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The Secrets of the Taskshaper





By Steven D. Russell



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Dedication: To Owen K. C. Stephens For the Time Thief which led the way.

"Imitation is the sincerest flattery"- C. C. Colton

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I am a taskshaper, and I will tell you the story of my kind. We are not changelings, though they took our identities; we are not doppelgangers though now we often work with them. No, we are the children of nearly every mortal race abducted by the fey, kidnapped from our cribs, our playgrounds, and even our schools. We were taken to the enchanted homeland of the fey, the secret of our true heritage kept from us, and our memories altered by magic if we were old enough to remember any glimmer of our previous lives. Auberyon, the Solstice King, used his magics and the magics of the fair folk to transform us into adaptive tools, with the claim that we would serve to stop a fell and encroaching threat from the mortal realms. I believe this was his original intent but over time, when the threat did not manifest, we became something else, we became entertainment. The Solstice King now simply does this for his own amusement. Then came the day when we learned the great secret, our kindred were being taken to the realm of dreams to perform in a blood sport, where taskshaper's died for his pleasure. We banded together and swore this would not be our fate, and so we brought about our Vanishing.

Learning the true intent of our captors, that there was no great noble purpose to our existence, we cast about seeking meaning. It was then when we learned that the fey kidnapped us from our true lives. We thought to go home, and so the majority of the taskshapers banded together and escaped to the mortal realm, our true home, vanishing into various forms and scattering so that the Solstice King could not corral us like so much cattle. Not that we knew what we would come home to find, so many of us taken as small children, barely remembering the vaguest shadows of what home might have been. But we wanted something real, something independent of the whimsy of a callous fey lord. We hoped our return would be a grand celebration, instead we found that no one remembered us; no one had ever missed us. We were bereft of solace, not even the ashes of our stolen lives remained. We had not accounted for the movement of time in the enchanted lands of the fair folk, nor thought to, and we had returned two thousand years after we had been abducted.

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Thus it began, we had returned to a world no longer our own, misplaced in time. Some of us have taken up the trickster ways of the fey, others finding work in the mortal world using the abilities the fey had granted us, teaching these gifts and skills to other mortals and we found our place, disguised as something other than what we truly are.

Role: We serve as the greatest of spies, being able to change our appearance and our personalities. We serve as gifted scouts, able to range far and wide by wing or by fin, able to go where others cannot. Some become spiritualists spending time with the creatures they imitate seeking their own private lore. Others serve as companions to other shapeshifters, from doppelgangers to lycanthropes, often passing on our lore so that these creatures learn of our abilities. However, like myself, many of my kith and kin are outsiders searching for a new place and meaning in this world, or seeking for the truth of their former identity through the muddle of

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altered and false memories. These, like myself, have taken up the life of an adventurer.

Alignment: Taskshapers may be of any alignment. Hit Die: d8

Class Skills

The taskshaper can choose any 10 skills to be class skills. Skill Ranks per Level: 6 + Int modifier

Mimicry (Ex) A taskshaper is proficient in all weapons, armor, and shields. Additionally, a taskshaper can use any spell trigger or spell completion item as if the spells were on her spell list. Her caster level is equal to her class level.

Moment of Change (Su): Each day, the taskshaper has a pool of moments of change equal to three plus her class level. Once a round, as a free action, a taskshaper can expend a moment of change to do any one of the following things:

Imprint Feat: For one round exchange one feat the taskshaper currently possess for another feat. If the taskshaper character has not personally witnessed this feat during game play she cannot imprint it, the taskshaper starts play with a list of imprinted feats from the Pathfinder® Roleplaying Game Core Rulebook[™] equal to 3+ her class level. Successfully imprinting a feat that the taskshaper has personally witnessed requires a successful perception check (DC 15, +1 per 10' of distance from the creature performing the feat). The taskshaper must still meet all the perquisites for the imprinted feat.

