	1d10	3d6
16 th - 19 th	2d6	3d8
20 th	2d8	4d8

Mutagen Pool (Su): At 2nd level, the toxicologist unlocks access to his inner reserves of mutagenic energy, known as the mutagen pool. This pool of energy consists of a number of points equal to ½ the toxicologist's class level + his Intelligence modifier. These points may be used to grant temporary bonuses to himself, or the toxicologist may use them to empower his toxic powers.

The maximum amount of energy the toxicologist may possess in his pool may not normally exceed ½ his class level + his Intelligence modifier. However; feats, magic items, and spells may be used to grant additional points to the toxicologist's normal daily amount.

The toxicologist may spend 1 point from his mutagen pool to gain a +4 **dodge bonus** to his **AC** as a **swift action** that lasts until the beginning of his next turn.

Or the toxicologist may spend 1 point from his mutagen pool as a **swift action** to make one additional attack with his flurry of blows attack at his highest base attack bonus.

Or the toxicologist may spend 1 point from his mutagen pool as a **free action** to immediately end the effects of a mutagen. If the mutagen is terminated before it wears off, the toxicologist

Mutagen Pool

The toxicologist's mutagen pool works on the same inner reserves as the **magus'** arcane pool and the **monk's** ki. If the toxicologist has class levels in either of these classes, the toxicologist may use points from any of these pools to empower his class abilities fueled by points.

Magic items and spells that increase the arcane pool or ki may be used for the toxicologist's mutagen pool. Though, if the toxicologist has class levels in the relevant class for which the magic item or spell was designed, he must specify which class feature he is applying the effect.

must make a **Fortitude** save (DC 20) or be **sickened** for 1d4 rounds.

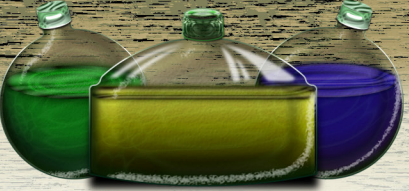
At 4th level, if the toxicologist has at least 1 point within his mutagenic pool his unarmed attacks are treated as magic for the purpose of overcoming **damage reduction**.

At 8th level, the toxicologist's unarmed attacks are also treated as cold iron and silver if he has at least 1 point in his mutagenic pool.

At 16th level, the toxicologist's unarmed attacks are also treated as adamantite for the purpose of overcoming **damage reduction** and hardness.

Poison Use (Ex): Toxicologists are quite adept at using poisons and other toxins beginning at 2nd level. The toxicologist cannot accidentally poison himself while applying poison to a weapon.

Toxic Powers: The toxicologist learns to harness his mutagenic energies to produce powerful effects, both for himself and others. Toxic powers are usually powered by the toxicologist's mutagen pool and require that he either has a store of mutagenic energy or spend 1 or more points from his mutagen pool.



Once the toxicologist selects a toxic power, it cannot be changed. Unless otherwise noted, no toxic power may be chosen more than once. Some toxic powers may have requirements including minimum a Toxicologist class level.



 **Absorb Poison (Ex):** The toxicologist may either imbibe or expose himself to a poison or successfully perform a **touch attack** against a creature that produces poison as a **standard action**. He is susceptible to the poison and must make a **Fort** save as normal. If successful, he may spend 1 point from his mutagen pool and gain the ability to cause his unarmed attacks to include the poison as part of the attack as a contact poison. The duration of this power is 1 round per class level, though the toxicologist may dismiss it as a **free action**.

 **Alchemical Discoveries:** The toxicologist may choose any the following discoveries as a toxic power. He may choose this power more than once, selecting a different discovery each time. The toxicologist uses his class level as the effective **alchemist** level.

Cognatogen, Concentrate Poison, Extend Potion, Greater Cognatogen, Poison Conversion, Tentacle, Vestigial Arm, and Wings.

 **Antidote (Ex):** The toxicologist has the ability to create an antidote for a poison if given a sample to create the anti-toxin. The toxicologist must make a successful **Craft** (Alchemy) skill check with a DC equal to **Fortitude** DC of the poison and spend 1 point from his mutagen pool. If successful, the victim may consume the antidote and make a new **Fort** save (add $\frac{1}{2}$ the toxicologist's class level to the roll) to overcome the poison. Effects of the poison that already suffered, are not removed from the antidote, but may be recovered through normal rest or other means if applicable.

Creating an antidote requires a **full round action** and if the toxicologist

requires an alchemy lab or suffer a -4 penalty to his chances of successfully creating an antidote.

