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THE
QUINTESSENTIAL
ARISTOCRAT

Collector Series



THE QUINTESSENTIAL ARISTOCRAT

Martin R Thomas

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INTRODUCTION

Skillfully moving his way through the intrigues of Imperial society, the Imperial Senator gains power and prestige, eventually receiving a blessing of wealth that he uses to build a new estate. Discovering that magical blood flows through his veins, the Priest-King uses his new powers to either frighten or encourage his subjects to sacrifice gold, animals, and other precious items to him, allowing him to grow even more powerful. Noticing that his tribesmen followers have begun to waver in their resolve against the enemy, the half-orc War Chief uses the strength of his personality to literally intimidate his warriors to stand their ground or fear his wrath.

All of these are examples of the aristocrat, the cream of high society. The *Quintessential Aristocrat* is a sourcebook for aristocrat characters, designed to expand the class and make it a playable character class that can stand alongside any of the core classes. These ideas will also be useful for Game Masters who wish to create new and unique liege lords for their players.

Why Play An Aristocrat?

The aristocrat is a non-player character class, designed as a tool for Game Masters to represent the wealthy and influential characters of the game world that rarely leave the comfort of their estates. The aristocrat's class abilities consist of a medium attack bonus (advancing as a cleric or rogue), a good Will save, access to all simple and martial weapons and to all armour (light, medium, and heavy) and shields, four skill points per level, and 6d8 x 10 in starting gold. Unlike the classes detailed in *Core Rulebook I*, the aristocrat does not gain any bonus feats, spells, powers or class abilities as he rises in level.

So, why is there a book on how to play an aristocrat character?

To start with, no other character in the game with a medium base attack bonus gains all of the weapon and armour proficiencies that an aristocrat does. Even barbarians and rangers, with their higher base attack bonus, do not gain access to heavy armour proficiency. Clerics gain the armor proficiencies but do not have proficiency in martial weapons.

Also, no other class in the game with access to all armour and weapon proficiencies has four skill points per level. The aristocrat also chooses from a good list of skills.

Lastly, the starting money for a first level aristocrat is double that of the next highest classes in the game

(fighters, paladins, and rangers) and more than four times that of the average of all the classes.

The aristocrat fills a special niche not being served by any other class: a wealthy individual trained in the use of weapons and armor who is also highly skilled at dealing in social situations.

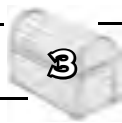
The aristocratic class has a built-in adventure hook: the player must explain why his character has left a life of relative luxury to begin a life of adventuring. Many aristocrats will adventure as part of their duties, while others leave the life of the aristocracy behind to begin a life of adventure. Either way, a clever party will find many uses for the aristocrat's unique skills and abilities, especially at higher levels.

The Collector's Series

The Collector's Series is a range of class and racial sourcebooks from Mongoose Publishing, designed to greatly widen a player's options for his character within the d20 games system. Slotting seamlessly into any fantasy-based campaign, each will give a comprehensive guide to one class or race within the game, allowing both players and Games Masters the chance to present old character types in a completely new way without overpowering or unbalancing the game as a whole. The Collector's Series will not necessarily allow players to create a better character, but they will be able to do a lot more than they ever thought possible.

The Quintessential Aristocrat

Using this sourcebook, anyone choosing to play an aristocrat will find an array of choices to expand his character through various options and alternatives. By adopting a character concept, the aristocrat begins creating a background to form his character's values and outlook on life, defining the exact type of aristocrat he is. Aristocratic leadership gives examples of how to combine the authority of the aristocrat with the powerful abilities of other classes to create unique multi-class characters. Prestige classes provide options to focus the character's aristocratic qualities into positions of leadership and sovereignty. New feats perfect the aristocrat's natural abilities, making them better at leading their allies, commanding their followers, and amassing greater wealth. Details on specialised clothing and equipment help the aristocrat to play the part, enabling him to interact with his fellow members of the aristocracy without fear of being laughed at for being 'out of style'.



Aristocrats are the leaders of men, and this sourcebook provides information to help the aristocrat character improve his natural leadership abilities. In addition, tactics for negotiation and bribery are discussed in detail, as well as new fields of knowledge to study. It is imperative that an aristocrat has a proper education; through the application of careful study in the fields of math, science and languages, warfare, music, poetry and entertainment, and social skills, an aristocrat can rise above his fellows to become a great and well-rounded leader.

An aristocrat's status among the rest of the aristocracy is of paramount importance. Everything that the aristocrat is and everything he stands for is portrayed by his status. He will need to choose his affiliations carefully, for if the aristocrat belongs to an organization that is found guilty of serious crimes, its actions will reflect poorly on his status. For these reasons, aristocrats constantly strive to improve their status by holding great feasts, participating in hunts, and performing music or poetry for their peers. Eventually, an aristocrat will gain enough wealth and status to create a manor and build an entire estate, beginning a new dynasty or continuing the long history of the family line.

Clerics have more faith, but aristocrats have more money to donate to the religion. Fighters are better

individual combatants but aristocrats are better leaders of troops. Rogues are better at slipping a knife between someone's ribs, but aristocrats are better at slipping in a cutting remark to ruin someone's reputation. Bards and wizards use magic to command the wills of others, but aristocrats can command others through the sheer force of their personality.

The material contained herein will give your aristocrat character all he needs to become one of the greatest leaders the world has ever known.

Fact Versus Fiction

While many of the ideas contained herein are based on the aristocratic history and culture of actual earth societies, much has been altered, twisted, and sometimes completely ignored to make the ideas more enjoyable and fantastical. There are plenty of research books available on the subject of European feudalism, medieval Japan, ancient Chinese bureaucracies, Roman patricians, and the nobility of the 17th and 18th centuries. This book takes pieces and cues from all of these sources and even more, seeking to provide unique and creative information to allow you to gain a sense of what it means to be an aristocrat in a fantasy world.

Countess Kendria Garis-Rhys of House Segramoore appeared at the top of the massive staircase in her finest gown, laden with jewels and displaying her family crest from a finely crafted gold pendant. While slowly descending the stairs to greet her guests in the Grand Ballroom, she let them drink in her beauty, authority, and dignity. It was New Year's Eve, and this was the third feast she had hosted this year. This was the most celebrated of them all. Her guests knew that she spared no expense for this particular occasion. This year a cadre of chefs skilled in the creation of delicacies from foreign cultures prepared a feast for both the palate and the eye. There was talk that some of the delicacies revealed the secrets of dark elf cuisine. The Countess made sure that her chefs had the most rare and expensive spices available to them, found only from a contingent of dwarf merchants who hailed from the Karratkis Mountains. While the food was a spectacle, the entertainment was an event. The finest elven minstrels, gnome prestidigitators, and halfling acrobats amused guests, both young and old. The most outlandish diversion of the evening was an animal trainer who had brought a captive hippogriff for guests to gawk over. The fact that this cost the Countess a few thousand gold crowns was a small sacrifice to treat her guests to so rare of an opportunity. The scene was set for a perfect night.

'Why, Lady Kendria, you look absolutely stunning.' A fashionably dressed young man met her at the bottom of the stairs and held his arm out.

'Thank you, Sir Addison.' Lady Kendria took the noble's arm and made her grand entrance. She noted that many of her friends, other members of the aristocracy, were missing. Some she knew she would never see again.

'Tell me, Addison. What news do you hear from the capital?'

'Truth be told, my Lady, not much of interest. The rebel army has made several gains on the eastern front and approaches ever nearer to the capital each day. If the king falls, it will be only a matter of time before the rebellion spreads out here to the border marches. With your father away, I fear for your safety.'

Kendria smiled warmly, but deep down, she feared for herself, too. The feast would distract her guests from the news of the rebellion for a while, reminding them of the dignity of House Segramoore. But, after all the food was eaten and the guests



were gone, Kendria would be alone again in an empty estate, awaiting the return of her father, the Lord of Segramoore Manor. It had six weeks since she had last seen her father when he was called to the capital to render service to his liege, the king. The weeks seemed like years.—

Segramoore Manor was the ruling centre of Dunleigh Province, one of the larger duchies of the kingdom. Ever since her older brother died as a child, Kendria was not only raised as the jewel of her father's eye, but also as the heir to her brother's responsibilities and expectations. Her mother had died during childbirth, and with her father away, the Lady Kendria had taken the title of Countess and was doing her best to administrate the daily affairs of the province until her father returned.

'Well, Countess, this is a fine display of wealth. No wonder that malcontent, the Marquis de Caradec, is able to drum up such support from his followers. These extravagant feasts are a thing of the past.'

'Baron Isembar, you know as well as I that Caradec was stripped of his lands and title when he joined the rebellion.' She lowered her voice, but kept up her stern demeanour as she addressed Isembar. 'I think you know, too, that this is no mere rebellion of angry peasants. There are more sinister forces at work here.'

Master Blandford, financier of the Jewellers Guild, overheard. 'What do you mean, my Lady?' he asked nervously.

Isembar laughed. 'I'm afraid that the Countess has been taken in by too many tall tales. I wouldn't worry myself with rumours, Master Blandford. You'll have enough problems dealing with the angry mobs of peasants who come knocking at your door to relieve you of your property.'

Lady Kendria turned back toward Isembar. 'The peasants are not the problem. They are being led astray by Caradec. I've heard reports that the rebel army has access to occult magic and have allied themselves with the humanoid tribes. That does not sound like a simple peasant rebellion.'

Isembar's face turned cold. 'You would do well, my Lady, to save what little remains in your family's coffers to procure passage out of the country. We all should do the same. Isn't it obvious your father isn't coming back?'

'Baron Isembar, do not ever speak of my father in that way again. Once order is restored in the capital city, he will return and will not look kindly upon the tone you have taken with me in his absence.'

