

Vexer

For several thieves and brigands, the standard life of stealing, raiding, and pillaging is just a simple toil of survival in a land of difficult times. A constant cycle that, at some point, becomes nothing more than a tedium that is fulfilled by the demand of existence itself. Eventually such highwaymen either succeed and retire to their boring (although wealthy) lives, or fail and are penalized with jail, succumb to death, or even betrayed by their own henchmen. Of course, for those marauders who wish to excel to something more than villages, and inscribe their name onto a more transcendental scale, they call upon the ominous forces that be, to supplement their vagabond lifestyle to accomplish extraordinary heists of untold wealth and renown.

Role: Vexers deal with trickery and misfortune, both through skill and sorcery, defeating foes and making them vulnerable to their sneaking tactics. Their ability to debilitate enemies and bypass obstacles that are in their way are to be respected, lest those who denounce their power are subject to the curses they wield.

Alignment: Any

Hit Die: D8

Parent Classes: Rogue and Witch

Starting Wealth: 3D6 X 10 gp (average 105 gp)

Class Skills

The vexer's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge [Arcana] (Int), Knowledge [Local] (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int Modifier.

Class Features

The following are class features of the vexer.

Weapon and Armor Proficiencies: Vexers are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and shortsword. They are proficient with light armor, but not with shields. A vexer can cast witch spells while wearing light armor without incurring the

normal arcane spell failure chance. Like any other arcane spellcaster, a vexer wearing medium or heavy armor or wearing a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass vexer still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Table: Vexer

Level	BAB	Fort	Ref	Will	Special	Spells Per Day
						0/1st/2nd/3rd/4th/5th/6th
1st	+0	+0	+2	+2	Sneak Attack +1D6, Hex, Trapfinding, Cantrips, Familiar	3/1/-/-/-/-/-
2nd	+1	+0	+3	+3	Vexer Talent	4/2/-/-/-/-/-
3rd	+2	+1	+3	+3	Ominous Sense +1	4/3/-/-/-/-/-
4th	+3	+1	+4	+4	Sneak Attack +2D6, Vexer Talent	4/3/1/-/-/-/-
5th	+3	+1	+4	+4	Hexstrike	4/4/2/-/-/-/-
6th	+4	+2	+5	+5	Vexer Talent, Ominous Sense +2	5/4/3/-/-/-/-
7th	+5	+2	+5	+5	Sneak Attack +3D6	5/4/3/1/-/-/-
8th	+6/+1	+2	+6	+6	Vexer Talent	5/4/4/2/-/-/-
9th	+6/+1	+3	+6	+6	Ominous Sense +3	5/5/4/3/-/-/-
10th	+7/+2	+3	+7	+7	Sneak Attack +4D6, Advanced Talents, Vexer Talent	5/5/4/3/1/-/-
11th	+8/+3	+3	+7	+7	Improved Hexstrike	5/5/4/4/2/-/-
12th	+9/+4	+4	+8	+8	Vexer Talent, Ominous Sense +4	5/5/5/4/3/-/-
13th	+9/+4	+4	+8	+8	Sneak Attack +5D6	5/5/5/4/3/1/-
14th	+10/+5	+4	+9	+9	Vexer Talent, Major Hex	5/5/5/4/4/2/-
15th	+11/+6/+1	+5	+9	+9	Ominous Sense +5	5/5/5/5/4/3/-
16th	+12/+7/+2	+5	+10	+10	Sneak Attack +6D6, Vexer Talent	5/5/5/5/4/3/1
17th	+12/+7/+2	+5	+10	+10	Greater Hexstrike	5/5/5/5/4/4/2
18th	+13/+8/+3	+6	+11	+11	Vexer Talent Ominous Sense +6	5/5/5/5/5/4/3
19th	+14/+9/+4	+6	+11	+11	Sneak Attack +7D6	5/5/5/5/5/5/4
20th	+15/+10/+5	+6	+12	+12	Grand Vexer, Grand Hex, Vexer Talent	5/5/5/5/5/5/5

Cantrips (Sp): Vexers can prepare a number of cantrips, or 0-level spells, each day, as noted on Table: Vexer under “Spells per Day.” These spells are cast like any other spell, but they are not expended when cast and may be used again. Cantrips prepared using other spell slots, due to metamagic feats for example, are expended normally.

Spells: A vexer gains the ability to cast a small number of spells from the witch spell list. A vexer must choose and prepare his spells ahead of time.

To learn or cast a spell, a vexer must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a vexer’s spells is equal to 10 + the spell level + the vexer’s Intelligence modifier.