 **Disease Resistant (Ex):** The toxicologist gains a +2 bonus to saving throws versus all disease (magical and mundane) while he has at least 1 point in his mutagen pool. This bonus increases by +2 every fifth level. Once the toxicologist reaches 10th level, he may spend 1 point from his mutagen pool to gain **immunity** to disease as an **immediate action**. The effect of the **immunity** lasts for a number of rounds equal to his class level.

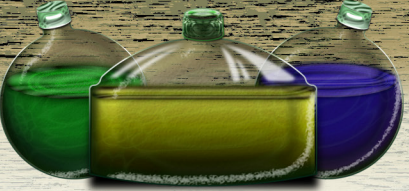
 **Elemental Fist (Ex):** The toxicologist gains **Elemental Fist** as a bonus feat; he does not need to meet the prerequisites of the feat, but he must have the Stunning First toxic power. He may make a number of elemental fist attacks per day equal to his class level. If the toxicologist has other class levels that do not grant this ability, he gains an additional use of elemental first for every four levels possessed for the other class.

 **Expanded Mutagen (Su):** The toxicologist must be at least 10th level before he may choose this toxic power. When the toxicologist imbibes his mutagen, he may split the **enhancement bonus** between two of his physical ability scores while still suffering the -3 penalty to both corresponding mental ability scores.

At 17th level, the penalty increases to -4 to each corresponding mental ability score while splitting the +8 **enhancement bonus**.

At 20th level, the toxicologist gains a +2 **enhancement bonus** that may be applied to one physical ability score of his choosing, with no further penalty to the associated mental ability score.

 **Fear Resistant (Ex):** The toxicologist gains a +2 bonus to saving throws versus all fear based effects while he has at least 1 point in his mutagen pool. This bonus increases by +2 every fifth level. Once the toxicologist reaches 10th level, he may



spend 1 point from his mutagen pool to gain **immunity** to fear based effects as an **immediate action**. The effect of the **immunity** lasts for a number of rounds equal to his class level.



 **Limited Mutation (Ex):** The toxicologist may spend 1 point from his mutagen pool while consuming his mutagen to only take imbibe a portion of the mutagen extract while still gaining it's effects. This allows the toxicologist to portion out his mutagen into 10 minute increments as desired. If he only has a partial mutagen extract and no points remaining in his mutagen pool, he gains no benefit from consuming the remainder of the extract.

 **Overclocked Endurance (Ex):** The toxicologist may spend 1 point from his mutagen pool as an **immediate action** to overcome the effects of the **fatigued** or **sickened** condition. Once spent, the toxicologist may ignore the effects of **fatigued** or **sickened** condition for a number of minutes equal to his class level.

At 10th level, the toxicologist may spend 2 points from his mutagen pool as an **immediate action** to ignore the effects of exhaustion or nausea for a number of minutes equal to his class level.

 **Poison Resistant (Ex):** The toxicologist gains a +2 bonus to saving throws versus all poisons (magical and mundane) while he has at least 1 point in his mutagen pool. This bonus increases by +2 every fifth level. Once the toxicologist reaches 10th level, he may spend 1 point from his mutagen pool to gain **immunity** to poison as an **immediate action**. The effect of the **immunity** lasts for a number of rounds equal to his class level.

 **Physiographic Magnification (Su):** The toxicologist must be 6th level before he may choose this toxic power. The toxicologist may spend 1 point from his mutagen pool when imbibing his mutagen to either increase or decrease his size by one category (maximum of Large or Small).

At 12th level, the toxicologist may spend 2 points from his mutagen pool to increase or decrease his size by two categories (maximum of Huge or Tiny). At 20th level, only 1 point must be spent to change the toxicologist's size by two categories (maximum of Gargantuan or Diminutive).

Once triggered, the toxicologist's size cannot be changed while the mutagen is in effect.

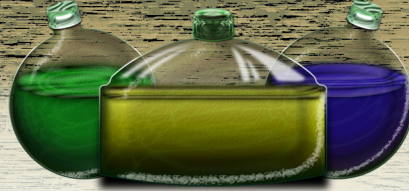
 **Second Infusion (Su):** The toxicologist may prepare two mutagen extracts at a time, though he suffers 2 points of Intelligence damage during the creation. The toxicologist may have a maximum of 2 active mutagen extracts active at one time, if he creates another one, a previous extract immediately becomes inert.