'Hiding yourself here in your palace isn't going to make the rebellion go away, Countess. You may as well face the facts that your days of wealth and prestige are coming to a close and all of the feasts in the world are not going to change that.'

Looking around, Kendria noticed that the guests had begun to gather close to her and Isembar, eagerly waiting to see how the young countess handled this insolence from the baron. Secretly, she was afraid that Isembar might be right, but she knew that she could not let her guests see her falter. She needed to maintain authority on the estate or risk an outbreak of rebellion on her own family's lands. If only her father had not had to leave. She clasped her family crest hanging on the chain about her neck and took a deep breath to address her guests.

'Friends, we do live in uncertain times to be sure. Long have we waited for news of my father and of the King and the state of the royal army. However, I know, with every fibre of my being, that my father and the king yet live and will see our cause through to victory. Let us not speak any more of this now. Tonight is a night for celebrating the beginning of a new year. Let us all raise a glass to my father, the Lord of Segramoore Manor! May he lead his troops to victory and return soon to share tales of adventure, honour, and glory with us all. And, by his grace, may we all prosper under his care and guidance during the coming year.'

'To Duke Kendrick, Lord of Segramoore Manor!' The guests cheered jubilantly.

Uncertainty weighed heavily on her chest and in her heart as Kendria let out a small sigh of relief. She was known to have her father's knack for inspirational speeches. This one, while short, seemed to have done the trick for now and averted further argument with the Baron. Quickly, she waved her hand to the musicians, who began playing a waltz. Turning back to Sir Addison, she took his arm again and began to move through the crowd to finish greeting her guests, just missing the look of anger and disdain on Isembar's face.

CHARACTER CONCEPTS

These character concepts allow the character to focus his abilities in a particular arena of the aristocracy. As a class, aristocrats do not have any special abilities other than a broad skill list and proficiencies in all weapons and armour. Most of these character concepts are based upon the idea that the character will be interacting within royal courts, powerful churches, or trade guilds. Most of the concepts, therefore, replace heavy armour proficiency with bonuses to courtly or social skills that are useful in these settings. These character concepts can be used as a springboard for the player to design the details of his character's home court. The Games Master can also use them as a springboard to design adventures based around political intrigue, where the aristocrat can truly shine.

Traditionally, members of the aristocracy gained their power and titles through land ownership. Eventually the titles became hereditary so that an aristocrat's son held a title merely due to his birthright. While this is the type of aristocrat that most people are familiar with, this book approaches the subject from a different angle. The *Quintessential Aristocrat* considers that aristocrats come in several varieties: those who are aristocrats due to birthright (the 'wellborn' and the 'old rich'), those who are aristocrats due to ability (politically influential and ambitious persons as well as the knowledgeable and educated) and those who are aristocrats due to luck ('new rich' by virtue of a fluke, inheritance, lucky find, etc.). It is possible in the world of fantasy to buy one's way into the aristocracy, as well as to be elevated to the aristocracy by virtue of combat prowess, magical aptitude, devout spirituality, or education of philosophy, rhetoric, or logic. Given the wide possibilities of aristocratic backgrounds, we have introduced a new idea to the Character Concepts chapter, that of *archetypes*.

Aristocrat Archetypes

Before detailing the actual character concepts, it is appropriate to discuss the roles of different aristocrats, and how a player can build an aristocrat character around one of four main *archetypes*. As noted in the *Core Rulebook II*, aristocrats include not only the wellborn, but also the wealthy and politically influential individuals of high position. This broad description covers a wide variety of character backgrounds. Throughout the *Quintessential Aristocrat*, we make reference to four main aristocratic archetypes:

Patrician: This archetype includes the landed gentry, persons born into their position. They may be actual royalty, such as a king, prince, or emperor, or simply a member of the nobility such as a count, knight, or samurai. These positions are most often hereditary. Certain persons of note may be elevated to the nobility, typically by being knighted. Certain other high-ranking non-nobles also fit into this archetype, such as military generals and royal advisors. Typical skills include Diplomacy, Knowledge (nobility & royalty), Knowledge (local), Ride and Sense Motive.

Deacon: Used as a description for the patrons of the church, deacons are members of the aristocracy who have chosen to advance their careers and power through religion. These aristocrats are not necessarily at the pulpit but are the planners and behind-the-scenes people. They help to advance the cause of their deity through impassioned speeches to other members of the aristocracy, calling for increased donations to the church or even for a Crusade against a rival faith. In some campaigns, the royalty and nobility may actually answer to the church, making a deacon a very powerful character indeed. Typical skills include Knowledge (religion), Knowledge (local) Perform (oratory).

Industrialist: These aristocrats are not the creators of goods, but are the financiers and the leaders of the various guilds that support craftsmen and artisans. They hold the purse strings and help to fund the mercantile concerns of the middle classes. With the emergence of commerce as a legitimate career and with access to large amounts of wealth, industrialists can become very influential. Depending on how rich they are, they may even rival members of the nobility in terms of lifestyle. Typical skills include Appraise, Bluff, Diplomacy, Knowledge (economics & business), Profession (merchant) and Speak Language.

Academic: The academic archetype includes individuals who have increased their position in society through formal education rather than through wealth. Examples of academics include scholars, barristers, scribes and physicians. Not leaders per se, academics are more likely to be seen as the power behind the throne, using their education as a tool to influence the decision-makers of the world. Typical skills include Decipher Script, Gather Information, Knowledge (different kinds), Listen, Profession (different kinds) and Spot. Academics should consider taking the Multitalented feat (described in Chapter Five) and pick Profession and Decipher Script as their bonus class skills.



Players should pick one of the archetypes for their aristocrat characters to provide some focus to the character's background. Archetypes do not change the character; they simply provide a basis for helping to create a character. After choosing an archetype, or working with the Games Master to create a new one, the player may select a character concept.

Borderlands Noble

A minor member of the nobility, the borderlands noble has been sent to the frontier as a representative of the king. He has been given his own territory to govern, however the vast majority of his time will be spent repelling invaders, be they barbarians, monsters, or armies from an enemy state. While possessing a noble title and his own territory to rule, assignment to the borders is often seen unfavourably among the rest of the nobility. Many borderlands nobles are actually not well liked at court, and are sent by the king to the farthest reaches of the kingdom to get them out of the way. Given the amount of warfare on the borderlands, it is expected that the border lord may meet with an "unfortunate accident" in the course of his duties.



Adventuring: Border lords are adventurers from the moment they are assigned their task by the king. The border lord is constantly adventuring, often as the party leader, to sweep through his territory and clear away bandits and other raiders. An adventuring company fighting invaders on the borderlands will benefit greatly from the border lord's intimate knowledge of the terrain and enemies in his realm.

Role-Playing: The life of the border lord is a tough one. Stripped away from the luxury of court-life and thrust into a daily battle for survival on the farthest reaches of the kingdom, the border lord must often learn to make do with a lack of equipment, personnel and information. Gone from the capital for months to years at a time, the border lord slowly begins to lose touch with the courtly lifestyle of parties, rich foods and fine attire. Eventually when he returns to report to the king in person, many of his former friends and even relatives may not recognize the border lord, weathered by the environment and months of constant warfare.

Bonuses: Border lords learn to adapt to their surroundings quickly, receiving a +2 competence bonus to all Survival checks while in the territory over which they rule. He also receives a +2 competence bonus to all Ride skill checks. Lastly, while he is a very minor noble, his family rules a small area of land along the borderlands, and he is able to call upon the wealth generated by this land. At first level the borderlands noble receives the maximum amount of starting money for an aristocrat at first level (480 gold pieces).

Penalties: Living in the wild borderlands keeps the border lord out of touch with the current happenings at court and bestows upon him a brusque demeanour, generating a -2 circumstance penalty to Bluff, Diplomacy and Gather Information skill checks. He also loses Perform as a class skill, as there is little time for him to devote to the performing arts while on the borderlands fighting invaders. Lastly, if following the rules for Status presented in Chapter 9, the borderlands noble suffers a -2 penalty to his status score due to being relegated to the wild frontier.

Church Patron

Using his aristocratic background and wealth to gain status in the church, the church patron is a very influential individual. Allying himself with what he thinks is the most powerful religion in his region, the church patron makes large donations to help pay for the building of temples and the salaries of the clergy. With these donations come many benefits, as the church patron will typically have a whole section of the temple devoted solely for his and his family's use. He has

immediate access to the head priest of the temple for counsel and even for the casting of spells. Of course, with these benefits come many responsibilities. The patron is expected to continue making donations for the temple's upkeep and expenses, and will be expected to attend services as often as they take place, usually weekly.

Adventuring: The cost to maintain the church patron's status within the church is very high. For this reason, many church patrons take to the adventuring life in order to acquire more wealth, which they then contribute to their temple. These patrons are often very ostentatious with their wealth, wearing the finest clothes and displaying elaborate and expensive holy symbols of their chosen faith. Others actually begin adventuring as a way to increase the holdings of their church, acting as noble representatives and missionaries of the true faith. These devout patrons may actually be called upon to lead, or at least fund, a religious crusade.

Role-Playing: Although contributing substantial amounts of money toward a specific religion, some church patrons are not actually devout worshippers of the faith. These patrons see the church as a tool for advancing their political careers rather than as a way to achieve spiritual enlightenment. Most church patrons, however, strongly believe that they should use their influence and wealth to help their church create a more pious society. This second type of church patron may exhibit a level of spirituality nearly as strong as that of a paladin.

Bonuses: Church patrons receive expert tutelage in the history and tenets of his faith, and receive a +2 competence bonus to all Knowledge (religion) checks they make. Additionally, church patrons are shrewd and learned politicians and receive a +2 circumstance bonus to both Diplomacy and Sense Motive checks.

