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ORLOCK

LEGENDARY CLASSES: THE ROOK

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LEGENDARY CLASSES THE ROOK

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Publisher: Purple Duck Games

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ROOK

What others call cheating, a rook calls opportunity. For a rook, every moment offers an opportunity, even if he sometimes has to make his own. Drawing upon a host of powers that skirt the edges of light, magic, and tangibility, the rook takes advantage of perception, conception, and misdirection. Surviving, even thriving, in a world unappreciative of their unique talents, rooks find success in a wide array of professions, from common alley-way thief to dashing ambassador.

Role: Rooks confound their foes with tricks and manipulation. Rooks excel at controlling situations, whether a negotiation or a battlefield.

Alignment: Any non-lawful

Hit Die: d8.

Class Skills

The rook's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Knowledge (arcana), Knowledge (dungeoneering) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Dex). In addition, rooks receive additional class skills depending on their rook schism.

Skill Ranks Per Level: 6 + Int modifier.

Class Features

The following are class features of the rook.

Weapon and Armor Proficiency: Rooks are proficient with all simple weapons. They are proficient with light armor, but not with shields. A rook can cast rook spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a rook wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass rook still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A rook casts arcane spells drawn from the rook spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a rook must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a rook's spell is 10 + the spell level + the rook's Charisma modifier.

Like other spellcasters, a rook can cast only a

certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Rook Advancement. In addition, he receives bonus spells per day if he has a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

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

Upon reaching 5th level, and at every third rook level after that (8th, 11th, and so on), a rook can choose to learn a new spell in place of one he already knows. In effect, the rook "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 rook spell the rook can cast. A rook may swap 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.

A rook need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Cantrips: Rooks learn a number of cantrips, or 0-level spells, as noted on Table: Rook Spells Known under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

Eschew Materials: A rook gains Eschew Materials as a bonus feat at 1st level.

Schism: Each rook has a unique outlook on how to gain the upper hand, known as a schism. A rook's schism determines which path of magic his innate abilities manifest as he gains levels. A schism grants the rook additional spells and special abilities. A rook must pick one schism before taking his first level of rook. Once made, the choice cannot be changed.

At 3rd level, and every two levels thereafter, a rook learns an additional spell, derived from his schism. These spells are in addition to the number of spells given on Table: Rook Spells Known. These spells cannot be exchanged for different spells at higher levels.

Evasion (Ex): At 2nd level and higher, a rook can avoid even magical and unusual attacks with great

Table 1-1: Rook

Level	Base Attack Bonus	Fort	Ref	Will	Special	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Cantrips, eschew materials, schism power	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Evasion, rook talent	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Schism power, Schism spell	3	—	—	—	—	—
4th	+3	+1	+4	+4	—	3	1	—	—	—	—
5th	+3	+1	+4	+4	Rook talent	4	2	—	—	—	—
6th	+4	+2	+5	+5	Schism spell	4	3	—	—	—	—
7th	+5	+2	+5	+5	—	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Rook talent	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Schism power, schism spell	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	—	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Advanced talents, rook talent 5	4	4	2	—	—	—
12th	+9/+4	+4	+8	+8	Schism spell	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	—	5	5	4	3	1	—
14th	+10/+5		+9	+9	Rook talent	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Schism power, schism spell	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	—	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Rook talent	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Schism spell	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	—	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Schism power, rook talent	5	5	5	5	5	5

agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the rook is wearing light armor or no armor. A helpless rook does not gain the benefit of evasion.

Rook Talents: As a rook gains experience, he learns a number of talents that aid him and confound his foes. Starting at 2nd level, a rook gains one rook talent. He gains an additional rook talent for every 3 levels of rook attained after 2nd level. A rook cannot select an individual talent more than once. In addition to the talents presented below, a rook may select any rogue talent for which he qualifies. Additional talents are available according the rook's schism.

Arcane Trap Finder (Ex): The rook gains the rogue ability to disarm magic traps with the Disable Device skill.

Canny Observer (Ex): When a rook with this talent

makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), he gains a +4 bonus.

Charmer (Ex): Once per day, the rook can roll two dice while making a Diplomacy check, and take the better result. He must choose to use this talent before making the Diplomacy check. A rook can use this ability one additional time per day for every 5 rook levels he possesses.

Coax Information (Ex): A rook with this talent can use Bluff or Diplomacy in place of Intimidate to force an opponent to act friendly toward him.

Convincing Lie (Ex): When a rook with this talent lies, he creates fabrications so convincing that others treat them as truth. When a rook with this talent successfully uses the Bluff skill to convince someone that what he is saying is true, if that individual is questioned later about the statement or story, that person uses the rogue's Bluff skill modifier to convince

the questioner, rather than his own. If his Bluff skill modifier is better than the rook's, the individual can use his own modifier and gain a +2 bonus on any check to convince others of the lie. This effect lasts for a number of days equal to 1/2 the rook's level + the rook's Charisma modifier.

Distracting Feint (Ex): Whenever the rook successfully feints, the target cannot make attacks of opportunity until the beginning of its next turn.

Fast Stealth (Ex): This ability allows a rook to move at full speed using the Stealth skill without penalty.

Honeyed Words (Ex): Once per day, the rook can roll two dice while making a Bluff check, and take the better result. He must choose to use this talent before making the Bluff check. A rook can use this ability one additional time per day for every five rook levels he possesses.