This power does not grant the toxicologist the ability to consume and benefit from two mutagens at the same time. If the toxicologist consumes his second mutagen while the first mutagen is active, the effects of the first mutagen immediately end and the second mutagen's effects take effect. In addition, the toxicologist must make a **Fortitude** save (DC 20) or become **sickened** for 1d4 rounds.

 **Stunning Fist (Ex):** The toxicologist gains **Stunning Fist** as a bonus feat; he does not need to meet the prerequisites of the feat. He may make a number of stunning fist attacks per day equal to his class level. If the toxicologist has other class levels that do not grant this ability, he gains an additional use of stunning first for every four levels possessed for the other class.

 **Unarmed Master (Ex):** As long as the toxicologist has at least 1 point in his mutagen pool, he is treated as having the **Improved Critical** feat for his unarmed attacks.

At 8th level, the toxicologist may spend 1 point from his mutagen pool as a **swift action** to gain the benefit of the **Critical Focus** feat for his unarmed attacks until the beginning of his next turn.



At 15th level, the toxicologist may spend 2 points from his mutagen pool as a **swift action** to gain the benefits of both the **Critical Focus** feat and either the **Sickening Critical**, **Staggering Critical** or **Tiring Critical** feat (chosen when the power is activated) for his unarmed attacks until the beginning of his next turn.

 **Virulent Regeneration (Su):** The toxicologist may spend 1 point from his mutagen pool to heal a number of hit points equal to his class level as a **move action**.

 **Whiff of Sulfur (Su):** As long as the toxicologist has at least 1 point in his mutagen pool, he may detect poisons and toxins within 10 feet of him as the **Detect Poison** spell. Unlike the spell, the toxicologist may determine the type of poison by making a **Craft** (alchemy) skill check with a DC equal to the DC of the **Fortitude** save associated with the poison. This power cannot penetrate any type of physical barrier, though it can detect poisons secreted by creatures.

Minor Mutations (Su): Beginning at 3rd level, the toxicologist may produce a number of lesser mutagens per day equal to ½ his class level + his Intelligence modifier. These minor mutagens have a duration for a number of rounds equal to the toxicologist's class level (unless otherwise noted in the description) and work in tandem with his normal mutagens. However, he may only have one active minor mutagen at a time, and if another is consumed while a previous one is active, the first mutagen's effects are immediately ended.

Consuming a minor mutagen is **standard action** and does provoke **attacks of opportunity**, as if consuming a normal potion.

The toxicologist chooses one minor mutagen at 3rd level and another one every four levels thereafter. When the toxicologist gains a new minor mutagen,

he may also exchange one pre-existing minor mutagen as well.

Minor mutagens include:

 **Accelerated Reflexes:** The toxicologist adds ½ his class level to all **Acrobatics** checks. He is treated as having a running start when making any jump checks using **Acrobatics**.

 **Buoyant:** The toxicologist may walk on any liquid as if it was solid ground. If the liquid is turbulent, it is treated as difficult terrain. This minor mutagen provides no protection against hazardous conditions or substances, such as acid or lava.

 **Bruising Demeanor:** The toxicologist's form and visage become much more rough and demeaning. When making a **Intimidate** check, the toxicologist adds ½ his class level to his roll as an **enhancement bonus**. This bonus may be used normally to demoralize and opponent, but it does not apply to influence his opponent's attitude if the target cannot understand the toxicologist.

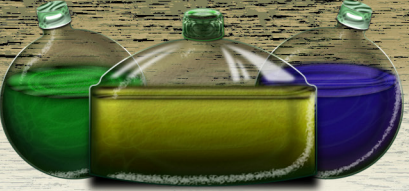
 **Chameleon Skin:** the toxicologist gains an **enhancement bonus** equal to ½ his class level while using the **Stealth** skill.

 **Clarity of Mind:** The toxicologist gains a +2 bonus for **Will** saves involving mind-affecting effects including **enchancements** (both **charm** and **compulsions**) and fear based attacks.

 **Iron Gut:** The toxicologist gains a +2 **enhancement bonus** to all **Fortitude** saving throws.

 **Martial Prescience:** The toxicologist uses his class level instead of his base attack bonus for calculating his **Combat Maneuver Bonus** and **Combat Maneuver Defense**.

 **Quick Tongue:** The toxicologist becomes more affluent both in speech and action. When making a **Bluff** check, the toxicologist adds ½ his class level to his roll as an **enhancement bonus**. This bonus may be used normally as part of a



feint, but for other purposes it does not apply if the target cannot understand the toxicologist.

 **Rubber Made:** the toxicologist gains an **enhancement bonus** equal to $\frac{1}{2}$ his class level while using the **Escape Artist** skill.