Penalties: The hours of religious study the patron undertakes tend to preclude martial training. Church patrons receive proficiency in simple weapons only. Additionally, to maintain his status and influence at his chosen temple, the church patron must tithe 10% of his income to his home temple, or arrange to have it delivered there once a month if he is not able to return home.

Court Spy

Aristocrats are in an excellent position to be spies at court, given that their birthright gains them access to people and places from which others are barred. By using her, or her family's, good reputation, a court spy works her way into the daily politics of her home city,

county, or even country. Many different types of people are interested in the type of information gathered by the court spy. She must be careful with whom she trusts, for she never knows if her best friend is also a court spy sent to spy on her.

Adventuring: Court spies live a life of adventure on a daily basis. Whether doing a good deed by spying on an evil emperor or having 'gone rogue' to work for the local Thieves' Guild, a court spy relies on her adventuring companions. They exist to keep her out of scrapes, track down enemies of her employer, and provide her with magic to enhance her natural spying abilities. However, many a court spy has been known to actually spy upon her own friends and companions as insurance should these associated one day decide to disclose her activities to the public. Such turncoats are likely to keep quiet once they learn that their own skeletons in the closet will be revealed if they insist on trying to expose the court spy.

Role-Playing: A court spy tends to be at the forefront of the political scene, simply because this allows her access to the greatest amount of information. As such, she must be extremely knowledgeable and worldly, able to talk about many different subjects all at the same time. She often appears very sure of herself and will not hesitate at a moment's notice to protect her undercover identity by turning on one of her companions. The court spy is not stupid, however, and if possible she will use her skills to help these unfortunate companions escape justice. Whether or not these betrayed companions will be appreciative of her efforts is debatable.

Bonuses: The court spy excels at blending in and passing herself off as something she is not. At first level, she receives four additional skill points that may be distributed as she chooses among the following skills: Bluff, Disguise, Forgery, Gather Information, Listen and Spot. In addition, Hide and Move Silently become class skills of the court spy.

Penalties: Weapons and armour make people nervous and less willing to entrust the court spy with their innermost secrets. The court spy is proficient only in light armour and with the following weapons: crossbow (light), dagger, dart, rapier and staff. The court spy must also buy at least one rank per level in the Knowledge (nobility and royalty) skill to maintain her ability to converse about courtly subjects with her victims.

Diplomat

In a world with many kingdoms, empires, theocracies, republics and more, the role of the diplomat is essential. As a student of international relations, the diplomat



learns how the governments of other societies function and reports back to his lord what he has learned. The diplomat also serves to offer treaties, handle negotiations, and represent the overall interests of his home country while in a foreign court. A good diplomat is persuasive, cunning, and clever.

Adventuring: Diplomats become adventurers to speak on behalf of their country's well being among the world at large. Many are sent to live in foreign lands and learn the customs of an ally or even a potential enemy. The diplomat is sure to have his share of adventures, although most of these will revolve around courtly intrigue and treaty negotiations. Assassinations at court are common, however, and the diplomat should ensure that he has a solid alibi when an inevitable murder occurs.

Role-Playing: Diplomats come from privileged families but are typically not of the highest level of the aristocracy. Due to their success at the negotiation table, many diplomats may appear arrogant or overconfident. This is not usually a true representation of their character, however, but is more a shield they use to maintain control in diplomatic situations. Nevertheless, this kind of behaviour can become quite infuriating for the diplomat's companions, who watch his attitudes change

quickly and frequently as he manoeuvres for the best bargaining position.

Bonuses: The intrigues of the court are the meat and drink of the diplomat, who gains a +2 competence bonus to all Diplomacy and Sense Motive checks. As diplomats must also be fluent in the language of the society or culture to which they have been assigned, they receive a bonus language at first level.

Penalties: The diplomat has little use for actual combat, preferring instead to use his words as his weapons. The diplomat receives proficiencies in the club, crossbow (heavy and light), dagger, rapier and staff, and with light and medium armour only.

Herald

Heralds are aristocrats who specialise in the art of heraldry in order to make sure that their lords can identify each other while on the battlefield. In an era when combatants are covered nearly head-to-toe with armour, it can be difficult to tell one another apart on the battlefield save for identifying marks such as heraldic devices displayed on shields and standards. Even these symbols can become confusing, however, given the sheer number of different devices that may appear on a battlefield or at a tournament. Heralds are the masters of this craft, having memorised hundreds of symbols and patterns and remembering the name of the lord or lady associated with each one. They also keep genealogical records and act as a spokesperson, announcer, and official record keeper for their patron lords.

Adventuring: A herald takes up adventuring usually to accompany her patron as he goes off to war or sets out to complete a task assigned to him by the church or the king. In this case, a herald acts like an aide to her patron, providing extensive knowledge, information gathering, and interpersonal skills that her patron can use to his advantage. Other heralds adventure simply as a way to gather more information about key topics so as to make themselves more useful to current and future patrons.

Role-Playing: Heralds typically have very jovial and outgoing personalities which they put to good use for their patrons. The herald uses her sharp wit and cheerful disposition to advance the cause of her patron, and ultimately to make her patron look better among other courtiers and nobles at court and during tournaments. Given their vast array of interpersonal skills, heralds often enjoy being in the limelight. They make excellent party spokespeople during encounters with new and unfamiliar Non-



Player Characters. Of course, if travelling with her patron, the herald will usually take a subservient, behind-the-scenes role.

Bonuses: Heralds have memorized a great deal of information relating to the noble and royal families of the day, and receive a +2 competence bonus to all Knowledge (nobility & royalty) skill checks. Additionally, they gain a +2 competence bonus to all Perform (storytelling) checks, as they are trained to announce their liege at tournaments and at court functions. Lastly, heralds may add Decipher Script to their list of class skills; they use this skill to evaluate the various symbols, designs and patterns on other people's heraldic devices.

Penalties: The limited focus of the herald's duties results in less time for training in other areas. Heralds count Handle Animal, Swim and Survival as cross-class skills, and they are proficient in light and medium armour only.

Magistrate

An elite core of highly schooled and skilled aristocrats, magistrates act on behalf of their lord to maintain justice and enforce law and order in the realm. Only those aristocrats who show exceptional honour and devotion to their lord are selected for this esteemed position. Magistrates can often be founding travelling throughout the kingdom, dispensing justice among its citizens. Typically, though, they are assigned to a particular city or county, and represent the highest legal authority in their domain.

Adventuring: While a magistrate is not normally an adventurer in the classical sense, he is often assigned to travel to far-reaching areas of the kingdom to hear a particular case and provide her judgment. These magistrates can encounter many types of adventures as they travel to less-civilised areas of the kingdom between cities. As a personal representative of the king or emperor, the magistrate is expected to dispense his law throughout the kingdom, whether by word or by sword. As such, a magistrate will encounter plenty of opportunities for adventure.

Role-Playing: A highly intelligent and very educated person, the magistrate will often be on the same level as a party wizard in terms of raw intelligence. However, the magistrate's social skills give him the edge over the wizard in dealing with people, however, thus making him an excellent party spokesperson. A persuasive individual, the magistrate often sways the opinions of his fellow party members to follow his lead. Ultimately,



the magistrate's goal is to serve his lord and maintain law and order throughout the kingdom. If his fellow party members can help him with this task, all the better. If not, they may be the magistrate's next targets for judgment.

Bonuses: Magistrates receive Profession as a class skill, and receive a +2 competence bonus to all Knowledge (law) and Profession (barrister/lawyer) checks that they are required to make. This bonus represents the immense amount of schooling that a magistrate undertakes to learn the details of his occupation. Also, as a direct representative of the king, the magistrate is above provincial justice in his home realm. A magistrate character may only be accused of a crime by another magistrate or by the king himself.

Penalties: Magistrates gain only light and medium armour proficiency. They are not trained in shields. When allocating their skill points each level, they must put maximum ranks into either Knowledge (law) or Profession (barrister/lawyer). All magistrates must be lawful in alignment, whether good, neutral, or chaotic. Lastly, magistrates are very likely to make enemies easily because they will often be forced to pick one side



over another. These enemies have a way of staying in the background for months or even years at a time, only to surprise the magistrate when he least expects it.

Merchant Magnate

The wealthy financiers behind large trading guilds, merchant magnates are not the hands-on traders and workers but rather the managers, directors, and officers of a guild. Most are born into wealthy families and trained to take over the family business when they get older. A select few, however, make their own way in the world, starting with little more than a small urban outpost of goods and they build their business over time to compete with the largest guilds of the day. Involved in a wide variety of businesses from importing and exporting goods and services to banking, the merchant magnate is probably the wealthiest individual in a given area aside from the nobility. A successful merchant magnate will own a fleet of ships or large caravans of wagons, warehouses and other storage facilities, and plush offices in major urban areas.

Adventuring: Given their need to move large quantities of goods throughout a kingdom or even across borders, many merchant magnates take to adventuring to help facilitate this movement. Particularly ambitious merchant magnates will travel the trade routes themselves over and over to get to know the best ways of moving goods for the least amount of money. Adventuring merchant magnates are likely to encounter highwaymen, smugglers, immoral taxmen, pirates and even monsters intent on stealing their goods. A careful merchant magnate learns to avoid these pitfalls only through trial and error, and when successful he can greatly increase his profits.

Role-Playing: Merchant magnates are obviously very wealthy individuals, and most delight in an ostentatious display of this wealth. Rich, imported fabrics, fine jewels and the latest in foreign fashions are the domain of the merchant magnate. This mixture of styles often has the opposite effect for the merchant magnate; the nobility view him as a necessary evil but certainly an embarrassment to the upper classes. Less well-off individuals may look on the merchant magnate as a self-important fop. Despite these attitudes, merchant magnates are often called upon by the nobility to help finance their construction and warfare efforts, and quite a few merchants have been able to use their wealth to propel themselves into the upper echelons of society.

