

The Rosicrucian

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This is a prestige class.

Many who are born with mystic power shun all association with it or learn to walk the path late in life. Then there are those who gladly embrace the power — and the dangers — the path of mysticism holds. For those who are able to resist the temptations of the Thirst, the reward is untold power and a fundamental understanding of the universe. The price for failure is an eternity of unfulfilled desire and unending pain. Some say it's worth the risk.

Abilities: A high Intelligence gives the Rosicrucian more skill points per level to work with. Wisdom is also of equal importance to the Rosicrucian, as many of his class skills are keyed from that ability.

Vitality: 1d8 plus Con modifier per level.

Class Skills

The Rosicrucian's class skills and key abilities are:

Class Skill	Key Ability
Appraise	Int
Bluff	Cha
Concentration	Con
Craft	Int
Cryptography	Int
Cultures	Wis
Escape Artist	Dex
Forgery	Int
Gather Information	Cha
Hide	Int
Hobby	Wis
Intimidate	Cha
Knowledge	Int
Languages	Wis
Listen	Wis
Move Silently	Int
Open Lock	Dex
Perform	Cha
Profession	Wis
Read Lips	Wis
Search	Int
Sense Motive	Wis
Sleight of Hand	Dex
Spot	Wis
Surveillance	Wis

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

All of the following are class features of the Rosicrucian.

Starting Feats: The Rosicrucian gains the following feats at 1st level.

Weapon Group Proficiency (Exotic, Archaic)

Weapon Group Proficiency (Handgun)

Weapon Group Proficiency (Hurled)

Weapon Group Proficiency (Melee)

Smoke and Mirrors: The Rosicrucian may spend 1 action die to displace his position within two half action's move from his starting location as a free action. He must be unobserved (e.g. he may step around a corner, out of sight) in order to use this ability and always reappears out of sight of his opponents. In addition, the Rosicrucian's action dice are considered to be one higher (e.g. d6's become d8's). This stacks with other action die-augmenting options but cannot increase the agent's dice beyond d12s. This is the Rosicrucian's core ability.

Parlor Tricks: Sometimes the simplest feats of trickery and prestidigitation are the most impressive. At first level, the Rosicrucian gains a +2 competence bonus to all Bluff, Escape Artist, Open Lock and Sleight of Hand checks. This bonus increases by 2 every 3 levels, to a maximum of +10 at 17th level.

Spiritual Advisor: The Rosicrucian has contact with many otherworldly powers that advise and guide him throughout his life. Once per session, he may re-roll a failed education check or make an inspiration check without spending an action die. He gains an additional use of this ability at 11th level and again at 19th level.

Master of Mysteries: More than most mystics, the Rosicrucian spends a great deal of time discovering the mysteries of the universe. At 3rd level, the maximum number of ranks the Rosicrucian may place in Knowledge skills is increased by 1. This number increases by 1 every 3 levels thereafter, to a maximum of 5 at 19th level.

Bonus Feat: At 4th level and every 4 levels thereafter, the Rosicrucian receives a bonus feat. This feat may be a Fringe or mystic feat, or it may be Scholarly or an advanced skill feat with Scholarly as a prerequisite. The Rosicrucian must meet all requirements for the feat.

Research: At 6th level, the Rosicrucian learns one rite or ritual with a learning DC less than or equal to the number of ranks he has in Knowledge (Occult), plus the number of Rosicrucian class levels. He learns an additional rite or ritual every three levels thereafter. This does not grant him the ability to use the ritual, only the knowledge of how to use it (or to identify it if observing someone else performing the ritual).

Minor/Major Deflection: At 10th level, the Rosicrucian learns to harness part of the mystical ethers for his own benefit. He gains a +2 deflection bonus to his defense and to all saves. This increases to +4 at 20th level. This semi-visible field is an expression of the mystic's nature; hence, every mystic will have a unique manifestation of this ability. If an attack misses him by 5 or less, or if he makes a save by 3 or less, all creatures within 50 feet of the Rosicrucian see this manifestation. It persists for 6 seconds (1 round) after the action that prompted the save. Anyone with Knowledge (Occult) may make a skill check (DC 15) to recognize the nimbus for what it is, and whether it is minor or major.

Someone with the Like to Like feat, a fringeviewer or similar can see this field and attempt the same skill check.

Power of the Ancients: The Rosicrucian gains one of the lost abilities of the Ancients. Once per session, as a free action, the Rosicrucian may ‘slip into the moments’, effectively stopping time for everyone but himself for 1d4+1 rounds. All objects (except those on his person) and creatures are frozen and invulnerable to the Rosicrucian’s attacks while time is stopped, and the Rosicrucian can still be harmed by the environment (e.g. if he jumps off a five story building). However, time moves normally for the Rosicrucian, he may begin an action to complete when time ‘begins’ anew. The Rosicrucian is fully aware of when time will resume, and may only complete a number of actions that he could under ‘normal’ circumstances.

The Rosicrucian

Lvl	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Gadg Pts.	Special
1	+0	+0	+1	+2	+1	+1	2	0	Parlor tricks (+2), <i>smoke and mirrors</i>
2	+1	+0	+2	+3	+2	+2	4	1	Spiritual advisor 1/session
3	+1	+1	+2	+3	+3	+3	6	1	Master of mysteries (1)
4	+2	+1	+2	+4	+3	+3	8	2	Bonus feat
5	+2	+1	+3	+4	+4	+4	10	2	Parlor tricks (+4)
6	+3	+2	+3	+5	+5	+5	12	3	Research
7	+3	+2	+4	+5	+6	+6	14	3	Master of mysteries (2)
8	+4	+2	+4	+6	+6	+6	16	4	Bonus feat
9	+4	+3	+4	+6	+7	+7	18	4	Parlor tricks (+6), research
10	+5	+3	+5	+7	+8	+8	20	5	Minor deflection
11	+5	+3	+5	+7	+9	+9	22	5	Master of mysteries (3), spiritual advisor 2/session
12	+6	+4	+6	+8	+10	+10	24	6	Bonus feat, research
13	+6	+4	+6	+8	+10	+10	26	6	Parlor Tricks (+8)
14	+7	+4	+6	+9	+11	+11	28	7	Power of the Ancients 1/session
15	+7	+5	+7	+9	+12	+12	30	7	Master of mysteries (4), research
16	+8	+5	+7	+10	+13	+13	32	8	Bonus feat
17	+8	+5	+8	+10	+14	+14	34	8	Parlor tricks (+10)
18	+9	+6	+8	+11	+14	+14	36	9	Research
19	+9	+6	+8	+11	+15	+15	38	9	Master of mysteries (5), spiritual advisor 3/session
20	+10	+6	+9	+12	+16	+16	40	10	Bonus feat, major deflection