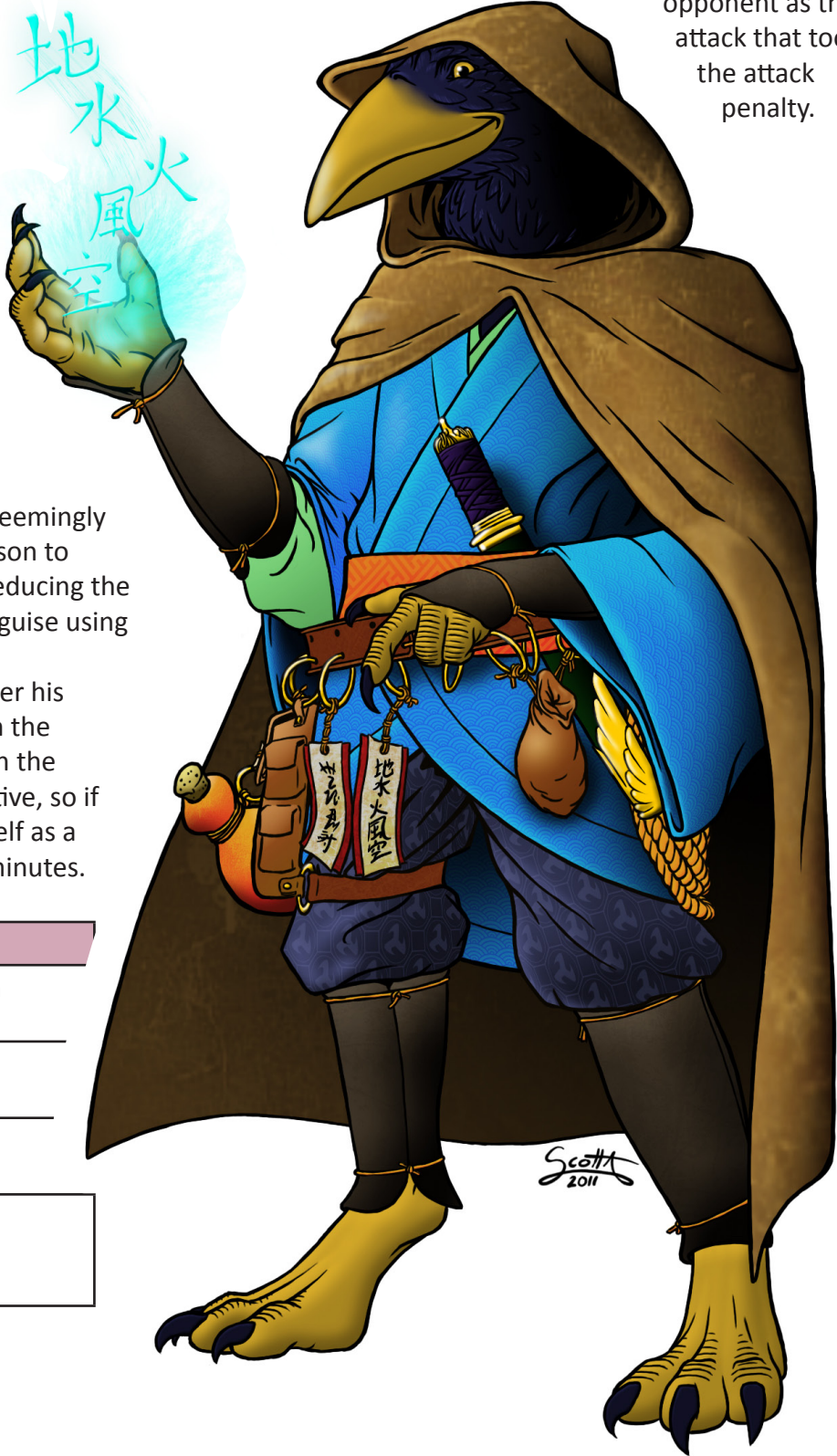
Quick Disguise (Ex): A rook with this talent can use the items at hand and seemingly innocuous material hidden on her person to create startlingly effective disguises, reducing the amount of time it takes to create a disguise using the Disguise skill.

The time needed for the rogue to alter his appearance in this manner is based on the complexity of the disguise, as noted on the following table. The times are cumulative, so if a female rogue wants to disguise herself as a male of a different race, that takes 2 minutes.

Disguise	Time
Minor details only	1 full-round action
Disguise as a different gender	1 minute
Disguise as a different race	1 minute
Disguise as a different age category	1 minute

Disguise as a different size category	1 minute
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Ruse Attack (Ex): A rook can subtract a number, up to twice the rook's level, to an attack roll and add the same number to the damage of his next attack. The attack that receives the bonus damage must target the same opponent as the attack that took the attack penalty.



Rook Spells Known

Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Advanced Rook Talents: At 11th level, and every three levels thereafter, a rook can choose one of the following advanced talents in place of a rook talent. In addition to the talents listed below, a rook may select any rogue advanced talent for which he qualifies.

Help Not Needed (Ex): A rook with this talent also benefits from teamwork feats his opponents possess even if he does not have that feat. He must meet the feat's conditions to benefit from it.

Meta Cant (Ex): Once per day when the rook casts a spell from a scroll he may add one metamagic feat he knows to the spell without increasing its casting time.

Master of Disguise (Ex): Once per day, a rook with this talent gains a +10 bonus on a single Disguise check.

Multi-talented (Ex): The rook may select one rook talent from a schism other than his own.

My Save for Yours (Ex): Three times per day as an immediate action a rook may use the save bonus of an adjacent ally instead of his own bonus. If this save results from an area effect that requires the rook and his ally to make a save at the same time, the ally then uses the rook's save bonus for that roll. If this save is

against an effect only affecting the rook, the ally must use the rook's save bonus on the next save of the same type he makes. This talent can be used after the rook rolls his save but before the results of the roll are known.

Rumormonger (Ex): A rook with this talent can attempt to spread a rumor though a small town or larger settlement by making a Bluff check. He can do so a number of times per week equal to his Charisma modifier (minimum 0). The DC is based on the size of the settlement, and it takes a week for the rumor to propagate through the settlement. If the check succeeds, the rumor is practically accepted as fact within the community; succeeding by 5 or more over the DC decreases the time it takes the rumor to propagate by 1d4 days. A failed check means the rumor failed to gain traction, while failing by 5 or more causes the opposite of the rumor or some other competing theory involving the rumor's subject to take hold.

Community Size	DC
Small town	18
Large town	20
Small city	25
Large city	30
Metropolis	35

Skill Mastery (Ex): The rook becomes so confident in the use of certain skills that he can use them reliably even under adverse conditions.

Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. A rook may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

Thoughtful Reexamining (Ex): Once per day, a rook with this talent can reroll a Knowledge, Sense Motive, or Perception skill check to try to gain new or better information from the roll. This reroll can be made any time during the same day as the original check.

Schisms

Rook schisms deal with manipulation, obfuscation, confusion and illusion. The schisms presented here are far from the only possible schisms.

DEMAGOGUE

The demagogue influences minds and emotions, compelling others to obey his every word. Demagogues often command a large number of devoted followers.

Class Skills: A rook with the demagogue schism adds Knowledge (local), Linguistics, and Perform (oratory) to his list of class skills.

Bonus Spells: 3rd—*command*, 6th—*suggestion*, 9th—*confusion*, 12th—*dominate person*, 15th—*mass suggestion*, 18th—*mass charm monster*.

Schism Boon: Whenever the demagogue casts a compulsion spell, he gains a circumstance bonus to Diplomacy and Intimidate skill checks equal to the spell's level for 1 minute.

Schism Powers: The demagogue prefers to parley with opponents, persuading their thoughts toward his own bent. Even in combat, the demagogue influences his enemies' minds.

Contrive (Ex): As a standard action the demagogue can use oratory to undermine the conviction of enemies within 30 feet, causing them to take a –1 penalty on attack and damage rolls (minimum 1) and a –1 penalty on saves against fear and charm effects for a number of rounds equal to the demagogue's level. This penalty increases by –1 at 5th level and every six levels thereafter. At 7th level, activating this ability is a move action. At 13th level the demagogue can activate this ability as a swift action. Contrive is a language-dependent, mind-affecting ability that uses audible components. The demagogue can use this ability a number of times per day equal to 3 + his Charisma modifier.

Negotiate (Ex): The demagogue can use Diplomacy as a full-round action, even in combat. The demagogue can use Sense Motive (DC 20) as a swift action to determine if a target can be swayed by Diplomacy. At the GM's discretion, a successful Sense Motive check (DC 10 + ½ Hit Dice + Wisdom modifier) will also reveal the character's motivations for attacking the demagogue.

Inspired Leader (Ex): At 9th level, the demagogue has amassed a coterie of devoted followers. He receives the Leadership feat as a bonus feat. If he has already selected the Leadership feat, he gains a +4 bonus to his Leadership score.

For the Greater Good (Su): As an immediate action at 15th level the demagogue can cause an attack or effect that would target only him to instead target an adjacent follower or willing ally.

Decree (Su): At 20th level, the demagogue is capable of influencing minds with a single word. As a full-round action, a demagogue can make a decree, forcing a target within 60 feet to make a Will save (DC 10 + ½ rook level + Charisma modifier). A hostile or unfriendly target it receives a +4 bonus to its Will save. If the target's save fails, it is unwaveringly convinced of whatever decree the demagogue spoke, causing words to become reality. Once a creature has been targeted with a demagogue's decree (whether successful or not), it is immune for 24 hours. Decree is a language-dependent, mind-affecting ability that uses audible components. The exact scope of what can be accomplished with a decree is subject to GM interpretation, but common decrees are, "I am now your master," and, "You are now dead."

Demagogue Talents

Charismatic Fortitude (Ex): The demagogue adds his Charisma modifier to Fortitude saves.

Persuasive (Ex): The demagogue gains Persuasive as a bonus feat. A demagogue can select this talent twice (or if he already possesses the Persuasive feat); the second time allows the demagogue to take 10 on a Diplomacy or Intimidate check, even if he normally couldn't.

Social Majesty (Ex): The demagogue knows a number of additional languages equal to his Charisma bonus. Additionally, once per day the demagogue can re-roll a Diplomacy check against a target that is not unfriendly or hostile. The demagogue must choose to re-roll before discovering if the check was a success.

GLAMERSPEX

The glamerspex alters perceptions and misleads opponents. The glamerspex is the ultimate cheat, mocking social graces and skirting the rules of engagement.

Class Skills: A rook with the glamerspex schism adds Diplomacy, Knowledge (nobility), and Linguistics to his list of class skills.

Bonus Spells: 3rd—*disguise self*, 6th—*misdirection*, 9th—*invisibility sphere*, 12th—*hallucinatory terrain*, 15th—*false vision*, 18th—*veil*.

Schism Boon: Glamerspex is skilled in deception. He can make a Disguise check in 10 minutes, and always knows the results of his check.

Schism Powers: The glamerspex is a master of minor illusion, assaulting opponents with trickery and false sensations, ultimately confusing foes to suit the glamerspex's needs.

Glamerfeint (Ex): At 1st level, when the glamerspex makes a Bluff check, he can cast any glamer or figment spell as a swift action. This casting provokes

an attack of opportunity as normal for casting a spell. If the spell targets an opponent, that creature is befuddled unless it succeeds on a Will save.

Glamercast (Su): At 3rd level, whenever the glamerspex casts an illusion spell that allows a Will save, the target(s) of the spell are befuddled, even if the save is successful.

Glamershift (Su): At 9th level, the glamerspex can

appear to be in two places at once. As a move action, a mirage-clone of the glamerspex appears in any unoccupied space within 30 feet. Until the beginning of the glamerspex's next turn, the glamerspex is considered to be occupying both squares and can execute actions from either square. Attacks and effects that target only the mirage-clone deal only half damage to the glamerspex. Any effect or attack that targets both the mirage and the glamerspex deals normal damage to the glamerspex. At any time as an immediate action, or at the beginning of the glamerspex's next turn, the glamerspex can choose to occupy either square and the mirage disappears. The glamerspex can use this ability a number of times per day equal to his Charisma modifier.

Beguile (Ex): At 15th level, any time the glamerspex would befuddle a creature, that creature is beguiled instead.

Greater Glamershift (Su): At 20th level, the glamerspex can use glamershift as a swift action and the range increases to 60

feet.