 **Speed:** The toxicologist gains +10 feet **enhancement bonus** per round to his ground speed.

 **Spider Grip:** The toxicologist gains an **enhancement bonus** equal to $\frac{1}{2}$ his class level when climbing vertical surfaces using the **Climb** skill. If the bonus granted for this minor mutagen equal or exceeds +8, the toxicologist is treated as having a natural climb speed.

 **Webbed Appendages:** The toxicologist gains an **enhancement bonus** equal to $\frac{1}{2}$ his class level when using the **Swim** skill. If the bonus granted for this minor mutagen equal or exceeds +8, the toxicologist is treated as having a natural swim speed. This minor mutagen does not grant the toxicologist the ability to breathe while under water.

Swift Alchemy (Ex): At 3rd level, the toxicologist may produce normal alchemical items in half the time normally required. He may also apply poison to a weapon as a **move action**.

Evasion (Ex): At 5th level, the toxicologist gains the ability to avoid damage from area-effect attacks where damage may be reduced from a successful **Reflex** save. If the toxicologist successfully makes his **Reflex** save against an attack that normally does half damage on a successful save, he suffers no damage.

If the toxicologist is wearing medium or heavy armor or carrying a heavy load, he loses the benefit of this class ability. The same applies if the toxicologist is **helpless** or **unconscious**.

Improved Mutagen (Su): Beginning at 9th level, the mutagen extract consumed by the toxicologist grants a +6 **alchemical bonus** to the chosen physical

ability score while the side-effect cause the corresponding mental ability score to suffer a -3 penalty. The toxicologist's **natural armor bonus** improved to +4.

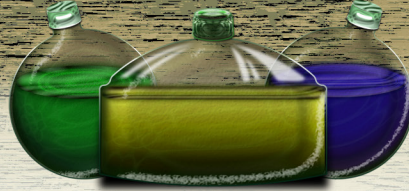
Improved Evasion (Ex): At 13th level, the toxicologist becomes more evasive. If the toxicologist fails his **Reflex** save versus an area-effect attack that normally does half damage with a successful save, he only suffers half damage from the attack. As with Evasion, medium or heavy armor, carrying a light load, being **helpless** or **unconscious** will negate the effect of this ability.

Greater Mutagen (Su): Beginning at 17th level, the mutagen extract consumed by the toxicologist grants a +8 **alchemical bonus** to the chosen physical ability score while the side-effect cause the corresponding mental ability score to suffer a -4 penalty. The toxicologist's **natural armor bonus** improved to +6.

Instant Alchemy (Ex): At 18th level, the toxicologist may create alchemical items with his eyes closed. He may create any alchemical item if he succeeds his **Craft** (alchemy) check and resources available to produce the item. He may also apply poison to his weapon as an **immediate action**.

Toxic Monstrosity (Su): At 20th level, when the toxicologist consumes his mutagen, he gains +8 to all of his physical ability scores while suffering the -4 penalty to all of his mental ability scores.

The toxicologist may choose to alter his size by one category (maximum of huge or tiny) while the mutagen is in effect. Once chosen when the mutagen is imbibed, the toxicologist may not change his size again until the mutagen wears off.



New Feats

The following feats are available to the toxicologist.

Extra Minor Mutagen

You have expanded your list of minor mutations.

Prerequisites: Minor mutation class feature.

Benefit: You gain one additional minor mutation. You must meet any requirements for the minor mutation.

Special: You may take this feat multiple times, selecting a different minor mutation each time.

Note: Unlike gaining a minor mutation through normal level progression, you do not have the option to exchange an existing minor mutation with a different one when you choose this feat.



Extra Mutagen

You have learned how to make your mutagen pool more potent.

Prerequisites: Mutation pool class feature.

Benefit: You gain 2 additional points for your mutagen pool.

Special: You may take this feat multiple times. Each time you take this feat, you gain 2 additional points to your mutagen pool.

Extra Toxic Power

You have expanded your list of toxic powers.

Prerequisites: Toxic power class feature.

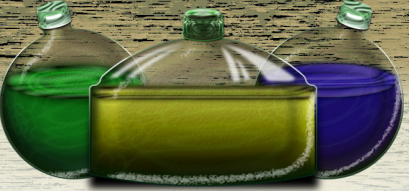
Benefit: You gain one additional toxic power. You must meet any requirements for the toxic power.

Special: You may take this feat multiple times, selecting a different toxic power each time.



By Anthony Cournoyer

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