Bonuses: A merchant magnate needs to have a good eye for evaluating the quality of goods and services, and receives a +2 competence bonus to all Appraise skill checks. He constantly seeks to lower the amount

that he needs to pay for transportation, storage, bribes, and raw materials, and has learned the art of haggling, receiving a +2 competence bonus to all Bluff checks he makes. The merchant magnate also counts Profession (merchant) as a class skill.

Penalties: By focusing on his business skills, the merchant often neglects other areas of study. He receives proficiency in light and medium armour only. Also, he may only count Knowledge (economics & business) and Knowledge (geography) as class skills. All other Knowledge skills are considered cross-class for him.

Military Commander

Often a minor son of a noble house, military commanders are typically not in the direct line of inheritance of their family. With little to expect in the way of money or titles, many of these young men choose the honourable career of war. They study military tactics and strategy, learning the ideal way to conduct military campaigns. These professional strategists often lead their nation's armies during war, using their vast knowledge of logistics to keep their army fed and to keep morale high. Often, however, these commanders have more education about warfare than they do first-hand experience. Some of these commanders use the opportunities afforded to them to gain practical experience and respect in the eyes of their men, while others act as knaves, leading from the rear of the army in the safety and comfort of a well-appointed campaign tent.

Adventuring: Although very schooled in the theory of warfare, many military commanders have limited practical experience. For this reason, quite a few become adventurers, desiring to test their schooling first-hand against brigands, humanoids, and even monsters. As the military commander continues gaining experience, he may find that theoretical knowledge of fighting and warfare bears very little resemblance to the actual act. These more experienced adventuring commanders are more respected by their troops than leaders who obtain their command merely by virtue of having a noble title.

Role-Playing: Due to their comprehensive schooling, some military commanders have large egos because of their immense pride in their education and knowledge. These confident commanders may believe that they know the best way of doing things, and may argue incessantly with other party members when there is a disagreement. Most military commanders eventually cease this superiority complex once they suffer their first few defeats in actual combat and become useful and important party members.

Bonuses: By virtue of his extensive schooling, the military commander gains a +2 competence bonus to all Knowledge (military tactics) skill checks that he makes. His confidence in his superior knowledge and education also provides him with a +2 circumstance bonus to all Intimidate checks.

Penalties: The strict focus on military strategy and warfare means that the military commander has had little time for other pursuits. He must put maximum ranks into Knowledge (military tactics) for each level of aristocrat gained. Additionally, the military commander's focus on warfare as the best solution for all conflicts results in a -2 circumstance penalty to all Diplomacy checks he is required to make.

Noble Knight

Noble knights represent the less martial, more diplomatic side of knighthood. While also skilled in the arts of warfare and combat, the noble knight seeks to hone his skills off the battlefield while adhering to the ideals of courtly love and chivalry. This means that the noble knight must have an understanding of a broad area of topics including science, arts and entertainment,

politics, and religion. Noble knights also have a keen understanding of people and what motivates them, making them the ideal leader.

Adventuring: Noble knights are groomed for courtly life, but additionally they make excellent adventurers. Not all skills can be displayed in a social environment, and the noble knight will be expected to prove his mettle on the battlefield. In an adventure setting, the noble knight will predictably take over the leadership position of the party and call upon the various skills and abilities of the other party members to help him achieve his goals. Some noble knights adventure for the pure sport of it, seeking to improve their status in the eyes of their peers by capturing a sacred animal or by destroying a group of brigands who have invaded the noble knight's realm. Others take to adventuring to help protect the defenceless commoners who refer to the noble knight as lord. These noble knights adventure often by leading companies of followers to defeat any humanoids, monsters or invaders who may threaten their domain.

Role-Playing: Noble knights represent some of the highest levels of aristocracy in the land. While still owing allegiance to their own lord or emperor, the noble

The tide of the battle was turning against him, and he knew that it would only be a matter of minutes before the rebel army would break through the right flank and sweep around what was left of the royal forces. Duke Kendrick stood alone atop a small rise to survey the battle. He was clad in a suit of bright silver-coloured plate armour with finely detailed patterns engraved across its entire surface, and his fur-lined red velvet cape fluttered slightly in the wind. He unclasped his helmet and let it fall to the ground, exhausted. His cohort was no longer alive to hold it for him.

With precious little time left before a complete rout of his forces, he found his thoughts drifting back home to the day the royal messenger had appeared at his estate with a royal writ demanding that he come to the capital city. He was to fulfil his obligation of noble service to the king by leading a detachment of troops mustered from his own lands. Kendrick had been unhappy with the king's decision; mandatory military service was certain to be unpopular among the people who lived near Segramore Manor. Even his beautiful daughter, Kendria, had commented that drafting ordinary citizens into the army was a sure way to fuel the fire of rebellion. Now, he couldn't agree with her more.

He sighed to himself. Poor Kendria. What was he thinking leaving her alone to run the manor? She was too young and vulnerable of a woman. Not to mention that there were precious few members of the nobility he trusted to help her. He must return home soon to protect his daughter and maintain law and order on the estate.

With a start, Duke Kendrick snapped out of his reverie. His troops were being pushed back, falling before a wave of the rebel forces that included a large number of humanoid mercenaries. This was it: the final battle for the capital city. After this, the king would be dead and a state of anarchy would rule the day. The rebel forces would have control of the capital and would quickly turn their attention to overthrowing the rest of the nobility.

Saying a quick prayer and called upon his ancestors for strength and guidance, he felt a surge of pride and might rush through him. Picking up the fallen standard that displayed his family crest alongside the arms of the kingdom he held it high, waving it wildly in the face of his retreating troops.

'Hold the line! Hold!' he shouted. 'Protect your homes and your loved ones! Stand strong, troops. We can beat them! Hold the line!'

His rally started to work as his troops stopped their retreat and strengthened themselves to face their enemy again. The duke smiled to himself. There is hope. Perhaps he would make it home after all.



knight is the symbol of the nobility to the common people of the land. He provides a shining example of the ideals of chivalry, and adheres to a strict code of honour. While some may view the behaviour of the noble knight as arrogant, this is usually very far off the mark. The noble knight may at times appear overbearing, but he is typically using his skills as he sees best for the greater good. Charismatic and well respected, a noble knight is a fine addition to any party of heroes.

Bonuses: As a skilled mounted combatant, the noble knight receives a +2 competence bonus to all Ride skill checks due to his extensive training. Just by being a member of the nobility, he also receives free at first level a superior weapon common among the nobility of his area (such as a longsword or rapier; the player must consult with the Games Master for final approval - superior weapons are described in the *Tools of the Trade* section).

Penalties: As honourable members of the aristocracy, noble knights must maintain a strict sense of chivalry and fair play. He does not count Bluff, Disguise or Forgery as class skills. Seeking to maintain his status among his peers, the noble knight requires the absolute best quality of armour, weapons, and equipment, paying extra for decorative scabbards, expensive fabrics, and other precious adornments. More specifically, the noble knight must pay an additional 10% on top of the normal price of goods listed in *Core Rulebook I* (but not including the magic items listed in *Core Rulebook II*). Lastly, the noble knight must adhere to a code of conduct similar to the paladin but without the alignment restrictions and penalties. He must respect officially recognized authorities, act honourably, help the helpless and hunt down those who seek to harm the innocent.

Occult Society Member

While many members of the aristocracy keep themselves busy with the administration of a family estate, or with the studies of warfare, religion, art and science, there are those among the well born who soon grow bored of the tedium of a noble's life. Usually not in the direct line of succession, they may find themselves attracted by the mysteries of the occult. There are dozens of secret societies purporting to know the secrets

of eternal life, ultimate power and of the universe itself. These promises are sometimes too much for the curious and bored aristocrat to avoid, and they begin to study the forbidden arts, either independently or as part of a group of like-minded occultists.

Adventuring: Occult members main purpose for adventuring is to gain access to more hidden and illicit information, seeking to improve their power. As part of a secret society, or as a test to join one, the occultist may be sent on a quest to retrieve an ancient book of power or a special crystal for use in a secret ritual. Most often, an occult society member will keep his affiliation with the occult a secret, and may join a band of adventurers under the pretext of simply wishing to explore life outside of his protected estate. Other times, the occult member's organisation may be well known and even tolerated in certain lands. In these instances, the occultist may recruit like-minded individuals to travel with him as he seeks out the precious mysteries of the past.



Role-Playing: Occult society members do not share power easily. Whether working alone or as part of a secret society, the occultist is most likely on a quest to achieve more power through access to forbidden knowledge. Similar to the wealthy vigilante character concept (described next), there is a high chance that the occult society member's fellow adventurers may not even be aware of his true plans. Secretive in personality, the occultist contributes to the adventuring party while at the same time quietly pursuing and pushing his own agenda. While this quest for forbidden knowledge gains the occultist powers and knowledge beyond most mortals, in the long run the price he pays may be his very soul.

Bonuses: The occult society member gains a familiar as though he were a sorcerer of the same level, but his familiar does not have the 'Share Spells' or 'Touch' abilities. His familiar gains the abilities as the aristocrat gains levels, as per the table for Familiars in *Core Rulebook I*. His association with a secret society also gives the occult society member access to a *grimoire*, a secret book of magical recipes. This book lets the occultist add Use Magic Device as a class skill and gives the occult society member a +2 competence bonus to Use Magic Device skill checks as long as he has his magical *grimoire* in his possession when making the check.

Penalties: Because the occult society member spends all of his time researching the occult, he has no time to train in the martial arts. He is only proficient in light armour, and only has weapon proficiency in simple weapons. Lastly, the occult society member may only be of non-good alignment.