Glamerspex Talents

Disguised Casting (Ex): The glamerspex can mask the casting of spells he has prepared in advance, weaving material components into his disguise. The glamerspex can prepare a maximum of one spell of each spell level he can cast. Doing so requires 1

Sidebar: New Conditions

The glamerspex introduces two new status conditions: befuddled and beguiled. These conditions are lesser conditions that can combine to cause confusion (in much the same way that shaken and frightened can become panicked). Collectively these conditions (befuddled, beguiled, and confused) are referred to as insanity conditions, and effects that induce them are known as insanity effects.

Befuddled: A befuddled creature is momentarily distracted, suffering a -2 penalty to AC and saving throws. A befuddled condition typically lasts 1 round. A befuddled creature who is made befuddled becomes beguiled.

Beguiled: A befuddled creature is distracted, taking a -2 penalty to attack rolls, skill checks, and ability checks. A beguiled creature who attempts to cast a spell must make a concentration check (DC 15) or lose the spell. Beguiled is a more severe form of befuddled, and a creature that is beguiled is also befuddled. A beguiled creature that is made befuddled or beguiled becomes confused instead.

minute per spell level and a Disguise check (DC 15 + the spell's level). If the Disguise check fails, he loses the spell slot for the day, but can attempt to re-prepare the spell using another slot. If the Disguise check is successful, creatures within 30 feet must succeed a Perception check (DC = glamerspex's Disguise check) in order to detect the spellcasting when he casts the spell woven into his clothing.

Glib Negotiator (Ex): The glamerspex can use Bluff in place of Diplomacy, but doing so increases the DC by +5.

Glamer Focus (Ex): The glamerspex adds +1 DC to spells with the glamer descriptor. This bonus stacks with the bonus from Spell Focus and Greater Spell Focus.

NECROTIST

The necrotist has discovered that life itself is the greatest deception of all. Skirting the lines between this world and the next, the necrotist draws upon otherworldly energies and dark magicks to power his spells.

Class Skills: A rook with the necrotist schism adds Intimidate, Knowledge (religion), and Spellcraft to his list of class skills.

Bonus Spells: 3rd—*touch of fatigue*, 6th—*false life*, 9th—*vampiric touch*, 12th—*fear*, 15th—*create undead*, 18th—*eyebite*.

Schism Boon: When the necrotist casts a necromancy spell, he gains temporary hit points equal to the spell's level. These temporary hit points last for 1 minute.

Schism Powers: Necrotists manipulate and draw power from life energy, whether from the living or the dead.

Ache of Life (Su): At 1st level a necrotist can make touch attack against a creature. If successful the target takes 1d4 points of damage and the necrotist gains 1 temporary hit point of the target takes more than a single move action or standard each round. The target may take swift and immediate actions without penalty. This condition lasts for a number of rounds equal to ½ the rook's level. The necrotist can use this ability a number of times per day equal to 3 + his Charisma modifier.

Verve (Su): At 3rd level the necrotist gains a reserve of temporary hit points equal to his rook level. These hit points are regained each day when the necrotist renews his spells.

Necromantic Metamancy (Ex): At 9th level, as an

additional cost when casting a necromancy spell, the necrotist can expend a number of hit points equal to three times the spell's level to apply the benefits of any metamagic feat he knows without increasing the casting time or spell level.

Dark Vigor (Su): At 15th level, a necrotist can, as an immediate action, destroy any undead under his control, gaining the undead's hit points as temporary hit points that last 1 minute. Additionally, the necrotist gains a +4 enhancement bonus to Strength and Constitution for a number of rounds equal to the HD of the destroyed undead.

Form of Unlife (Su): At 20th level, the necrotist can assume the form of an undead creature. When in undead form, the necrotist's Hit Dice, base attack bonus, Will saves, and skill points do not change, but he gains all undead traits and calculates bonus hit points using his Charisma modifier. The necrotist gains either two claw or two slam attacks (choice made at the time of change), channel resistance equal to his Charisma modifier, and DR 5/—. The necrotist loses his Constitution score (as normal for undead) and gains a +4 inherent bonus to Strength. Changing between undead and living forms is a full-round action.

Necrotist Talents

Metamagic Talent (Ex): The necrotist can select any two metamagic feats for which he qualifies. The necrotist may only modify necromancy spells with the metamagic feats gained through this talent. There is no limit to the number of times the necrotist can select this talent.

One of Us (Ex): A necrotist can make undead creatures he creates appear living to the casual observer. Anyone observing an undead created by the necrotist must make a Perception check or Knowledge (religion) check to realize that the creature is undead. The DC is equal to 10 + ½ rook level + Charisma modifier.

Transfer Vigor (Su): The necrotist can sacrifice hit points to grant an ally temporary hit points. The necrotist must be able to touch the recipient. The temporary hit points last for 1 minute.

SCHADE

The schade exists on the fringe of society, operating in shadows, commanding silhouettes to do his bidding.

Class Skills: A rook with the schade schism adds Intimidate, Knowledge (planes), and Use Magic Device to his list of class skills.

Bonus Spells: 3rd—*darkness*, 6th—*deeper darkness*, 9th—*summon shadow*, 12th—*shadow conjuration*, 15th—*shadow walk*, 18th—*greater shadow conjuration*.

Schism Boon: Spells a schade casts with the darkness descriptor are cast at +1 caster level and are considered 1 level higher for the purposes of dispelling and countering.

Schism Powers: Schades cloak themselves in shadows, using the dusky light to their advantage.

Summon Silhouette (Su): At 1st level, once per day a schade can summon a quasi-real shadow of himself, known as a silhouette, as a standard action. At 4th level, and every three levels thereafter, the schade can summon his silhouette an additional time per day. Commanding a silhouette is a free action. The schade can command multiple silhouettes at once. Once summoned, a silhouette remains for a number of minutes equal to the schade's level. This duration does not need to be continuous but must be used in 1 minute increments.

When summoned a silhouette has a number of hit points equal to the schade's level + Charisma modifier. A silhouette that is more than 100 feet away from his schade has only 1 hit point. A silhouette cannot exist on a different plane from its schade.