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Jable: The Jaskshaper

Level	Base Attack	Fort	Ref	Will	Special		
	Bonus	Save	Save	Save			
1	+0	+2	+2	+0	Mimicry, Moment of Change		
2	+1	+3	+3	+0	Shaped Capacity		
3	+2	+3	+3	+1	Change Shape (<i>alter self</i>), Perfect Copy		
4	+3	+4	+4	+1	Shaped Capacity		
5	+3	+4	+4	+1	Ability Shift, Change Shape (<i>beast shape I</i>),		
6	+4	+5	+5	+2	Shaped Capacity		
7	+5	+5	+5	+2	Change Shape (beast shape II, elemental body I)		
8	+6/+1	+6	+6	+2	Shaped Capacity		
9	+6/+1	+6	+6	+3	Ability Shift, Change Shape (beast shape III, elemental body		
					II, plant shape I)		
10	+7/+2	+7	+7	+3	Advanced Shapes, Shaped Capacity		
11	+8/+3	+7	+7	+3	Change Shape (beast shape IV, elemental body III, form of		
					the dragon I, plant shape II)		
12	+9/+4	+8	+8	+4	Shaped Capacity		
13	+9/+4	+8	+8	+4	Ability Shift, Change Shape (elemental body IV, form of the		
					dragon II, giant form I, plant shape III)		
14	+10/+5	+9	+9	+4	Shaped Capacity		
15	+11/+6/+1	+9	+9	+5	Change Shape (form of the dragon III, giant form II)		
16	+12/+7/+2	+10	+10	+5	Shaped Capacity		
17	+12/+7/+2	+10	+10	+5	Ability Shift		
18	+13/+8/+3	+11	+11	+6	Shaped Capacity		
19	+14/+9/+4	+11	+11	+6	Ability Shift		
20	+15/+10/+5	+12	+12	+6	Shaped Capacity, Unform		

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- Imprint Skill: Exchange the ranks of any one Strength or Dexterity Based Skill for one skill check.
- *Modified Advantage:* Gain a +1 bonus to any single d20 roll. A taskshaper could make a minor internal change to her form that assists in the performance of a task. Whether she's making her fist heavier, making the arch of her swing move faster, changing the shape of her eyes and ears to heighten her senses, or she moves nerves around increasing her reaction time.

Shaped Capacity At 2nd level, a taskshaper gains one shaped capacity. She gains an additional shaped capacity every even level. A taskshaper cannot select an individual talent more than once. Capacities require a taskshaper to spend moments of change, which she may do only once per round.

- *Impersonate* Using their ability to emulate the thoughts of creature that they have touched, the taskshaper can impersonate other living creatures' mannerisms, speech patterns, knowledge, and overall demeanor, thus granting a +5 competence bonus to Disguise checks. The taskshaper can use this ability at will, although they must have touched the creature to be impersonated at some point and then spent a moment of change before they can use the ability. The creature gains no sense that the taskshaper is impersonating them.
- *Imprint Class Ability* The Taskshaper can use any class ability that could be possessed by a

character equal to half her class level that could be performed as a single action (does not include spellcasting or bonus feats). If the taskshaper character has not personally witnessed this class ability during gameplay the taskshaper can only select from a list of class abilities from the Pathfinder® Roleplaying Game Core Rulebook[™] equal to 3 plus her class level, which are selected at character generation. Successfully imprinting a class ability the taskshaper personally witnesses requires a successful perception check (DC 15, +1 per 10' of distance from the creature using the class ability). F & & ANTANLANZ XATTER TANK ZARAKTAN ZALANTTERA

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- *Improved Imprint Feat* For one round exchange two feats that the taskshaper currently possesses for another feat. If the taskshaper character has not personally witnessed this feat during game play, the taskshaper is still limited to the list feats she can emulate, though this list increases by 3 + her Charisma modifier. Successfully imprinting a feat the taskshaper personally witnesses requires a successful perception check (DC 15, +1 per 10' of distance from the creature performing the feat). The taskshaper must still meet all the perquisites for the imprinted feats.
- *Improved Imprint Skill* Exchange the ranks of any one Skill for one skill check.
- *Improved Modified Advantage* The taskshaper increases the bonus of her modified advantage ability to +2.