Wealthy Vigilante

Often, a member of the aristocracy seeks a higher purpose in life than just attending society functions. Many wish for an opportunity to use their wealth, status and skills to aid those less fortunate than themselves. These aristocrats may live in corrupt societies, where graft, bribery, and extortion run rampant among the official government. While taking up the mantle of a vigilante, these crusaders assume a dual identity. By day she acts as a regular member of the aristocracy, using her status to gain information concerning potential misdeeds that are about to occur. By night, she dons the cloak of an avenger and protector, disguising herself to maintain her secret identity and uses her access to wealth to buy special weapons and equipment, maintain secret hideouts, and pay informants.

Adventuring: The wealthy vigilante's agenda is a source of many adventures. Constantly on the prowl to punish wrongdoers, she must also be wary to maintain her secret identity. Frequently, the very power she fights against is the legitimate government of the area, and they will spare no expense to try to bring the mysterious crusader to justice. When she is not using her powers of disguise and persuasion to stay one step ahead of the local authorities, she will be tracking down corrupt government officials, immoral members of the aristocracy, and common criminals to bring them to justice.

Role-Playing: A wealthy vigilante works hard to maintain two separate identities and sometimes may carry her secret so far as to almost appear to have two different personalities. As part of an adventuring party, it is conceivable that a wealthy vigilante's own party members may not even know of her secret identity and may assume that she is just another privileged member of society. She lives by her own personal code of justice, serving as judge, jury, and sometimes even as executioner. A hero and legend to the downtrodden, the wealthy vigilante takes care to mark her victims with her own distinguishing symbol, almost daring the local authorities to try to catch her.

Bonuses: Needing to be quick on her feet to stay ahead of her pursuers, the wealthy vigilante has trained herself to be fast and agile. Her Reflex save progression advances as a typical aristocrat's Will save would progress, starting at +2 at first level. As a master of keeping two separate identities, she also receives a +2 competence bonus to all Bluff and Disguise checks.

Penalties: While improving her reflexes, the wealthy vigilante has not maintained the strict regimen of mental training that is characteristic of other nobles. Her Will save progression advances at the same rate as her Fortitude save, starting at +0 at first level. Constantly on the run from the authorities, there are many nights when a wealthy vigilante cannot allow herself to get a full night's rest. Every night when she goes to rest, there is a 30% chance that the wealthy vigilante will not be able to sleep, and instead ends up staying awake all night while fearing capture. This counts as not receiving any rest and affects hit point and spell recovery. Note that the wealthy vigilante cannot avoid this condition through any means, not even if her companions offer to keep watch for her. Magical sleep (such as via a *sleep* spell) still does not allow the wealthy vigilante to recover her spells and hit points.



LEADERSHIP AMONG THE CLASSES

Aristocrats have a wide array of skills from which to choose, and now armed with this book, an aristocrat character can choose some impressive feats to make her character even more useful to an adventuring company. However, in many cases, a character will take only a few levels of aristocrat before switching to one of the more traditional core adventuring classes in order to gain the level-based abilities that those classes offer. This section presents ideas for using the aristocrat's abilities in conjunction with each of the core classes to create unique multiclassed characters with leadership roles in the campaign.

An aristocrat character should be an aristocrat from first level. The majority of aristocrats are born into their positions and therefore taking the class at first level reflects this birthright. Only in special circumstances when the player and GM work to develop a storyline wherein the player's character is elevated to the aristocracy during the course of the campaign should the player's character be allowed to multiclass *into* the aristocrat class.

Aristocrat/Barbarian

This is by far the oddest class with which to multiclass the aristocrat. The combat-oriented barbarian's rage ability is quite contrary to the more subtle skill-based negotiation tactics utilized by the aristocrat. Still, there are leaders among barbarian tribes, and many of the feats available to an aristocrat will help the barbarian chieftain raise more followers for his barbarian horde.

Multiclass Benefits: A multiclassed aristocrat/barbarian still has access to many aristocrat feats once he leaves off the aristocrat class to pursue the barbarian class. Many, particularly the Magical Bloodline feats, are very useful in combat situations.

Multiclass Detriments: The barbarian's focus on combat is highly at odds with the aristocrat's focus on diplomacy and negotiation to solve conflicts. Taking levels in aristocrat will slow down the barbarian's increased usage of rage and delay access to the damage reduction ability.

The Envoy

A potential multiclass option is to create an envoy, a barbarian sent away from his home tribe on a mission to learn about other, more civilized cultures, reporting this information back to the tribe. The envoy's tribe may have recently been conquered by a more advanced society. What better way for the tribe to learn the ways of these new conquerors than by sending an envoy to the new capital city?

Suggested Skills: Diplomacy, Knowledge (geography), Knowledge (local), Listen, Ride, Sense Motive, Survival.

Suggested Feats: Negotiator, Aura of Command

Aristocrat/Bard

The charisma-based abilities of these two classes blend together perfectly. The combination of the bard's spell casting, bardic music and bardic knowledge abilities along with the aristocrat's access to feats like Aura of Fear and Inspiring Presence, makes for a powerful support character. As discussed under 'Status' in Chapter 9, most aristocrats will find it desirable to be proficient at various types of performances, and the bard's performance-based abilities complement this goal perfectly.

Multiclass Benefits: The naturally high charisma of the bard serves to add more power to the aristocrat's special feats.

Multiclass Detriments: By taking levels in the aristocrat class, the character slows down her spell progression and bardic music abilities.

The Court Performer

The court performer has gained access to the aristocracy through her skilful performances of poetry and music, and is now generally accepted as one of their number. She really shines at the royal court, performing a musical composition, singing an original song, or telling an epic story. A good court performer will be sent to all parts of the world by her lord to perform for foreign emperors and act as an unofficial ambassador.

Suggested Skills: Bluff, Diplomacy, Knowledge (nobility & royalty), Perform (various types), Profession (arts – either poet or composer)

Suggested Feats: Aristocratic Favour, Charismatic, Shield of Charm

Aristocrat/Cleric

The defensive and healing powers of the cleric match well with the inspirational and leadership abilities of the aristocrat. It is not hard to imagine a well-spoken priest who uses his natural persuasive powers and aristocratic bearing to convert more members to the faith.

Multiclass Benefits: The aristocrat's high charisma will help the cleric's undead turning attempts and also gain more followers for the cleric.

Multiclass Detriments: The character's clerical spell-casting decreases for each level taken in the aristocrat class.

The Father of the Church

Throughout history, high-ranking members of the church were often members of the aristocracy and many times the head of the religion was actually chosen based upon his ties to a powerful noble family rather than his piety. The ranks of religion are often used to gain political power. The Father of the Church represents these aristocratic priests, who combine their noble backgrounds with their piety to provide leadership for the faithful. Many of the popes of the Catholic Church during the Middle Ages and the Renaissance were chosen from among the ranks of powerful noble families.

Suggested Skills: Diplomacy, Intimidate, Knowledge (nobility & royalty), Knowledge (religion), Sense Motive

Suggested Feats: Born to Wealth, Inspiring Presence, Strength of Will

Aristocrat/Druid

Seemingly an odd combination, the aristocrat-druid can fulfil many different roles in a political campaign. The king's adviser can be a druid, combining mystical druidic powers with the courtly polish of an aristocrat to counsel the king on different matters of the state. Many



people believe that Merlin was more of a druid than a wizard.

Druids also work within powerful druid societies, circles or cabals, and an aristocrat-druid has an excellent combination of leadership skills and druidic magic to rise to positions of command and authority within these circles.

Multiclass Benefits: An aristocrat's high Charisma score will help improve the druid's wild empathy class ability. The leadership feats available to the aristocrat will increase the druid's role as a leader among his druid brethren.

Multiclass Detriments: Taking levels in the aristocrat class will slow down the character's druid spell progression. It will also take longer for the character to gain access to more wild-shapes and to other higher-level class abilities.

The Royal Animal Trainer

Animals of all types, from warhorses to hunting dogs to falcons, are owned and used by the nobility. The royal



animal trainer is the one who takes care of these beasts by feeding, cleaning, grooming and training them for their masters. Some animal trainers specialize in one particular type of animal, such as a falconer, while others are more generalized and take care of all of the animals in their lords' menageries. Either way, the animal trainer brings a healthy respect of the natural world and its creatures to the more modern life at court.

Suggested Skills: Diplomacy, Handle Animal, Knowledge (local), Knowledge (nature), Knowledge (nobility & royalty), Profession (animal trainer), Ride

Suggested Feats: Animal Affinity, Mounted Combat, Track

Aristocrat/Fighter

The natural leadership abilities of the aristocrat are a perfect match with the military training of the fighter class, making for an excellent battlefield commander, leader of the royal guard, or a warrior-king. Examples of aristocrat-fighters can be found throughout fiction and history. The medieval knight sets the standard for fighters of noble blood as high-ranking generals and

their attendants were chosen from among the aristocracy. This tradition continued well into the industrial age in Europe. All of these examples represent those whose martial ability provides some legitimacy to their aristocratic bearing and training.

Multiclass Benefits: The fighter will gain access to many specialized aristocrat feats that increase his ability to lead more followers as well as command them more effectively during combat. A fighter character will also gain more skills from a broader list by taking levels in the aristocrat class. Lastly, gaining access to the aristocrat's increased starting wealth is a big benefit for the fighter who will be able to afford better armour, weapons, and steeds.

Multiclass Detriments: Bonus feats are the bread and butter of the fighter class, and taking levels in the aristocrat class will decrease the overall number of bonus feats available to the fighter.

The Military Tactician

The combination of warfare skills, battlefield tactics and natural leadership abilities makes the military tactician a paragon of martial strategy. Able to instantly recognize the abilities of others under his command and use that knowledge to a tactical advantage during combat, the military tactician can be found leading elite groups of specialized troops or entire armies. Although known for their keen sense of strategy and tactics, the military tactician is admired even more for his ability to lead the soldiers under his command. He is a natural rallying point on the battlefield and a symbol of inspiration for his followers. The character Maximus from the movie *Gladiator* is an example of a Military Tactician.