A silhouette uses the schade's statistics for base attack bonus, saving throws, movement, and skills. Silhouettes have darkvision to 30 feet. A silhouette has light blindness. The schade can hear, see, smell, and feel what his silhouettes are experiencing as long as the silhouette is within 100 feet. If any silhouettes are within 20 feet of the schade, he cannot be caught flat-footed and gains a +4 bonus to Perception checks. The schade can share senses with a single silhouette that is farther away than 100 feet, but doing so requires concentration as a full-round action.

A silhouette is incorporeal, but takes damage from non-magical weapons as though they were magic.

A silhouette attacks with a shadowy facsimile of the schade's melee weapon. This is a touch attack modified by the schade's Dexterity modifier. The attack deals 1d6 points of damage +1 per two rook levels.

A silhouette's Armor Class is equal to the schade's touch AC. A silhouette's CMB and CMD are equal to the schade's CMB and CMD.

Share Spells (Ex): At 3rd level the schade gains the ability to share spells with any of his silhouettes. The schade may cast a spell with a target of "You" on a

schade (as a spell with a range of touch) instead of on himself. A schade may cast spells on a silhouette even if the spells normally do not affect silhouettes. Spells cast in this way must come from the rook class. This ability does not allow the silhouette to share abilities that are not spells, even if they function like spells.

Silhouette Swap (Su): At 9th level a schade can exchange places with a silhouette within 100 feet as a move action. If the silhouette is merged with a solid object, the schade appears in the nearest empty space.

Silhouette Siphon (Su): At 15th level, the schade can imbue his silhouettes with additional hit points when they are summoned. Upon summoning a silhouette, the schade can subtract a number of his own hit points and add them to the silhouette's. At any time as an immediate action, the schade can siphon any number of hit points from a silhouette within 30 feet and add them to his own; extra hit points gained over the schade's maximum are lost.

When a schade imbues a silhouette with hit points, the schade reduces his maximum hit points by the chosen amount until the silhouette is destroyed or dismissed. If the silhouette is destroyed, the schade's maximum hit points return to normal, but he does not regain the hit points lost when the schade was destroyed.

Soul Shift (Su): At 20th level the schade gains the ability to divert his soul into one of his silhouettes. At any time as an immediate action the schade can assume control of a silhouette, transferring his being into that of his shadow. The schade permanently loses 1 point of Constitution and 1 point of Charisma and has hit points equal to the number of hit points the silhouette had.

Schade Talents

The following rook talents are available to rooks with the schade schism.

Extra Silhouette (Ex): The schade can summon a silhouette one additional time per day. There is no limit to the number of times the schade can select this talent.

Shadowy Aura (Su): Attacks against the schade suffer a 20% miss chance while the schade is in conditions of dim light or darker visibility. This increases to 50% at 11th level. This ability also affects creatures with darkvision.

Shadow Siphon (Su): The schade gains fast healing 1 when in conditions of dim light or darker visibility. The

schade can select this talent once as a talent and once as an advanced talent; its effects stack.

Rook Spell List

Rooks manifest spells that confuse, distort, befuddle, or hinder. Common spell choices for inclusion in the rook spell list are spells from the illusion and enchantment schools, particularly spells with the glamour, shadow, figment, phantasm, or compulsion subtypes, or spells with the mind-affecting quality. The rook has few damage-dealing spells of each level, commonly from the necromancy school.

0-Level Rook Spells – *arcane mark, befuddle, dancing lights, daze, detect magic, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, read magic, resistance, shadow knife, touch of fatigue.*

1st-Level Rook Spells – *alarm, animate rope, burke divination, cause fear, charm person, chill touch, comprehend languages, detect secret doors, disguise self, erase, expeditious retreat, feather fall, grease, hideous laughter, hypnotism, identify, lesser confusion, light blindness, magic aura, magic mouth, magic missile, obscure object, ray of exhaustion, remove fear, silent image, sleep, undetectable alignment, unseen servant, ventriloquism.*

2nd-Level Rook Spells – *arcane lock, alter self, blindness/deafness, blur, calm emotions, cat's grace, charming lie, darkness, daze monster, detect thoughts, eagle's splendor, enthrall, fox's cunning, glitterdust, hold person, hypnotic pattern, invisibility, minor image, mirror image, misdirection, phantom trap, scare, shatter, silence, spectral hand, suggestion, touch of idiocy, tongues.*

3rd-Level Rook Spells – *blink, charm monster, clairaudience/clairvoyance, confusion, crushing despair, daylight, deep slumber, dispel magic, displacement, fear, feign death, gaseous form, glibness, haste, illusory script, invisibility sphere, lesser geas, major image, obsessive compulsive, phantom steed, remove curse, sculpt sound, see invisibility, slow, vampiric touch.*

4th-Level Rook Spells – *dimension door, dispel magic, dominate person, freedom of movement, greater invisibility, hallucinatory terrain, haze of dusk, hold monster, mind merge, modify memory, rainbow pattern, ray of exhaustion, shadow conjuration, shrink item, zone of silence.*

5th-Level Rook Spells – *greater dispel magic, mind fog, mass suggestion, mirage arcane, mislead,*

nightmare, persistent image, seeming, shadow evocation, shadow walk.

6th-Level Rook Spells – *analyze dweomer, animate objects, charm monster, demand, eyebite, geas/quest, irresistible dance, life leech, mass eagle's splendor, mass fox's cunning, permanent image, programmed image, project image, shadow walk, veil.*

Incorporating New Spells

There always new spells for the Pathfinder Roleplaying Game. Each month we see new releases from the creators of the game as well as third party publishers that add to the list of available options. As created here, the Rook only has spells from the *Pathfinder Roleplaying Game Core Rulebook* and unique spells to this supplement on its spell list. It is not our intention to limit your players to just that book, nor do we feel we can give a blanket permission for spells from every book that is out there. So instead we suggest the following guidelines for determining if a spell belongs on the rook spell list.

Spells may only be added to the rook's spell list with the explicit permission of the GM. Rooks can typically use spells from the Universal school that are between levels 1-6. Enchantment spells from compulsion school can always be considered rook spells. Illusion spells from the glamor, phantasm and shadow school can always be considered rook spells. Spells with the mind-affecting descriptor are considered rook spells. Necromancy spells that deal damage or hinder opponents can be considered rook spells. Necromancy spells that affect undead should be limited to characters of the necrotist schism.

Final Touches

Starting Age: To randomly determine a 1st-level rook's starting age, use the Barbarian, Rogue, Sorcerer progression found in the *Pathfinder Roleplaying Game Core Rulebook*.

Starting Gold: The rook's starting character wealth is 3d6 x 10 gp; the average starting gold is 105 gp.

SAMPLE PLAYER CHARACTER ROOK

SILENT BLADE TELLS NO TALES

Male tengu rook 1

NG Medium humanoid (tengu)

Init +2; **Senses** low-light vision; Perception +4

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 7 (1d8-1)

Fort +0, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.

Melee scimitar +1 (1d6+1/18-20); +2 confirm critical hits

Ranged shortbow +2 (1d6/x3); 20 arrows

Special Attacks glamorfeint

Spells Known (CL 1st; concentration +3)

(2/day) - *feather fall*, *ventriloquism*

(at-will) - *dancing lights*, *detect magic*, *flare*, *touch of fatigue*

Schism glamerspex

STATISTICS

Abilities Str 12, Dex 15, Con 8, Int 14, Wis 10, Cha 15

Base Atk +0; **CMB** +1; **CMD** 13

Feat Combat Expertise

Skills Acrobatics +5, Appraise +6, Bluff +6, Disguise +6, Knowledge (local) +6, Linguistics +6, Perception +4, Perform (stringed) +6, Sense Motive +4, Sleight of Hand +9; **Racial Modifiers** +4 Sleight of Hand

Traits Focused Mind, Resilient

Languages Common, Elven, Giant, Orc, Tengu

SQ blade master*, glamerspex boon, swordtrained, thief*

Gear backpack, belt pouch (24 gp), caltrops (2), common instrument (guitar), entertainer's outfit, studded leather armor.

Silent Blade Tells No Tales comes from a distant land where his people are common. He travels the world disguised as a musician while working behind the scenes to rectify injustices. Silent Blade hopes to find like-minded companions to share his mission.

* racial ability from *Monstrous Races*.

CUSTOMIZING THE ROOK

Rook Adventurers

The rook class is open to characters of all races but some races are more adept at seizing opportunity and unlocking the secrets of schisms than others. Below are several races suitable for play by 1st level

characters. Some of the races below appear in other Purple Duck Games products.

Aasimar: Aasimar are for the most part good-natured creatures who strive to work with the natural world and other creatures. Most aasimar shun the duplicitous path of the rook altogether. Those aasimar who do devote their life to this path make excellent progress as demagogues.

Dark Folk: Cloaked in the darkness of underground caverns, dark folk thrive by tapping into the magic of the Plane of Shadow. Their natural affinity for shadow magic makes the dark folk ideal candidates to practice the schade schism. Dark folk rooks who specialize in infiltration are also known to explore the glamerspex schism.

Dhampir: Alluring and passionate, dhampir make excellent rooks as their compelling dual nature often forces them to manipulate and confuse others. With heightened Dexterity and Charisma as well as natural bonus to Bluff and Perception, the dhampir excels as any type of rook though most adventurers favor the demagogue or glamerspex.

Drow: Deception, trickery and outright deceit are talents mastered by any drow who has survived into adulthood. Many drow take up the path of the rook to augment their natural magical powers. Members of drow nobility often count demagogues among their ranks, while lowborn drow often favor the glamerspex or schade schisms.

Dwarves: Within the halls of dwarven kings, there is little patience for the work of tricksters and illusionists. Dwarves lack the inherent magical talent to draw upon the rook's spells and the charmisa to be effective liars.

Elves: Most elves find the work of the rook to be distasteful. The subterfuge and deceit common to the rook path are traits common to the drow and behaviour unfitting the true inheritors of the world. An elf who becomes a rook most often takes the glamerspex role.

Forlarren: Their natural aversion to almost all other living things makes the idea of interacting with others, even to mislead them, distasteful. Forlarren often become necrotists.

Goblin: Goblins are terrible liars. They like pranks and tricks but can't seem to keep their pranks secret. Very few schemes can be completed successfully by a goblin rook because goblins often forget what they are doing and simply set fire to anything they can.

Gnomes: Only the tengu have greater numbers of

rooks than gnomes. Gnomes natural affinities for illusion and guile make them ideal rooks. Glamorspex and schade are the most common schisms favored by gnome although no schism is off limits for the curious gnomes.

Half-Cyclops: Half-cyclops are primitive beings that have little use for deception and misdirection. Very few problems that can be solved with guile can not be solved more quickly with the blade of a great axe. Though extremely rare, half-cyclops that become rooks participate in the schism of necrotist.

Half-Elves: Lack of a unified homeland makes half-elves skillful in many endeavors. The magical power and deceptive skills of the rook may make the bastard half-elves journey through life a little easier. Demagogues and glamorspex are the most common schisms practiced by half-elven rooks. Most half-elven rooks try to pass off their spell casting as a natural talent of their mixed parentage to more easily conceal their true nature.

Half-Medusa: In order to survive in a world hostile to their monstrous parentage, half-medusa have to adapt quickly to the laws and mores of the creatures around them. This chameleon-like trait allows half-medusa to quickly recognize the behaviours of others and work to manipulate others perceptions of them. Half-medusa make excellent rooks often taking up the demagogue role to lead or confuse large groups of the populace or working behind the scenes as a schade.

Half-Orcs: Like half-cyclops, the savagery of the half-orc race rarely leads to them mastering the path of the rook. Only those half-orcs with strong human characteristics manage to master a portion of the rook's true potential. When a particular charismatic half-orc takes up the mantle of the rook, they use their power as a demagogue or a necrotist to seize control of other orcs in the area and install themselves as local rulers.

Half-Rakshasa: Acceptance is something that most half-rakshasa can only accomplish through deception.

Their bestial features and evil parentage leads most to be suspicious before the half-rakshasa rook could utter his first word or cast a first spell. Still, half-rakshasa often work as ambassadors or confidence men with all the power and versatility that the rook class can offer them. Demagogue and glamorspex are the most prevalent schisms among half-rakshasa rooks.

Halflings: Excelling at thievery, trickery and moving about unnoticed, halflings with a talent for magic often pursue the path of the rook. The necrotist schism is an anathema to a halfling's optimistic nature, while the demagogue to open to outside scrutiny. As such the glamosplex and schade are the favorite schism for Halflings.

Hobgoblins: Hobgoblins are known for their cunning and militaristic zeal. They have little time for deception and subterfuge. Even the most civilized of the goblinoid races lack the social graces a rook exploits. The lawful nature of the hobgoblins regimented life also makes the pursuit of the rook's schisms distasteful.

Humans: Humans excel in all professions and float easily between the various schisms of the rook with neither preference nor an aversion. Human ambition leads many with the skill in magic and deception to this path. Sometimes for personal gain and other times to lead others to their own hidden greatness, the

demagogue schism is particularly prevalent among the human race.

Living Ghouls: It is said in whispers that it was the living ghouls that first discovered the schism of the necrotist. From their youngest years, the living ghouls have had to practice deception to feast upon other sentient creatures without detection. Sometimes this is accomplished through the stealth of the rogue, those with the gift of magic invariably train as rooks.

Lizardfolk: The tribal lifestyle of lizardfolk does not lend itself easily for the education needed to become a rook. Having little social interaction outside their own tribe besides combat leaves the lizardfolk rook



with little to do. A tribesman that does not contribute to the welfare of the tribe so loses the protection of his tribe. Occasionally, a rook lizardfolk will act as an ambassador for the tribe when other options are unattractive.

Kobold: One would think the kobold would be a natural fit for the path of the rook because of their scheming nature. Fact is, they are excellent trap-makers but poor tricksters. Kobolds lack the confidence needed to be effective rooks and lack the charisma to be convincing in the role of diplomat or spy.

Sahuagin: Only among the malenti is the work of the rook respected. These spies use the powers of the rook to infiltrate and sabotage aquatic elf communities before sahuagin warriors arrive and destroy the survivors. Malenti tend toward the demagogue and glamorspex schisms.

Skulk: Although the skulk's innate stealth and cunning provides a natural boost to the work of a rook, not many take up this profession as they have little use for the social interactions and deceptions commonly needed to excel. Few skulks are able to master the magics of the rook and instead take the path of the rogue if looking to deceive others.

Sylph: Sylph carry an air of otherworldliness that makes it difficult for other races to trust them. Additionally, they tend to be shy and reclusive. Sylphs tend to become schades so they can avoid direct contact with other races.

Tengu: Secretive and covetous, the rook is a natural fit for the tengu. Demagogues especially excel amongst the tengu, preying upon their race's natural vanity and easily-wounded pride. Those tengu that interact outside tengu society may pursue the glamorspex schism as a means of masking their identities.

Tiefling: Tieflings generally find they are treated with distrust whether they are lying or not. Their otherworldly appearance makes it difficult for them to blend in and gain the confidence of others. Those tieflings who master the path of the rook focus on enchantment spells to compel others to do their bidding.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class. Before are favored bonuses for the races listed that select rook as their favoured class.

Living Ghouls: Add +1 damage to any damage-dealing necromancy spell.

Halfling, Tengu: Add one spell known from the rook spell list. This spell must be at least one level below the highest spell level the rook can cast.

Half-Rakshasa, Human: Add a +1 bonus on concentration checks when casting rook spells.

Gnomes, Half-Medusa: Add a +1/2 bonus on Linguistics to decipher an unfamiliar language or message in an incomplete or archaic form.

Dark Folk, Drow, Half-Elf: Add +1 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.

NEW FEATS

ECLECTIC STUDENT

Your magic preference does not exclude knowledge of other paths.

Prerequisite: Schism class feature.

Benefit: In place of a schism power you would normally gain as part of normal advancement, you may select a schism power from a different schism. You must meet all the prerequisites for this rook schism.

Special: You may select this feat once.

RELIGIOUS KNOWLEDGE

You have received training as a priest and can use magic to access the divine.

Prerequisite: Knowledge (religion) 5 ranks

Benefit: When you should gain a new rook spell, instead of selecting one from the list of rook spells you may select it from the cleric spell list. The spell must be from the enchantment, illusion or necromancy school.

NEW GEAR AND MAGIC ITEMS

BLOODSTONE AMULET

Aura moderate necromancy; **CL** 9th

Slot neck; **Price** 18,000 gp; **Weight** —

DESCRIPTION

This gold amulet is inlaid with dark red bloodstones. A rook with the necrotist schism expends hit points and store them within the amulet as a standard action. The amulet can store up to 20 hit points. The necrotist can then expend the stored hit points as though they were his own when using his class abilities.

CONSTRUCTION

Requirements Craft Wondrous Item, *false life*; **Cost** 9,000 gp

SCHADE AMULET

Aura moderate abjuration; **CL** 8th
Slot neck; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This dark-iron amulet allows a rook with the schade schism to bind a silhouette. When a schade summons a silhouette, he can choose to take 1 Constitution drain. If he does so, the silhouette remains permanently, until the schade dismisses the silhouette or the amulet is removed. The Constitution drain is restored when the silhouette is dismissed. The schade cannot bind more than one silhouette.

CONSTRUCTION

Requirements Craft Wondrous Item, *shadow conjuration*; **Cost** 5,000 gp

NEW SPELLS**BEFUDDLE**

School enchantment (compulsion) [mind-affecting];
Level rook 0
Casting Time 1 standard action
Components V, S, M (a dash of dried clover)
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature of 4 HD or less
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes

This spell assaults senses of a humanoid creature with 4 or fewer Hit Dice so that it gains the befuddled condition (-2 AC and saving throws). Humanoids of 5 or more HD are not affected. After a creature has been befuddled by this spell, it is immune to the effects of this spell for 1 minute.