- *Mimic Defense* You gain a circumstance bonus to your Fortitude or Reflex saving throw equal to one-third your class level against a single condition (minimum +1).
- Shaped attack You can change your form so that you gain 1 natural attack form; it deals damage appropriate for your size. At 8th, 15th, and 20th level, you gain an additional natural attack form.
- Shaped Resistance You gain resistance 5 against a specific energy type of your choice. At 5th level this ability increases to resistance 10, At 10th level it increases again to resistance 20

Change Shape (Su) At 3rd level, the taskshaper has the ability to assume the appearance of any humanoid creature (usually a humanoid) by spending a moment of change, but retains all of her own physical qualities. This ability functions as a *alter self* spell, (The taskshaper does adjust its ability scores based on its size as per the spell) with a caster level equal to her class level. This ability emulates additional spells based on your class level:

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Class Level	Spell Name
5^{th}	beast shape I
7 th	beast shape II, elemental body I
9 th	beast shape III, elemental body II, plant shape I
11 th	beast shape IV, elemental body III, form of the dragon I, plant shape II
13 th	elemental body IV, form of the dragon II, giant form I, plant shape III
15 th	form of the dragon III, giant form II

Perfect Copy (Su) At 3rd level, when a taskshaper uses change shape, she can assume the appearance of specific individuals.

Ability Shift (Su) At 5th level, when first gained, the taskshaper must select a single power from the list below, and gains a single ability shift per day to spend. She gains additional ability shift power at 9th, 13th, 17th, and 19th level. In addition, the taskshaper may also increases an additional ability shift use per day at each of these levels. Use of this ability is considered an immediate action (hence you cannot use the ability twice in the same round):

• *Avoid Attack* By bending and distorting your body, you move out of the way of an attack. Any incoming attack that requires an attack roll, provokes an attack of opportunity, to which the taskshaper can make a special opposed melee attack roll, essentially attacking the attack with



her body, otherwise she follows standard rules for opposed attack rolls. If successful, the attack misses (including spells that require an attack roll to hit, like a ray or a touch spell). If the taskshaper's roll exceeds its opponents by 10 or more the taskshaper can negate the attack (catching it in midair or causing it to be deflected harmlessly), or it can choose a new target within range or reach of the attack.

- *Dynamic Form* Your speed for each movement mode you posses gains a + 30 ft. enhancement bonus and your fly maneuverability improves by one-step for one hour per level. In addition, during this time, you gain a circumstance bonus to Acrobatics, Climb, Fly and Swim checks equal to your class level (maximum +15).
- *Even More Changes* By spending an ability shift, the taskshaper can recharge her daily uses of moments of change. She regains a number of moments of change equal to three plus her Charisma modifier.
- Shape Lock You automatically become aware of any shapechanger by touch. In addition, you can force and lock a shapechanger into one shape it can assume. This shape is chosen by you and you are aware of the spell the creature can emulate. A Fort save negates (DC 10 +1/2 the taskshaper's class level + her Charisma modifier). This effect cannot be dispelled but it can be removed with a *break enchantment, limited wish, miracle, remove curse,* or *wish* spell. All though this is an immediate action its use in combat still requires a touch attack.

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 Shift Condition You can ignore the effects of any single condition (including death) for a number of rounds equal to your taskshaper class level.

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- Touch of Change The taskshaper can baleful polymorph (DC 10 +1/2 the taskshaper's class level plus her Charisma modifier; caster level equal to her class level) any living creature she touches. Only a taskshaper of 9th level or higher can choose this ability. All though this is an immediate action its use in combat still requires a touch attack.
- *Touch of Stone* The taskshaper can use *flesh to stone* or *stone to flesh* (DC 10 +1/2 the taskshaper's class level plus her Charisma modifier; caster level equal to her class level) on anything she touches. Only a taskshaper of 13th level or higher can choose this ability. All though this is an immediate action its use in combat still requires a touch attack.
- Touch of Transformation The taskshaper can use polymorph any object (DC 10 +1/2 the taskshaper's class level plus her Charisma modifier, caster level equal to her class level) on anything she touches. Only a taskshaper of 15th level or higher can choose this ability. All though this is an immediate action its use in combat still requires a touch attack.