Suggested Skills: Diplomacy, Intimidate, Knowledge (military tactics)

Suggested Feats: Leadership, Loyalty, Master Strategist

Aristocrat/Monk

This is arguably the most unlikely combination in this discussion of multiclass aristocrat characters. The affairs of government, politics and negotiations are far removed from the ascetic lifestyle of the monk, who instead prefers to seclude himself away in a monastery and dedicated his life to a particular school of philosophy and unarmed combat. However, it is within these monastic circles that an aristocrat-monk can make an excellent leader of the monastery. Due to their lawful bent, monks are also known to become members of a city's law enforcement, creating a



unique peacekeeping force. The aristocrat's skills in diplomacy, negotiation, and investigation would greatly benefit such a character.

Multiclass Benefits: The monk character that takes levels in the aristocrat class gains access to aristocrat feats and to the aristocrat's social skills.

Multiclass Detriments: A multiclass aristocrat-monk loses access to higher-level monk abilities and his unarmed attack bonus progression will slow down as he takes levels in the aristocrat class.

The Renounced Aristocrat

While most aristocrats appreciate their status as privileged members of society, there are those who desire more than a lavish life amongst the courtiers. Many aristocrats who find their daily lives lacking turn to the pursuits of religion or war for stimulation. Others follow another path, giving up their earthly possessions and taking up the robes of the monk to seek perfection and peace. These individuals constantly struggle to merge their aristocratic background with the teachings of their master. Those who succeed are destined to become great leaders. Given their connections and upbringing amongst the nobility, the renounced aristocrat is often sent outside the monastery walls as a representative. He is the natural choice to send on quests to retrieve sacred relics or to uncover important information about a rival school.

Suggested Skills: Diplomacy, Gather Information, Knowledge (nobility & royalty), Listen, Sense Motive

Suggested Feats: Inspiring Presence, Iron Will, Strength of Will

Aristocrat/Paladin

Paladins tend to live a Spartan lifestyle contrary to the wealth and opulence obtained by the aristocrat. Paladins also represent the knightly virtues of honour, duty, and loyalty, which mesh well with the role of the aristocrat as a privileged leader. The leaders of various knightly paladin orders are sure to have a few levels in the aristocrat class.

Multiclass Benefits: Aristocrats tend to have high Charisma scores, which will in turn increase the paladin's undead turning and divine grace class abilities. The paladin also gains access to the aristocrat's specialized leadership feats and a greater number of skills and skill points.

Multiclass Detriments: The paladin's spell progression is decreased, and he will not receive as many attempts to smite evil or remove disease.

The Grand Master

The Grand Master is the head of a paladin order of questing and crusading knights, using his natural gifts as a leader to inspire the members of his order. Many of these groups require that a prospective member be a member of the aristocracy and that he turn over a large portion of land or other wealth to the order. The Grand Master is chosen from among these privileged and wealthy members to be a symbol of strength and righteousness, effectively putting his paladin order ahead of his own desires or those of his family. Being a Grand Master demands a great many sacrifices from the individual, up to and including the ultimate sacrifice. An example of a Grand Master is Jacques de Molay, the last Grand Master of the Knights Templars. Born to a

Isembar closed the door to his study so as not to be disturbed. Caradec's envoy had arrived that evening while Isembar was at Segramoore Manor. The dark, cloaked figure made Isembar a little apprehensive.

'Tell me of your dealings with the Countess, Isembar. Master Caradec wishes a full report.'

'I have been unsuccessful in convincing Lady Kendria to leave. She is a most stubborn woman.'

'We will not tolerate failure, Isembar.' The figure's voice rose in anger. 'We went to a lot of trouble to orchestrate her father leaving the manor. We must have her out of the way and she cannot suspect anything. She mustn't know of the powerful item secretly buried in her family's crypt.'

'I'll live up to my end of the bargain. I'll get the countess to leave the manor. Once you've found what you're looking for, you give me the manor to run as I see fit.'

'Agreed.' The cloaked figure arose from his chair and moved toward the door of the study.

Baron Isembar opened the door and called upon his castellan to escort the envoy out of the baronial mansion. He then returned to the study and began devising another plan to force Lady Kendria to leave Segramoore Manor.



noble but poor family, he joined the Templars at age 21 and was later burned at the stake for his refusal to turn his back on the order.

Suggested Skills: Diplomacy, Knowledge (military tactics), Knowledge (nobility & royalty), Knowledge (religion), Ride

Suggested Feats: Mounted Combat, Ride-by Attack, Rousing Leader, Trample

Aristocrat/Ranger

Aristocrat-rangers are another odd combination. Rangers are typically thought to be a little 'rough around the edges'. Not quite as wild as a barbarian yet not as refined as a paladin, the ranger is a solitary, shadowy character more at home among the forest and its creatures than among others of his own kind. Still, there are those who obtain the wilderness skills of the ranger and retain an air of sophistication and nobility. Many of these aristocratic rangers are marquises, dukes who are sent to guard the borderlands or marches from enemy incursion. Others are colonists or royal explorers who are forced to learn skills and techniques to adapt to their new environments. All of these characters will find it desirable to maintain some proficiency in the skills of the courtiers, for their king or patron could recall them home at any time.

Multiclass Benefits: The aristocrat's high charisma score helps the ranger to attract more followers through the Leadership feat and increases the control of his wild empathy class ability.

Multiclass Detriments: Multiclassing as an aristocrat slows down the ranger's spellcasting progression and also delays the acquisition of the higher-level ranger class abilities.

The Rebellion Leader

There are times when a government is so corrupt or so tyrannical that its citizens are pushed to take up arms in revolt. The rebellion leader is one such radical, using the wealth, education and status of his aristocratic birth as tools to fight back against his oppressors. Although born into a life of privilege, he has trained himself to be an expert woodsman and hunter, able to silently stalk his enemies for miles before picking the right time and place to strike. Overall, the rebellion leader excels at organizing guerrilla forces and leading them on raids against the soldiers and officers of the legitimate but tyrannical government. Benjamin Martin, the main character from the Mel Gibson movie *The Patriot* is an example of a rebellion leader.

Suggested Skills: Diplomacy, Intimidate, Knowledge (geography), Move Silently, Spot, Survival

Suggested Feats: Followers (for rebel forces), Inspiring Presence, Self-sufficient

Aristocrat/Rogue

Typically, the rogue class stands to gain very little by multiclassing as an aristocrat. The skill list of both classes overlaps considerably, and the rogue gains more skill points per level. However, there are instances where benefits are to be gained. Many of the rogue's skills depend on having a high Charisma score, which aristocrats normally have. Aristocrat-rogues make excellent royal spies and intelligence officers, using their aristocratic status to gain access to sensitive information and their charming personality to convince people to give up their family secrets.

Multiclass Benefits: A rogue who desires to be a leader of a thieves' guild or cadre of thugs can benefit greatly from the aristocrat's access to specialized leadership feats. He also gains proficiency in more types of weapons, allowing him to use a larger weapon to deliver even more damage with a sneak attack.

Multiclass Detriments: Taking levels in the aristocrat class will slow the rogue's sneak attack progression and postpone his access to higher-level rogue abilities.

The Guild Master

There are all types of guilds, from trade guilds specializing in the production and delivery of a specific type of good, to wizards' guilds created for the express purpose of promoting magical research, to guilds for thieves and even assassins. The guild master combines the social standing and leadership abilities of an aristocrat with the more devious abilities of the rogue. A sophisticated and noble individual, some may not even realize what the true nature of the guild master is, and would never suspect him of running a guild of thieves. Most people know, or at least suspect, the behind-the-scenes dealings of the guild master, even if they are not able to prove it. Being a member of the aristocracy has its advantages, and the guild master may be able to continue his privileged existence among the upper classes while at the same time reaping the benefits of running a criminal organization. The Kingpin, from Marvel Comics, is a good example of a Guild Master.

Suggested Skills: Bluff, Diplomacy, Intimidate, Knowledge (local), Sense Motive

Suggested Feats: Born to Wealth, Followers *or* Leadership (for thieves and rogues), Negotiator, Persuasive

Aristocrat/Sorcerer

Like the bard, the sorcerer also relies on a high Charisma score to fuel his spellcasting. Given that the aristocrat also relies on a high Charisma, these two classes multiclass together well. An aristocrat-sorcerer is sure to be the party's spokesperson, able to use skills like Bluff and Diplomacy when dealing with strangers, and able to fall back on charm and compulsion spells when these skills don't have their desired effect.

Multiclass Benefits: As with most multiclass combinations, the sorcerer will benefit from the aristocrat's access to specialized feats that are unavailable to other characters. Additionally, the aristocrat's key attribute, Charisma, is also the key attribute for the sorcerer class, so the character does not have to try to maximize two different ability scores.

Multiclass Detriments: For every level gained in the aristocrat class, the sorcerer loses one level of spellcasting ability.

The Secret Society Leader

A magical, mystical leader of the occult, the secret society leader is able to draw upon the training and education she received as part of her birthright to found or lead an organization dedicated to the powers of mystery and the supernatural. Most of these organizations are not tolerated by the government or by the prevailing religious institutions, so the secret society leader must keep her involvement a secret. The organization may be completely unknown to the general public, or may be one that is feared and only whispered about in frightening tales. Either way, the secret society leader can wield a great deal of power through the society's members who are at her disposal. Emma Grace Frost, the former White Queen of the Hellfire Club in the *X-Men* comics is an example of a secret society leader.