BURKE DIVINATION

School abjuration; **Level** rook 1
Casting Time 1 standard action
Components V, S, M (quartz dust)
Range touch
Target object touched
Duration 1 hour/level, or until used (see below).
Saving Throw none; **Spell Resistance** no

The warded creature or object emits an aura that suppresses divination spells. Any spellcaster attempting to cast a divination spell cast within a 30-foot radius of the object must succeed a caster level check (DC 11 + your caster level) or lose the spell. This aura persists until it successfully suppresses a divination spell or for the duration.

CHARMING LIE

School Enchantment (Charm)[Language-Dependent];
Level rook 2
Components: V
Casting Time 1 standard action
Target one creature per level
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** Yes

You tell a lie so convincingly that no one doubts you. As part of casting this spell, make a Bluff check as though you had rolled a 20, with a +20 circumstance bonus to the check. You can make targets of your Bluff believe almost anything that their senses don't directly contradict. If it is something they especially want to believe, the targets suffer a -4 circumstance penalty on their saves.

Because this spell is particularly surreptitious and entirely verbal, it is not always apparent when it has been cast. A target that makes its saving throw is entitled to a Sense Motive check (DC 10 + your caster level). If this succeeds, the target creature realizes a spell was cast, and can then attempt a Spellcraft check to identify the spell; otherwise, it merely brushes off the caster's blather as a bunch of unbelievable nonsense.

The charming lie changes beliefs, but it does not allow the caster to give orders. Any statement of fact—"I'm a messenger for the king" or "These aren't the bandits you're looking for"—is pretty much accepted at face value. Any impossible or ridiculous statement entitles a target to a second Will save. This spell does not allow you to suggest a course of action to the targets. The targets may come to a conclusion on their own (such as confronting a corrupt official if they are told that he is robbing them, or going in search of water if they are told they are thirsty), but there's no guarantee of that.

FEIGN DEATH

School necromancy; **Level** rook 3
Components V, S
Casting Time 1 standard action
Range touch
Target creature touched
Duration 1 minute/level (D)
Saving Throw None; **Spell Resistance** No

You put yourself or a willing creature you touch into a cataleptic state that is almost indistinguishable from

death. Only a Heal check (DC 23 + your caster level) or *death watch* or similar magic shows that the subject is still alive. Someone affected by a feign death spell cannot move or act and has no sense of touch or sight. However, he can still hear and smell and knows what is going on around him. The affected subject cannot feel wounds, kicks, fire, or other harm, nor can he react to such treatment. The subject takes only half damage from normal attacks and a coup de grace reduces him to 1d4 hit points rather than killing him outright. Poison does not affect someone under the influence of a feign death spell, but poison still in the subject's system can affect him after the spell ends.

HAZE OF DUSK

School illusion (shadow); **Level** rook 4
Casting Time 1 standard action
Components (V, S, M (onyx shards worth 150 gp)
Range personal
Target you
Duration 10 min./level or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell surrounds you in an shadowy aura that distorts your movements into a dusky haze. The aura is not enough to lower lighting conditions, but is enough to grant you concealment (20% miss chance). In addition, while the aura is active, any time you make an attack against an adjacent opponent's AC and miss, but the attack would hit their Touch AC, you may re-roll your attack roll.

LIFE LEECH

School necromancy; **Level** rook 6
Casting Time 1 standard action
Components V, S
Range touch
Target living creature touched
Duration instantaneous/1 hour; see text
Saving Throw none; **Spell Resistance** yes

This spell functions as *vampiric touch*. Additionally, if the target of this spell deals damage to you with a melee attack within 3 rounds of casting this spell, the target receives damage equal to one-half the amount of damage you take.

LIGHT BLINDNESS

School transmutation; **Level** rook 1
Components V, S

Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** Yes

The target gains the light blindness quality. In normal lighting or brighter the target is blind for 1 round and dazzled for the remainder of the spell's duration. If the target enters an area of dim or darker lighting conditions, this spell immediately ends.

MIND MERGE

School enchantment (compulsion, mind-affecting); **Level** rook 4
Components V, S, F (two silver rings worth 50 gp, worn by both you and the target)
Casting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Target creature touched
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes

Upon casting this spell, you can sense all that your targets senses, though the target does not share your senses. Additionally, you share a telepathic link over which you both can communicate, as long as you share a language. If the target is willing, this spell allows you to assume control of the target's body. While you control the target's body, any physical skill or ability check is resolved using the target's modifiers, but any mental skill or ability check uses your modifier. This allows you, for example, to make Bluff or Sense Motive checks on the target's behalf.

The target can attempt to reassert control over its body at any time. The target is allowed a Will save each round to wrest back control of its body.

Creatures of a different type (not subtype) than you receive a +4 bonus on Will saves against this spell.

OBSESSIVE COMPULSION

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** rook 3
Casting Time 1 standard action
Components V
Range close (25 ft. + 5 ft./2 levels)
Target one living creature with 7 HD or less
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes

The target is compelled to perform the same task over and over for the duration of the spell. The creature must have 7 or fewer HD and be able to understand you. While a obsessive compulsion cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The target must perform the task for the spell's duration. If the target is prevented from obeying the compulsion, it takes a –2 penalty to each of its ability scores. The ability score penalties are removed after 24 hours.

SHADOW KNIFE

School illusion (shadow); **Level** rook 0
Components V, S, M (a shard of onyx)
Casting Time 1 standard action
Range personal
Target you
Duration 1 round/level
Saving Throw no; **Spell Resistance** none

This spell creates a mundane dagger of pure shadowstuff. The knife is appropriately sized for a creature your size (1d4 damage for Medium creatures, 1d3 for Small). Only you can wield the dagger; if given to any other creature or the weapon leaves your possession for any reason, the weapon vanishes. You can throw the weapon as normal; it dissipates immediately after the attack.

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