A vexer can only cast a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Vexer. In addition, he receives bonus spells if he has a high Intelligence score (see Table 1-3 of the Pathfinder RPG Core Rulebook).

A vexer may know any number of spells. He must choose and prepare his spells by getting 8 hours of sleep and spending 1 hour communing with his familiar. While communing, the vexer decides which spells to prepare.

Familiar (Ex): A vexer forms a close bond with a familiar, a creature that teaches him magic and helps guide him along his path. Familiars also aid a vexer by granting him skill bonuses, additional spells, and help with some types of magic. This functions as the wizard’s arcane bond class feature, except as noted in the witch’s familiar section.

A vexer must commune with his familiar each day to prepare his spells. Familiars store all of the vexer’s spells, and a vexer cannot prepare a spell that is not stored by his familiar. A vexer’s familiar begins play storing all of the 0-level witch spells plus three 1st level witch spells of the vexer’s choice. The vexer also selects a number of additional 1st level witch spells equal to his Intelligence modifier to store in his familiar. At each new vexer level, he adds two new witch spells of any spell level or levels that he can cast (based on his new vexer level) to his familiar. A vexer can also add spells to his familiar through a special ritual (see the sidebar in the witch class of the Pathfinder RPG Advanced Player’s Guide).

Patron: A vexer learns of obscure magic from forces that powers his anathema. In addition to casting spells, the vexer selects a patron, as the witch class feature. Once this choice is made, it cannot be changed. At 2nd level, the vexer adds the first spell from his chosen patron to his list of spells, and adds the next spell every 3 levels thereafter, up to the 6th spell level, which is gained at 17th level. The vexer cannot cast spells of a level he is otherwise unable to cast.

Sneak Attack (Ex): If a vexer can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

The vexer's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the vexer flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every 3 vexer levels thereafter. Ranged attacks can count as sneak attacks only if the target is within 30 feet. This additional damage is precision damage and is not multiplied on a critical hit.

With a weapon that deals nonlethal damage (such as a sap, unarmed strike, or whip), a vexer can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack - not even with the usual -4 penalty.

The vexer must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A vexer cannot sneak attack while striking a creature with concealment.

Hex: Vexers learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 1st level, a vexer gains one hex of his choice from the following list: blight, cackle, cauldron, charm, disguise, evil eye, flight, feral speech, fortune, healing, nails, misfortune, scar, tongues, ward, water lung. For the purposes of qualifying for hexes and determining the effects of a given hex, a vexer treats his class level as his witch level. He does not gain additional hexes except from the Extra Hex feat or the Extra Hex vexer talent, and these additional hexes must choose from the list presented above, even with hexes gained from another class.

Unless otherwise noted, using a hex is a standard action that doesn't provoke attacks of opportunity. The save DC to resist a given hex is equal to 10 + 1/2 the vexer's level + the vexer's Intelligence modifier.

If the vexer gains the hex class feature from another source, their levels stack to determine the effects of the hexes he casts. This otherwise functions as the Hex class feature.

Trapfinding (Ex): A vexer's inherent sorcerous talents grants him the ability to disarm magical traps, as the rogue class feature. A vexer does not add half of his class level as a bonus to Disable Device checks.

Vexer Talent: As a vexer gains experience and mystical power, he learns a number of talents that aid him or weaken his foes. Starting at 2nd level, a vexer gains one vexer talent. He gains an additional vexer talent for every 2 levels of vexer attained after 2nd level. Unless otherwise noted, a vexer cannot select an individual talent more than once.

Talents marked with an asterisk add effects to a vexer's sneak attack. Only one of these talents can be applied to an individual attack, and the decision must be made before an attack roll is made.

Accursed Vexer (Ex): The vexer receives the Accursed Hex feat as a bonus feat. The vexer must possess the Hex class feature in order to select this talent.

Meta-Hex (Sp): The vexer selects a hex that he knows, and an appropriate metamagic feat that increases a spell's level by 2 or less. The vexer adds the effects of that metamagic feat to that hex. This talent can be selected multiple times. Each time it is selected, the vexer selects either a different hex that he knows, or a different appropriate metamagic feat that increases a spell's level by 2 or less. If the vexer has chosen multiple metamagic effects for a single hex, he may only apply one of the metamagic effects he has chosen to that hex at the time of using it.

Extra Hex (Ex): A vexer gains Extra Hex as a bonus feat, and can select a hex from the vexer's list of hexes. The vexer may not select major or grand hexes until he possesses the major hex or grand hex class features, respectively. This option may be selected multiple times. Each time it is selected, the vexer chooses a different hex.