Suggested Skills: Diplomacy, Disguise, Forgery, Intimidate, Knowledge (arcana), Knowledge (local)

Suggested Feats: Followers (secret society members), Motivating Leader, Secret Identify

Aristocrat/Wizard

Given their access to a superior education, it is easy to see that some aristocrats would naturally progress to learning the skills of wizardry and become an apprentice to a great master. The study of magic is an expensive endeavour given the cost for spellbooks, material components and spell research. Few members of society have the wealth or the time to devote to such study. However, the minor sons and daughters of the aristocracy who are not in the direct line of succession do have both the money and the time to learn the ways of wizardry, and therefore make excellent students.

Multiclass Benefits: Wizards tend to be introverted individuals with few social skills. The impressive social skills of the aristocrat will help the wizard character in his interactions with others. The aristocrat also has a broader skill list and more skill points per level.

Multiclass Detriments: The wizard will be sacrificing spellcasting levels and bonus metamagic feats to gain levels in the aristocrat class.

The King's Advisor

The role of the wizard as king's advisor is one found many times in history, across many cultures. Able to use his skills as a diplomat to interact with other members of the king's court, the advisor also has an impressive array of useful spells available such as *detect lie* to protect his lord from nefarious plots and countless spells from the divination school to help his liege make the right decisions. Malagigi, the wizard-advisor to Charlemagne, is an example of a king's advisor.

Suggested Skills: Appraise (for evaluating treaties), Decipher Script, Diplomacy, Knowledge (nobility & royalty), Sense Motive

Suggested Feats: Diligent, Aura of Command, Aura of Fascination, Scholarly



THE PRESTIGE ARISTOCRAT

Aristocratic characters have many duties and responsibilities to their lord as well as to their subjects. As the aristocrat grows in level, she can select from a vast array of feats that are available only to aristocrats in order to increase her usefulness to her lord and to her adventuring companions. However, given that the aristocrat does not receive any special abilities as she gains in level, many will choose to supplement their aristocratic feats and skills by seeking to qualify for a prestige class.

The following list of prestige classes shows a wide variety of options available to aristocratic characters at later levels. Many of these classes require that the character be part of the royal family, or at least part of the nobility. Players will want to work with their Game Masters upon the creation of their character to decide if their character has the necessary family bloodline to qualify for the prestige classes which interest them.

Any character class can eventually achieve entry into most of the prestige classes, provided that the character has taken at least one level of aristocrat and the appropriate aristocrat feats as pre-requisites. Also, the aristocrat has a very broad range of skills that can be bought as class skills. The skill requirements for most of the prestige classes are quite steep, and players may find that it is easier for them to qualify if the majority of their levels are taken in the aristocrat class.

A special note regarding Status: Many of the prestige classes in this chapter use the Status rules presented in Chapter 9, both as a pre-requisite for the class and for giving bonuses to a character's status score. These Status rules are completely optional and may be ignored without destroying the flavour or abilities of the prestige classes. If you are using the rules for Status, note that all of the prestige classes contained in this chapter qualify as 'aristocrat' class levels for determining the Status score of multi-class characters.

Ambassador

In the game of politics, the ambassador is a necessary and important individual. Combining his powers of negotiation and persuasion with his extensive knowledge of foreign races and cultures, the ambassador operates on behalf of his sovereign to increase his territory and wealth. Ambassadors are

found throughout civilized society, and even among some tribal nations of barbarians who seek to join the more modern world. The ambassador is the sovereign's personal representative among foreign governments and guilds. Many are travellers, venturing far and wide to serve their sovereigns by delivering communiqués, negotiating treaties, and establishing trade routes. Others are stationed at an embassy, and become experts at dealing with a particular race or culture.

Non-Player Character ambassadors are typically seasoned and shrewd politicians, working among a foreign government at an embassy. They will most often have a large staff of skilled lower-level aristocrats and ambassadors working with them to represent the interests of their sovereign.

Hit Die: d6

Requirements

To qualify as an Ambassador, a character must fulfil the following requirements:

Skills: Diplomacy 9 Ranks, Knowledge (nobility & royalty) 5 Ranks, Knowledge (local) 5 Ranks, Sense Motive 7 Ranks

Feats: Aristocratic Favour, Skill Focus (Diplomacy), Unusual Associates

Special: Must be named as an Ambassador to the specific group, race or culture that was chosen for the Unusual Associates feat.

Class Skills

Appraise (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty), Listen (Wis), Perform (Wis), Sense Motive (Wis), Speak Language (Int), Spot (Wis)

Skill points at each level: 4 + Int Modifier

Class Features

All the following are class features of the Ambassador prestige class:

The Ambassador

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Master Diplomat, Diplomatic Immunity
2	+1	+0	+0	+3	Bonus Language, Native Son
3	+1	+1	+1	+3	Olive Branch of Peace
4	+2	+1	+1	+4	Bonus Language, Sense the Truth
5	+2	+1	+1	+4	Embassy Staff, Captivating Negotiator

Weapon and Armour Proficiency: The Ambassador gains no additional proficiencies with weapons, armour or shields.

Master Diplomat (Ex): The ambassador has become a skilled representative of her government, mastering the skills of courtly intrigue. She gains a +2 competence bonus on all Diplomacy, Gather Information, Perform (oratory) and Sense Motive skill checks.

Being named as an official ambassador also confers a +2 bonus to the character's Status score.

Diplomatic Immunity: Holding ambassador status gives certain rights to which most civilized nations agree to hold sacred. Among them are the inviolability of the ambassador's house, important papers and goods from searches and seizure and the exemption of any personal goods from levies or taxation. The ambassador also gains complete immunity from criminal prosecution among his unusual associates (as per the Unusual Associates feat taken as a pre-requisite for this prestige class) as long as he is acting in his official capacity as a diplomat at the time the crime was committed. Being accused of a crime still has serious consequences, which could include expulsion to the ambassador's home country. For serious criminal behaviour such as murder, the Games Master may rule that the ambassador character loses the benefits of the Unusual Associates feat.

Bonus Language: The ambassador earns a free bonus language from another culture or race.

Native Son (Ex): The ambassador has worked so closely with his unusual associates that he has developed a special relationship with them that extends beyond mere ambassadorial pleasantries. Among his unusual associates he gains the ability to

be treated as a native. This translates to an additional +2 insight bonus to all Charisma-related skill checks against the members of the group, race or culture he has selected as his unusual associates. This bonus stacks with the abilities granted by the Unusual Associates feat. The Native Son ability also grants the ambassador the special privilege of being counted as a native among his unusual associates, meaning that he can now qualify for prestige classes or feats that require being a member of that particular group, race, or culture. For example, a human ambassador to an elven culture who selected elves for his Unusual Associates feat could qualify to be taught the secrets of the arcane archer prestige class even though the ambassador does not have elven blood.

Olive Branch of Peace (Su): The negotiation skills of the ambassador have grown even more, enabling him to use the power of diplomacy to negotiate peaceful



resolutions in otherwise hostile situations. As a standard action, the ambassador may make a Diplomacy check against all opponents within 15 feet. Each opponent is entitled to a Will save versus a DC of the ambassador's Diplomacy check result. Opponents who fail their Will save cannot attack the Ambassador for as long as the ambassador concentrates on a peaceful solution by making a Concentration check versus DC 15 each round. While concentrating, the ambassador cannot engage in melee or ranged attacks but may move, talk, and cast non-aggressive spells. If the ambassador or one of his allies attacks any opponents currently affected by the Olive Branch of Peace ability, the power is instantly broken and the opponents may attack again as normal on their turn in initiative order. If an opponent makes his Will save, he is immune to this ability from the ambassador for the next 24 hours. If using this supernatural ability against a member of the ambassador's unusual associates, the ambassador adds +2 to his Diplomacy check.

Sense the Truth (Sp): Through his training and experience, the ambassador has gained a special insight into people's ability to lie or tell the truth. By making a Sense Motive check versus DC 20, the ambassador may *discern lies* as the spell cast by a cleric of the ambassador's total character level with a DC of 10 + the ambassador's Charisma modifier + ½ the ambassador's class level. The ambassador may use this spell-like ability once per day per ambassador class level.

Embassy Staff (Ex): The ambassador is selected by his government to open an official embassy among his unusual associates. He is granted a small staff to assist him in running the embassy. This extraordinary ability grants the ambassador a staff as though he had taken the Followers feat. These staff members belong to the aristocrat, expert and warrior classes. The Games Master should create the details of the embassy, including its location and layout. The actual embassy is the property of the ambassador's home country and it is not intended for use as a fortification or stronghold.

Captivating Negotiator (Sp): The ambassador has become well known as a superior negotiator, and has demonstrated a nearly magical ability to get his way during diplomatic relations. He gains the Aura of Fascination feat for free even if he does not meet the prerequisites. If the ambassador has already taken this feat, he adds +2 to the save DC of this ability. Additionally, if using this ability against a member of the group, race or culture that he selected for the Unusual Associates feat, the ambassador gains another +2 bonus to the save DC of this ability. This bonus stacks with the bonus for having already taken the Aura of Fascination feat.

Dwarf Clan Leader

The government of the dwarves is typically organized in a clan system. The clans are families, with each member of the clan, ranging from the chief himself to the lowliest labourer in the mines, believing that they are all descended from one common founder. The dwarf clan leader is the present-day embodiment of this clan founder. He is an aristocratic warrior, a son of earth and stone ready to do battle to protect his clan from their ancient ancestral enemies. Each clan has its own traditions, music, symbols, fighting styles, and even religious practices that make it unique. All struggle to maintain their way of life against the humanoids, giants, and dark elves that desire to encroach on the territory of the dwarves.

