

# Voodoo Doctor

## A Pathfinder Homebrew class by Sayer S. Kobersmith

The eccentric voodoo doctor uses his magical talent to control and inflict pain on others by way of his voodoo doll while aiding his allies using good luck charms called gris gris.

**Alignment:** Any

**Hit Die:** d8

## Class Skills

The voodoo doctor's class skills are Bluff (Cha), Craft (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (History) (Int), Knowledge (Local) (Int), Perform (Cha), Profession (Wis), and Sense Motive (Wis).

**Skill Ranks per Level:** 3+ Int modifier

Table: Voodoo Doctor

Level	BAB	Fort save	Ref save	Will save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1 <sup>st</sup>	+0	+0	+0	+2	Voodoo Dolls, Gris Gris (1 active), Orisons.	1	-	-	-	-	-
2 <sup>nd</sup>	+1	+0	+0	+3	Voodoo Advancement	2	-	-	-	-	-
3 <sup>rd</sup>	+2	+1	+1	+3	Strong Willed +1	3	-	-	-	-	-
4 <sup>th</sup>	+3	+1	+1	+4	-	3	1	-	-	-	-
5 <sup>th</sup>	+3	+1	+1	+4	Voodoo Advancement	4	2	-	-	-	-
6 <sup>th</sup>	+4	+2	+2	+5	Gris Gris (2 active)	4	3	-	-	-	-
7 <sup>th</sup>	+5	+2	+2	+5	Strong Willed +2	4	3	1	-	-	-
8 <sup>th</sup>	+6/+1	+2	+2	+6	Voodoo Advancement	4	4	2	-	-	-
9 <sup>th</sup>	+6/+1	+3	+3	+6	-	5	4	3	-	-	-
10 <sup>th</sup>	+7/+2	+3	+3	+7	-	5	4	3	1	-	-

<b>11<sup>th</sup></b>	+8/+3	+3	+3	+8	Voodoo Advancement, Strong Willed +3	5	4	4	2	-	-
<b>12<sup>th</sup></b>	+9/+4	+4	+4	+8	Gris Gris (3 active)	5	5	4	3	-	-
<b>13<sup>th</sup></b>	+9/+4	+4	+4	+9	-	5	5	4	3	1	-
<b>14<sup>th</sup></b>	+10/+5	+4	+4	+9	Voodoo Advancement	5	5	4	4	2	-
<b>15<sup>th</sup></b>	+11/+6/+1	+5	+5	+10	Strong Willed +4	5	5	5	4	3	-
<b>16<sup>th</sup></b>	+12/+7/+2	+5	+5	+10	-	5	5	5	4	3	1
<b>17<sup>th</sup></b>	+12/+7/+2	+5	+5	+11	Voodoo Advancement	5	5	5	4	4	2
<b>18<sup>th</sup></b>	+13/+8/+3	+6	+6	+11	Gris Gris (4 active)	5	5	5	5	4	3
<b>19<sup>th</sup></b>	+14/+9/+4	+6	+6	+12	Strong Willed +5	5	5	5	5	5	4
<b>20<sup>th</sup></b>	+15/+10/+5	+6	+6	+12	Grand Voodoo Advancement	5	5	5	5	5	5

### Voodoo Doctor Spells Known

Level	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
<b>1<sup>st</sup></b>	4	2	-	-	-	-	-
<b>2<sup>nd</sup></b>	5	3	-	-	-	-	-
<b>3<sup>rd</sup></b>	6	4	-	-	-	-	-
<b>4<sup>th</sup></b>	6	4	2	-	-	-	-
<b>5<sup>th</sup></b>	6	4	3	-	-	-	-
<b>6<sup>th</sup></b>	6	4	4	-	-	-	-
<b>7<sup>th</sup></b>	6	5	4	2	-	-	-
<b>8<sup>th</sup></b>	6	5	4	3	-	-	-
<b>9<sup>th</sup></b>	6	5	4	4	-	-	-
<b>10<sup>th</sup></b>	6	5	5	4	2	-	-
<b>11<sup>th</sup></b>	6	6	5	4	3	-	-
<b>12<sup>th</sup></b>	6	6	5	5	5	-	-
<b>13<sup>th</sup></b>	6	6	5	5	4	2	-
<b>14<sup>th</sup></b>	6	6	6	5	4	3	-
<b>15<sup>th</sup></b>	6	6	6	5	4	4	-
<b>16<sup>th</sup></b>	6	6	6	5	5	4	2
<b>17<sup>th</sup></b>	6	6	6	6	5	4	3
<b>18<sup>th</sup></b>	6	6	6	6	5	4	4
<b>19<sup>th</sup></b>	6	6	6	6	5	5	4
<b>20<sup>th</sup></b>	6	6	6	6	6	5	5

# Class Features

All of the following are class features of the voodoo doctor.

**Weapon and Armor Proficiency:** A voodoo doctor is proficient with all simple weapons, plus the short sword, hand crossbow, short bow, throwing axe and glaive. Voodoo Doctors are also proficient with light armor and shields (except tower shields).

**Spells:** An voodoo doctor casts divine spells drawn from the voodoo doctor spell list. He can cast any spell he knows at any time without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level.

To learn or cast a spell, a voodoo doctor must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a voodoo doctor's spell is 10 + the spell level + the voodoo doctor's Charisma modifier.

A voodoo doctor can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on Table: Voodoo Doctor under Spells per Day. In addition, he receives bonus spells per day if she has a high Charisma score (see Table 1–3 of the *Pathfinder RPG Core Rulebook*).

A voodoo doctor's selection of spells is extremely limited. A voodoo doctor begins play knowing four 0-level spells and two 1st-level spells of the voodoo doctor's choice. At each new voodoo doctor level, he gains one or more new spells as indicated on Table: Voodoo Doctor Spells Known. (Unlike spells per day, the number of spells a voodoo doctor knows is not affected by his Charisma score. The numbers on Table: Voodoo Doctor Spells Known are fixed.)

Upon reaching 5th level, and at every third voodoo doctor level thereafter (8th, 11th, and so on), a voodoo doctor can choose to learn a new spell in place of one he already knows. In effect, the voodoo doctor “loses” the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level voodoo doctor spell he can cast. The voodoo doctor may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

**Orisons:** Voodoo doctors learn a number of orisons, or 0-level spells, as noted on Table: Voodoo Doctor Spells Known. These spells are cast like any other spell, but they do not consume any slots and may be used again.

**Voodoo Dolls:** A voodoo doctor can make a number of voodoo dolls per day equal to his voodoo doctor level + his Charisma modifier. Making a doll takes 1 round of concentration and provokes attacks of opportunity. The voodoo doctor must also be able to see his victim for the entire process. Once the doll is completed he can make attacks through the doll against the victim's flat-footed armor class using parts of a voodoo doctor's kit. He starts with the following weapons to use on the dolls:

Weapon	Dmg.	Critical	Type	Special
Needle	1d6+ ½ VD level	*2	P	-

He can also manipulate the victim using the doll. He can make his victim do any of the following:

- Walk ½ of its base land speed
- Attack with a -2 penalty using the voodoo doctor's Strength modifier

To control a victim in this manner the voodoo doctor and his victim must make an opposed will check using their will save modifier. If the voodoo doctor has a bonus against enchantment school spells from the Strong Willed voodoo doctor class feature it applies to this check. If the voodoo doctor succeeds he can make the victim do one of the previously listed actions. This causes the victim to act out of turn. The victim does not lose any actions on its next turn. Using a voodoo doll in this manner takes a full round action. Using a doll for either use provokes an attack of opportunity.

**Gris Gris:** A voodoo doctor can also make good luck charms called gris gris. At first level he can have one gris gris active at any one time. He gains the ability to have another one active at the 6<sup>th</sup>, 12<sup>th</sup> and 18<sup>th</sup> levels.

When creating a gris gris a voodoo doctor has some choices to make, first is who the gris gris will affect the voodoo doctor can choose either himself or others. If he chooses himself then the gris gris will work only on him. If he chooses others then it works on whoever possesses it. Another choice he has to make is in what manner the gris gris will grant luck to the possessor, when making this decision he has two options:

*Rerolls:* If the voodoo doctor chooses this option then the possessor gets to reroll one save per day of the gris gris's type.

*Bonus:* If the voodoo doctor chooses this option then the possessor gets a bonus on one type of save based on the gris gris's type

The final choice he must make involves what type of save the gris gris will affect, the choices are:

*Will:* The gris gris gives rerolls/bonuses to will saves.

*Fortitude:* The gris gris gives rerolls/bonuses to fortitude saves.

*Reflex:* The gris gris gives rerolls/bonuses to reflex saves.

Creating a gris gris takes 2 hours of work. If a voodoo doctor creates a gris gris when he has already met his maximum capacity then the oldest gris gris go inactive first.

**Voodoo Advancements:** At 2<sup>nd</sup> level and every 3 levels after that (5<sup>th</sup>, 8<sup>th</sup>, 11<sup>th</sup> etc.) a voodoo doctor makes advancements in his voodoo. Unless noted a certain advancement can only be selected once. Some advancements can only be made if the voodoo doctor has met certain prerequisites first, such as making other advancements.

*Sleep Needle:* 8<sup>th</sup>

*Torch:* 8<sup>th</sup>

*Scissors:* 16<sup>th</sup>

*Diverse Gris Gris:* From this point on when a voodoo doctor makes a new gris gris he can choose to have it affect two different saves. It affects both of these saves as it normally would. A voodoo doctor must be at least 5<sup>th</sup> level to gain this advancement.

*Poison Needle:* When a voodoo doctor gains this advancement, he gets a poisoned needle to use on the victims of his voodoo dolls. A voodoo doctor can gain this advancement as early as 2<sup>nd</sup> level.

Weapon	Dmg.	Critical	Type	Special
Poison Needle	d6+1/2 VD level	x2	P	Poison

Poison Stats:

**Voodoo Needle Poison**

**Type** poison, injury; **Save** Fortitude DC 15

**Onset** 1 round **Frequency** 1/round for 5 rounds

**Effect** -2 Con **Cure** 2 consecutive saves

*Fast Voodoo:* This advancement decreases the time it takes to make voodoo items. The decreased time is: 1 hour for gris gris and a standard action for voodoo dolls. A voodoo doctor must be at least 11<sup>th</sup> level to gain this advancement.

*Improved Manipulating Attack:* The voodoo doctor can now make the victims of his voodoo dolls attack at a -1 penalty instead of the standard -2. A voodoo doctor must be at least 2<sup>nd</sup> level to gain this advancement.

*Improved Manipulating Movement:* 5<sup>th</sup>

*Superior Manipulating Attack:* The voodoo doctor can now make the victim of his voodoo dolls attack at no penalty. A voodoo doctor must be at least 11<sup>th</sup> level and have the Improved Manipulating Attack advancement to gain this advancement.

*Dominating Mind:* The voodoo doctor receives a +1 bonus on the opposed will saves used to manipulate people with his voodoo dolls. A voodoo doctor must be 3<sup>rd</sup> level to gain this advancement.

**Strong Willed:** Starting at 3<sup>rd</sup> level a voodoo doctor gets a +1 bonus to Will saves against enchantment school spell. It also applies to CL checks against SR for enchantment school spells that the voodoo doctor casts. Lastly it applies to opposed Will checks to force the victim of the voodoo doctor's voodoo dolls to make actions against their will. This bonus increases by one every 4 levels to a maximum of +5 at 20<sup>th</sup> level.