Hex Focus (Ex): The vexer gains Ability Focus as a bonus feat, and applies it to a single vexer hex that he possesses. This talent may be selected multiple times. Each time it is selected, the vexer chooses a different hex.

Improved Finesse Training (Ex): The vexer selects one weapon which he can use the Weapon Finesse feat with. When using the Weapon Finesse feat with that weapon, the vexer adds his Dexterity bonus to melee damage rolls in place of his Strength modifier. The vexer must be 6th level and possess the weapon finesse feat or the finesse training rogue talent in order to select this talent. This talent may be selected multiple times. Each time it is selected, its effects apply to a different eligible weapon. This talent may not be selected more than once for every 7 vexer levels after 6th, to a maximum of 3 times at 20th level.

Rogue Talent: A vexer can select one of the following rogue talents in place of a vexer talent: assault leader, black market connections, bleeding attack*, canny observer, camouflage, coax information, combat swipe, combat trick, cunning trigger, deft palm, distracting attack*, esoteric scholar, expert leaper, fast getaway, fast stealth, finesse rogue, firearm training, follow clues, getaway artist, hard to fool, hold breath, lasting poison, ledge walker, multit talented, nimble climber, ninja trick, positioning attack, powerful sneak, quick disguise, quick trapsmith, resiliency, rogue crawl, rope master, slow reactions*, snap shot, sniper's eye, stand up, strong impression, strong stroke, surprise attack, survivalist, swift poison, terrain mastery, trap spotter, surprise attack, underhanded, unwitting ally, wall scramble, or weapon training. Any talent effects and requirements based on rogue level use the vexer's class level. If the rogue talent has a prerequisite, the vexer must meet the prerequisite before taking that rogue talent. This talent can be selected multiple times; each time it is chosen, it grants the vexer a new rogue talent.

Precise Hex* (Ex): When a vexer uses Hexstrike with a hex that requires a foe to make a saving throw, and that Hexstrike is a sneak attack, the vexer may reduce his sneak attack dice to add a bonus to that hex's Save DC. For each sneak attack damage dice the vexer forgoes, he adds a

+1 bonus to the Save DC of the hex being used. The vexer must declare using this ability before making an attack roll. The vexer must possess the Hexstrike class feature in order to select this talent.

Playing the Odds (Ex): Once per day, the vexer may take 10 on a single D20 die roll that he makes, even if he is distracted or the situation wouldn't normally allow the vexer to take 10. This talent may be selected multiple times. Each time it is selected, the vexer may use this ability an additional time per day.

Ominous Sense (Su): A vexer's mysterious and foreboding powers provide him with the innate ability to sense hidden magical traps, and avoid any fate that would afflict those who fall for their tricks. At 3rd level, a vexer gains a +1 luck bonus on Reflex saves to avoid magical traps, and a +1 insight bonus to AC against attacks made by magical traps. In addition, he receives a +1 bonus on Perception checks to spot magical traps. These bonuses increase by +1 for every 3 vexer levels thereafter (to a maximum of +6 at 18th level). A vexer receives these bonuses on traps that possess magical effects (such as an acid arrow trap), but not on mundane traps (such as a simple arrow trap).

Hexstrike (Ex): At 5th level, a vexer learns the art of Hexstriking, the ability to attack while using hexes at the same time. As a full round action, the vexer may use a single hex he possesses that requires one standard action or less to activate and targets an enemy, as well as make a single attack at his highest base attack bonus - 2, with a weapon he is wielding. If this attack hits, the enemy suffers both weapon damage and the results of the hex. Thus, a failed attack results in the hex not affecting the target enemy. The enemy makes a saving throw as normal if the chosen hex allows a saving throw. The hex follows the same rules and restrictions as if using the hex normally (such as requiring a free hand for the healing hex on an undead enemy), and must be met in order to utilize a chosen hex for this ability.

Advanced Talents: At 10th level and every 2 levels thereafter, a vexer can choose one of the following advanced talents in place of a vexer talent.

Improved Accursed Hex (Ex): The vexer selects a hex that he knows that can only affect a creature a certain number of times per day (minimum 1). He may affect a creature with the chosen hex an additional time per day. The vexer must possess the Accursed Hex feat or the Accursed Vexer talent in order to select this talent.

Indirect Hexstrike (Ex): When a vexer uses Hexstrike, he may instead use a hex that targets himself or an ally in place of the hex used to augment the attack he makes. A hex used in this manner does not require a successful attack to apply the effects on himself or an ally, though any other restriction (such as a free hand to deliver a healing hex, or an ally being within a certain range,) must be met. The vexer must possess the Improved Hexstrike class feature in order to select this talent.