A Non-Player Character dwarf clan leader may be found firmly entrenched in a battle-zone, defending his clan against powerful and numerically superior enemies. He may also be leading his clan to safety after retreating from terrible defeat at the hands of a pack of giants or a horde of orcs. Either way, the dwarf clan leader is a proud, fierce and intelligent leader who will do whatever it takes to protect his clan.

Hit Die: d8

Requirements

To qualify as a dwarf clan leader, a character must fulfil the following requirements:

Base Will Save: 4+

Skills: Knowledge (military tactics) 9 Ranks, Survival 6 Ranks

Feats: Leadership *or* Followers, Rousing Leader

Race: Dwarf

Status Score: +7 or higher

Class Skills

Craft (Int), Diplomacy (Cha), Knowledge (local) (Int), Knowledge (architecture and engineering) (Int), Knowledge (military tactics) (Int), Listen (Wis), Perform (oratory) (Cha), Sense Motive (Wis), Spot (Wis), Survival (Wis)

Skill points at each level: 4 + Int Modifier

Class Features

All the following are class features of the dwarf clan leader prestige class:

Weapon and Armour Proficiency: The dwarf clan leader gains proficiency in all martial weapons and with

Dwarf Clan Leader

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Clan Symbol, Hardness of Stone
2	+1	+3	+0	+3	Fortification of Earth
3	+2	+3	+1	+3	Clan Enemy
4	+3	+4	+1	+4	Inspire Heroics
5	+3	+4	+1	+4	Inspire Fury, Military Genius

heavy armour, but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

Clan Symbol: The dwarf clan leader is the bearer of his clan's symbol, which grants him all of the abilities of a Family Icon (see 'Tricks of the Trade') as though he were using his own. The dwarf clan leader is expected to display the Clan Symbol at all times on his shield, banner, clothing, or by any other methods devised by the player and Games Master that are appropriate to the clan. If the dwarf clan leader already has a Family Icon, he must put it aside for as long as he maintains his position of clan leader; the head of the clan is responsible for the status, reputation, and protection of the entire clan, not just his own family.

The Clan Symbol also grants a +3 bonus to the dwarf clan leader's Status score among other dwarves.

Hardness of Stone (Ex): At 1st level, the dwarf clan leader learns to imitate the hardness of stone, gaining a +2 bonus to his armour class.

Fortification of Earth (Ex): At 2nd level, the dwarf clan leader draws upon the sturdiness and toughness of the very earth itself to gain a +2 bonus to all Fortitude saves.

Clan Enemy (Ex): At 3rd level, the dwarf clan leader learns better tactics to use against one of his clan's ancestral enemies. He may select a clan enemy as per the ranger Favoured Enemy ability. Typical clan enemies include humanoids (goblinoid, orc, or elf), giants, or monstrous humanoids. He gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when he uses these skills against his clan

enemy. He also gains a +2 bonus on weapon damage rolls against his clan enemy. If the dwarf clan leader already has a favoured enemy, his dwarf clan leader level stacks with the level of the class that provided him with the favoured enemy ability for purposes of determining cumulative bonuses to skills and weapon damage.

Inspire Heroism (Su): Once per day during combat with his Clan Enemy, the dwarf clan leader may inspire heroism in his allies and followers. The dwarf clan leader must deliver a rousing speech as a standard action. All allies and followers within sound of his voice who hear him speak for the entire round gain a +2 morale bonus to attack rolls, weapon damage and saving throws. The effect lasts for a number of rounds equal to the dwarf clan leader's Charisma bonus.



Inspire Fury (Ex): Once per day as a free action the dwarf clan leader may grant himself and all followers (from the Followers, Leadership, or Subordinate feats) within sound of his voice the ability to rage. The dwarf clan leader may only invoke this ability while in combat with the type of creatures that he selected as his Clan Enemy. The rage ability grants the dwarf clan leader and his followers a +4 bonus to Strength and Constitution, a +2 morale bonus to all Will saves and a -2 penalty to armour class. If any characters affected by this ability are already undergoing a rage, then this ability grants them a greater rage. If any of the characters are already undergoing a greater rage then this ability has no effect. In all other ways, this ability acts as the barbarian rage ability.

Military Genius (Ex): The dwarf clan leader has learned how to use his clan's home terrain and his study of military tactics to gain an advantage over his adversaries. As a standard action, he may make a DC 20 Knowledge (military tactics) check. If successful, all allies within the sound of his voice may make a free move-equivalent action at the start of their next turn to reposition themselves. This free move-equivalent action does not count against a character's maximum movement allowed during a round, but moving and repositioning may draw attacks of opportunity if the character moves through a threatened zone. The dwarf clan leader may use this extraordinary ability once per day.

Elf Councillor

The governments of the elves tend to be structured as monarchies or sometimes as magocracies (rule by powerful wizards). Either way, the chaotic nature of the elves precludes them from being ruled by one all-powerful king, and therefore most elf nations elect an Advisory Council. An elf councillor uses his noble bearing to advise, and at times persuade, the ruling monarch. Respected for their knowledge as well as for their special magical insight, these advisers are indispensable to the monarch, using powers of divination and foresight as well as their excellent education to provide non-partisan advice on a variety of topics.

While useful tools for the elf monarch, the councillors are at times known to be manipulative. They keep a close eye on their lord and work together in an elaborate balancing act to prevent the monarch from gaining too much power and control. As a people, the elves are not one to be ruled or governed by a single autocratic source, and yet the power that comes with being ruler of a nation has been known to corrupt even the good-natured elves. When this happens, the elf councillors spring to action to prevent a disaster from occurring.

The elves are long-lived enough to remember the last corrupt monarch who started a horrific civil war that claimed thousands of lives among the elf population.

The elf councillors also act as educators of elf society, teaching the elf young about history, geography, nature lore, agriculture, military tactics, and many other fields of study. The councillors take their role as teachers very seriously, knowing that one day from among the elf young, the future monarch of the elf race will be selected.

A shrewd judge of character armed with a vast repertoire of knowledge and a powerful gift to see the outcome of a course of action, the elf councillor makes an excellent adventurer. Always researching new fields of knowledge and seeking to perfect his ability to see into the future, the elf councillor may leave his monarch for short periods of time to reconnect with the world outside of elf society.

Non-Player Character elf councillors are typically not found far from the monarch whom they serve. Anyone eager to try to fool the elf monarch with a disguise, forgery, or host of lies will soon learn of the ability of the elf councillors to see through their deceptions.

Hit Die: d6

Requirements

To qualify as an elf councillor, a character must fulfil the following requirements:

Skills: Diplomacy 7 Ranks, Sense Motive 10 Ranks, Knowledge (arcana, specifically relating to divination rituals) 7 Ranks

Feats: Skill Focus (Sense Motive), Negotiator, Scholarly

Spells: Must be able to cast 2nd level divination and enchantment spells.

Race: Elf or half-elf

Special: The character must have a specific ritual or focus that he uses to cast divination spells, such as tarot cards, throwing bones, reading tea leaves, prenestine lots, yarrow sticks, or by scrying through sea shells, clouds, smoke, water, dreams, or other methods.

Class Skills

Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis)

Skill points at each level: 4 + Int Modifier

Class Features

All the following are class features of the elf councillor prestige class:

Weapon and Armour Proficiency: The elf councillor gains no additional proficiencies with weapons, armour, or shields.

Depth of Knowledge: The elf councillor has had a rigorous and excellent education, learning a great degree of legends and other information about a wide variety of subjects. As a free action, he may make a special knowledge check with a bonus equal to his elf councillor level plus his Intelligence modifier. This ability otherwise functions like a bardic knowledge check for bards.

Improved Status (Ex): The elf councillor's status improves in the eyes of his people, gaining him a +2 bonus to his Status score. This bonus increases to +5 in relation to checks made against other elves.

Divination Mastery: At 2nd level, the elf councillor has learned to increase the potency of his divination spells that he uses to advise the ruling monarch. At the start of each day, he must spend one hour with his divination focus (as per the examples listed under 'Special' in the requirements of the prestige class) and make a Knowledge (arcane) check versus DC 15. If the check is successful, the elf councillor may add +2 to his effective caster level when casting spells from the Divination school. This ability also increases his caster level for the spell-like abilities 'See the Future' and 'Predict the Correct Path' (see below).

Find the Motivation (Ex): Also at 2nd level, the elf councillor becomes even more attuned to the motivations,

feelings, and intentions of others. He gains a +2 insight bonus to all Sense Motive checks he makes. At 6th level, this increases to a +4 bonus.

Circle of Sincerity (Sp): Beginning at 3rd level, the elf councillor is able to protect his monarch from falsehoods by creating a *zone of truth* as per the spell cast by a cleric of the elf councillor's class level. The DC to save against this spell-like ability is 10 + the elf councillor's Wisdom modifier + ½ the elf councillor's class level. The elf councillor may use this ability as a standard action a number of times per day equal to his Wisdom modifier.

Immediate Insight (Su): The elf councillor's foresight has left him with an insightful aura, giving him an almost divine ability to accomplish tasks when it is absolutely crucial that he succeed. Once per day as a free action, the elf councillor may add a +20 insight bonus to a single skill check, attack roll, or saving throw. He must add this bonus before rolling the skill check, attack roll, or saving throw.

See the Future (Sp): Twice per day, the elf councillor may consult his divination focus (see 'Divination Mastery' above) in an attempt to divine the immediate future. If he succeeds in a DC 20 Knowledge (arcana) check, he may use an *augury* as per the spell as a cleric of his elf councillor class level. If the augury is used in the direct course of assisting his ruling monarch, he adds a +5% bonus to his base chance to receive a meaningful reply. Auguries cast for other, more personal reasons are based only on the normal 70% + 1% per caster level.

Enchantment Expertise: At 5th level, the elf councillor gains the ability to make his enchantment spells a little more powerful than normal. By succeeding in a Sense

Elf Councillor

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Depth of Knowledge, