

Knight of the Bleeding Rose

Named after the symbol that marks their suffering, these people are on a quest to honour the memory of their beloved one. They are constantly torn apart by the sweet memories of happy moments contrasted by the feeling of loneliness and loss.

Exactly how the Bleeding Rose actually appears to the lover is unknown, it is not even sure that it is real. Usually the rose will be found on the partner's bed when waking up one morning, a few days after the death of the beloved.

The Knights of the Bleeding Rose like to use discreet and subtle methods rather than great flashy ones.

Their appearance often resembles that of renaissance nobles (long cape, rich clothing, armed with some duelling sword of the epoch, etc.). They tend to use theatrical gestures when accomplishing great deeds.

Hit die: d8

Requirements

Since this is essentially a character concept, the DM should feel free to adjust the requirements if necessary.

Skills

Balance: 7 ranks
Hide: 10 ranks
Move Silently: 10 ranks
Tumble: 7 ranks

Feats

Weapon focus (Rapier)
Weapon finesse (Rapier)
Iron Will
Dodge
Quick Draw

Special

Must have lost the loved one. (This is purposefully vague, there could be situations where death of the beloved one isn't the only reason for a character to walk this path.)

Note

This class may call for a lot of customisation. DMs are encouraged to tweak the various aspects of the class to fit as well as possible into their campaign.

Class Skills

The Knight of the Bleeding Rose's class skills (and the key ability for each of them) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis) and Tumble (Dex).

Skill Points at each level: 4 + Int modifier

Class Features

The Bleeding Rose: Each rose looks a little different, but all have the particularity to bleed. This is more a symbol than a real object, it only requires the knight's devotion to exist. Usually the knight will hold the rose in one hand (considered empty for the purpose of the weapon finesse feat and spellcasting) and his rapier in the other. The knight may draw special powers from this rose by tearing off petals or thorns (they grow again immediately). For each such torn off part, he loses 1HP (only recoverable through a good night's rest, filled with the dreams of his lover), because the rose is part of him. If he uses some of the rose's blood instead, he does not lose any HP, but becomes fatigued (p.84 of the *DMG*) for a duration determined in the power's description. He can even choose to tear away the heart of the rose, in which case the knight immediately dies beyond resurrection. This desperate act can have huge consequences, to be discussed with the DM and in the spirit of the class. Should such a character ever cause the death of a rose plant (even inadvertently), he may not use his knight abilities for a period of 24 hours. The rose itself is indestructible and should it be lost, it just disappears from where it was and reappears in the knight's hand.

Code of Conduct: A Knight of the Bleeding Rose has a kind of code of conduct. Everything he does is in the name of his loved one. The less he upholds her memory, the more will his rose wither, until it completely turns to dust. If this ever happens, a knight loses all knight class levels and memories concerning the bleeding rose.

Weapon and Armour Proficiencies :
The knight gains no new proficiencies.

Serrated Blade (Su): Ripping off a thorn from the rose (taking one point of damage), the rapier becomes jagged and even sharper. This effectively adds a +2 to damage for the round. Using this power is a free action, usable once per round.

Surge of Compassion (Sp): Gently tearing away a petal from the rose (taking one point of damage), the knight overwhelms a humanoid target with feelings of love and sympathy. Treat this as a *Charm person* spell (DC 13 + Cha mod) usable once a day.

Passion and Torment (Sp): By drinking some of the rose's blood, the knight is invested with the power to awake a maelstrom of passion and torment which completely overloads a humanoid's heart and brain. The victim must be aware of the knight and within 30 ft. The effects of this ability work as the *Hold Person* spell (DC 13 + Cha mod.), once a day. The knight remains fatigued one entire round after the use of this ability.

Sub Rosa (Su): Knights of the Bleeding Rose like getting along unnoticed. By placing a petal on his tongue (and taking one point of damage), a knight's steps become as soft as rose petals and an aura of discretion sheathes his entire being. Anyone trying listen to or spot a knight in this state suffers a -5 penalty to his check. Tracks left behind while being **sub rosa** increase their DC to track by 5. The power works for knight level + Cha modifier minutes and is activated as a standard action. He can at anytime spit or swallow the petal (free action) to put an end to the effect. At the end of the duration, the petal simply dissolves on his tongue. Only fresh petals can be used to activate this ability.

Hail of Thorns (Sp): Like a metaphor to express the wrath he feels, a knight may

take three thorns (thus taking three points of damage) from the rose and fling them at his opponents. While mid-air, the thorns multiply and spread out, before crashing like a hail of thorns onto the enemies. This spell-like ability has a cone area of 25 ft and deals 1d6/knight level of damage. It is usable once a day. A successful Reflex saving throw against DC 13 + Str Mod halves the damage.

Sweet Dreams (Sp): Once per day, the knight may take five petals from the rose (losing 5 HP), lay them on the palm of his hands and then blow them at his targets as one would blow a kiss. The victims feel a warm sensation of well-being, and fall asleep, thinking to be in the arms of their partners. This puts to sleep 4d6 worth of living humanoid creatures in a 50-foot cone (nearest first, those with least HD first if tied for distance). A successful Will save at DC (13 + Cha mod.) negates the effects. A creature with twice as many HD as the caster has Knight of the Bleeding Rose levels is immune to this effect. Otherwise, treat those affected with the rules of the *sleep* spell. Duration is 1 minute per Knight of the Bleeding Rose level.

Coup de Grâce (Su): By dripping seven drops of the rose's blood onto the rapier, the blade becomes a deadly weapon that seeks the heart of their opponents and delivers an intense sensation of despair in the victim, which will often simply die of the emotional shock. The knight must take a full-round action that attracts attacks of opportunities (but this can't disrupt this action) to prepare his blade and then launch a single attack at his opponent. If the attack is successful, consider that the enemy was just dealt a coup de grace, except that the save is a Will save whose DC is also modified by the knight's Cha mod. This ability may be used once a day and fatigues the knight until he gets a good nights sleep.

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Level	BAB	Fort	Ref	Will	Special
1	+1	+0	+0	+2	Serrated Blade
2	+2	+0	+0	+3	Surge of Compassion
3	+3	+1	+1	+3	Passion and Torment
4	+4	+1	+1	+4	Sub Rosa
5	+5	+1	+1	+4	Hail of Thorns
6	+6	+2	+2	+5	Sweet Dreams
7	+7	+2	+2	+5	Coup de Grâce

Thanks to [Monte Cook](#) for letting me use ideas developed in his Book of Eldritch Might.