Greater Meta-Hex (Sp): This functions as the Meta-Hex vexer talent, except the metamagic feat chosen can increase the spell level by 3 or less instead of 2. The vexer must possess the Major Hex class feature and the Meta-Hex talent in order to select this talent.

Precognition (Su): Once per day, the vexer may take 20 on a single D20 die roll that he makes, even if he is distracted or the situation wouldn't normally allow the vexer to take 20. If used on an attack roll, it is not a critical threat (though it is still calculated as an automatic hit). The vexer must be conscious in order to use this ability. The vexer must possess the Playing the Odds talent in order to select this talent.

Rogue Advanced Talents and Ninja Master Tricks: A vexer can select one of the following rogue advanced talents or ninja master tricks in place of a vexer advanced talent: another day, confounding blades*, crippling strike*, deadly cocktail, deadly sneak*, defensive roll, dispelling attack*, evasion, fast tumble, feat, frugal trapsmith, getaway master, greater multitiered, greater terrain mastery, hide in plain sight, hunter's surprise, knock-out blow, light walker, master of disguise, opportunist, quickshot, redirect blow, rumormonger, skill mastery, slippery mind, stealthy sniper, and weapon snatcher. Any talent effects and requirements based on rogue or ninja levels use the vexer's class level. If a rogue talent or ninja trick has a prerequisite, the vexer must meet the prerequisite before taking that rogue talent. This talent can be selected multiple times; each time it is chosen, the vexer selects a new rogue advanced talent or ninja master trick.

Improved Hexstrike (Ex): At 11th level, the vexer may use Hexstrike as an attack action instead of a full round action, and suffers no penalty from using Hexstrike.

Major Hex: Starting at 14th level, a vexer can choose from one of the following hexes whenever he selects a new hex with the Extra Hex feat or Extra Major Hex vexer talent: agony, beast eye, hag's eye, hidden home, hoarfrost, ice tomb, infected wounds, major healing, nightmares, retribution, slumber, speak in dreams, vision, waxen image, weather control, witch's brew. For the purposes of qualifying for hexes and determining the effects of a given hex, a vexer treats his class level as his witch level. He does not gain these additional hexes except from the Extra Hex feat or the Extra Hex vexer talent, and these additional hexes must choose from the list presented above.

Greater Hexstrike (Ex): At 17th level, the vexer may use Hexstrike as part of an attack roll instead of an attack action or full round action, and may use a hex that requires 1 round or less to activate. The vexer may only apply this ability to a single attack per round.

Grand Hex: At 20th level, a vexer can choose from one of the following hexes whenever he selects a new hex with the Extra Hex feat or Extra Hex vexer talent: death curse, dire prophecy, eternal slumber, forced reincarnation, life giver, natural disaster, summon spirit, witch's hut. For the purposes of qualifying for hexes and determining the effects of a given hex, a vexer treats his class level as his witch level. He does not gain these additional hexes except from the Extra

Hex feat or the Extra Grand Hex vexer talent, and these additional hexes must choose from the list presented above.

Grand Vexer (Ex): At 20th level, the vexer becomes the harbinger of curses and malediction. Whenever the vexer uses the Hex or Hexstrike class feature, he may apply or activate two hexes instead of one, though he must meet the requirements of each hex individually. When using Hexes normally, the vexer must spend an action equal to the larger expenditure of effort between the two chosen hexes, otherwise both hexes are performed simultaneously. In addition, whenever an enemy is affected by a hex that the vexer activated, the vexer applies his sneak attack damage dice on any attack he makes against that enemy, regardless of if the enemy is flat-footed or flanked, and adds his Intelligence damage to any damage rolls he makes. This benefit lasts for as long as the enemy is under the effects of one of the vexer's hexes.

Vexer Feat

Extra Vexer Talent

Through channeling your vexing power, you have learned a unique trick.

Prerequisite: Vexer talent class feature

Benefit: You gain one additional vexer talent. You must meet all of the prerequisites for this vexer talent.

Special: You can gain Extra Vexer Talent multiple times.

Racial Favored Class Bonuses

Core Races

Dwarf: Increases the natural armor bonus of the vexer's familiar by +1/4.

Elf: Add one spell from the witch's spell list to the vexer's familiar. This spell must be at least one level below the highest spell level the vexer can cast. If the elf ever replaces this familiar, the new familiar knows these bonus spells.

Gnome: Increases the vexer's Ominous Sense bonus by +1/3.

Half-Elf: Add 1 skill rank to the vexer's familiar. If the half-elf ever replaces this familiar, the new familiar gains these bonus skill ranks.

Half-Orc: Add 1 hit point to the vexer's familiar. If the half-orc ever replaces this familiar, the new familiar gains these bonus hit points.

Human: Gain 1/6 of a new vexer talent.

Other Races

Catfolk: Select one hex. Increase the effective vexer level of that hex by +1/4.

Changeling: Add 1 spell from the witch's spell list to the vexer's familiar. This spell must be at least one level below the highest spell level the vexer can cast. If the changeling ever replaces this familiar, the new familiar knows these bonus spells.

Goblin: Add a +1 bonus to the vexer's sneak attack damage rolls during the surprise round or before the target has acted in combat.

Kobold: Increase the AC bonus from Ominous Sense by +1/2.

Ratfolk: Add +5 feet to the range of a hex with a range other than "touch."

Sylph: Add a +1/2 bonus on your Sense Motive checks and on Perception checks made by the Familiar. If the sylph ever replaces this familiar, the new familiar gains this bonus.

Tengu: Choose a weapon from those listed under the Tengu's swordtrained ability. Add a +1/2 bonus on critical hit confirmation rolls with that weapon (maximum +4 bonus). This bonus does not stack with Critical Focus.

Tiefling: The vexer's familiar gains resistance 1 against cold, electricity, or fire. Each time the vexer selects this reward, increase the familiar's resistance to one of these energy types by 1 (maximum 5 for any one type). If the tiefling ever replaces this familiar, the new familiar has these resistances.

Jinx (Halfling Racial Archetype)

A jinx is a halfling who specializes in deception, and takes their cursing, called "jinxes," to an unprecedented level.

Weapon Proficiencies: A jinx is proficient in the halfling sling staff, but not a shortbow. This alters the vexer's weapon proficiencies.

Spells: A jinx casts spells from the witch spell list. He can cast any spells he knows without preparing it ahead of time. To learn or cast a spell, a jinx must have a Charisma score equal to at least 10 + the spell's level. The DC of a saving throw against a jinx's spell is 10 + the spell's level + the jinx's Charisma modifier. A jinx can cast only a certain number of spells of each spell level per day. In addition, he receives bonus spells per day if he has a high Charisma score.

A jinx's selection of spells is limited. His familiar has the same number of spells known as a bard of the same level, and can choose new spells to replace old ones at 5th level and every 3 class levels thereafter, just as a bard does. See the bard for more information on swapping spells known. This alters the vexer's spells class feature.

Hex: The save DC of a jinx's hex is equal to 10 + 1/2 the jinx's level + the jinx's Charisma modifier. Any hexes whose effects are based on the jinx's Intelligence modifier are instead based on the jinx's Charisma modifier. This alters the vexer's hex class feature.

Vexer Talents: A jinx adds the following talents to his list of vexer talents to choose from:

Jinxstrike: When a jinx makes an attack, he may activate his Halfling Jinx racial trait as a swift or immediate action to enhance the attack with the effects of his Halfling Jinx on a successful hit, regardless of how far away the target creature is. If the attack misses, the jinx's Halfling Jinx trait does not affect the target creature. The jinx must possess the Halfling Jinx racial trait in order to select this talent.

Slingstaff Training: A jinx receives Rapid Reload (Halfling Sling Staff) as a bonus feat, even if he doesn't meet the prerequisites, and does not provoke attacks of opportunity for reloading a halfling sling staff. If the jinx possesses the Warslinger racial trait, he instead applies the benefits of that racial trait to the halfling sling staff, as well as the benefits of the Point Blank Master feat when wielding a halfling sling staff.

Improved Slingstaff Training: A jinx adds his Charisma modifier to damage rolls in place of his Strength modifier when making ranged attacks with a halfling sling staff. In addition, he treats the halfling sling staff as a light weapon for the purposes of applying the Weapon Finesse feat, and for qualifying for selection with the Improved Finesse Training talent (though he must still select the talent as normal). A jinx must possess the slingstaff training talent in order to select this talent.

Curse Resistance: A jinx is well-versed in the art of cursing, and knows how to counteract such afflictions thrown at himself. At 3rd level, the jinx receives a +1 bonus on saving throws versus all hexes and curses (including spells with the [curse] descriptor). Every 3 levels after 3rd, these bonuses increase by 1, to a maximum of +6 at 18th level. This ability replaces ominous sense.

Grand Jinxer: When a jinx deals damage to a creature affected with one of his hexes or the Halfling Jinx racial trait, he adds his Charisma modifier to his damage rolls instead of his Intelligence modifier. If the jinx already adds his Charisma modifier to damage rolls (such as from the improved slingstaff training vixer talent), he instead adds 1-1/2 times his Charisma modifier to that damage roll. This ability otherwise functions as Grand Vixer.