

Design Goals

The design goal here is to smooth out the bumps in poison in your game. Currently, poison is deadly at low levels, and almost insignificant at high levels.

Skills and Poisons

A character with the skill Craft(poisonmaking) can increase the deadliness of their poisons in the following ways.

Increase save DC The poisoner may distil, admix or concentrate his poisons in such a way as to better overcome the target's resistance. Use of the skill in this way is a DC $15 + (2 \times \text{poisonDCincrease})$. A failure indicates a spoiled (ineffective) poison. Failure by 5 or more indicates the poisoner does not know the poison is a dud. Such a use costs more than the standard poison: add \$100 per each DC point increase.

Increase damage The poisoner may enhance the strength of his poisons, increasing the damage die by one step. Use of the skill in this way is a DC 20. A failure indicates a spoiled (ineffective) poison. Failure by 5 or more indicates the poisoner does not know the poison is a dud. Such a poison is more expensive: double the standard cost.

Poison Feats

Heighten Poison

The poisoner administers the toxin with deadly certainty.

Prerequisites Poison use class ability.

Benefit The poisoner increases the DC of a given poison. The DC is increased by 1 for each two levels in a poison-using class the character has. For example, a 5th level assassin can increase the poison DC by 2 using this feat.

Special This feat stacks with using Craft (poisons) to further increase the DC.

Normal The poison DC is determined entirely by what kind of poison is being used.

Empower Poison

The poisoner knows how to deliver the poison to increase damage.

Prerequisites Poison use class ability, 5th level in poison using class.

Benefit Increase all variable numeric effects of a poison by 50%.

Maximise Poison

The poisoner knows how to deliver the poison to cause maximum effect.

Prerequisites Poison use class ability, 7th level in poison using class.

Benefit Maximise all variable numeric effects of a poison.

Special This benefit may be stacked with Empower Poison.