Advanced Shapes Beginning at 10th level, a taskshaper adds the following advanced shaped capacities to her choices when picking a new shaped capacity. Many advanced shapes require a taskshaper to spend two of her daily uses of her moment of change ability. This still qualifies as spending a moment of change once during her turn, even though multiple moments of change are consumed:

- Become the Mask The taskshaper can shape her mind to mirror that of any living intelligent creature she has touched for 1 round per level. During this time, the creature's personality takes control of the taskshaper's body. Taskshapers use this ability to allow their allies to speak with and ask questions of the possessing form. If the possessing form seeks to say or do something against the taskshaper's will, the taskshaper may attempt a Will saving throw (DC 10 + ½ your taskshaper class level + your Charisma Modifier) to prevent it.
- Form of Intention The taskshaper can know a creature's intentions in combat, by accessing her ability to impersonate a creature, knowing intimately her opponent's fighting styles and habits. The taskshaper gains a +5 insight bonus to Armor Class and Saving Throws against all



attacks she is aware of made by one foe for the duration of that encounter.

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- *Improved Imprint Class Ability* The taskshaper can use any class ability that could be possessed by a character equal to her class level minus three that can be performed as a single action (does not include spellcasting or bonus feats). If the taskshaper character has not personally witnessed this class ability during game play, the taskshaper is still limited by her list of available class abilities though it does increase by 3 + her Charisma modifier. Successfully imprinting a class ability that the taskshaper personally witnesses requires a successful perception check (DC 15, +1 per 10' of distance from the creature using the ability).
- *Master of Shapes* The taskshaper may now spend two moments of change per round, if she wishes.
- *Monstrous Adaptation* A taskshaper can duplicate almost any attack that any living creature it has touched could utilize. Duplicate organs, both mundane and arcane, granting her the extraordinary or supernatural abilities of such creatures; any saving throw offered by such and abilitiy's DC is equal to 10 +1/2 her taskshaper class level + her Charisma Modifier. If the taskshaper character has not touched this creature during game play the taskshaper can only select abilities from a list of universal monster abilities

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from the Pathfinder® Roleplaying Game Bestiary™ equal to 3 plus her class level. This ability can be maintained for 1 round.

- *Regeneration* The taskshaper gains regeneration 5 (acid or fire) for 1 minute per class level.
- *Shaped Anatomy* A taskshaper has a 50% chance of ignoring a critical hit or a sneak attack, this ability remains in effect for 1 round.
- *Stretch* A taskshaper can double her natural reach by stretching her arms, legs, tail, or other appendages in combat. This increase can be maintained for 1 round.

Unform (Su) At 20th level, the taskshaper can unmake anything she touches once per day as a standard action. The subject suffers 40d6 points of damage, though a successful Fort save reduces the damage by half. (DC 10 +1/2 the taskshaper's class level plus her Charisma modifier) in all other respects this functions as a *disintegrate* spell (Caster level equal to her class level).

Designer's Note

The taskshaper can a bit heavy on the bookkeeping side of play, as one must record all abilities and feats that the taskshaper ever witnessed; GMs can handwave this away for NPC. For a PC however, a GM is encouraged only to allow this class to be used by players that can keep accurate records of the feats and abilities her character can emulate (A GM may wish to review this list, as they would the spells or magic items a PC has available). GMs should, at all costs, avoid hand-waving this PC bookkeeping and allowing a taskshaper to just emulate what they wanted whenever they wanted to use it. ひん ち きんドアフレムシンビスバマデン ビスバルムエムルムドルダ ち さんし

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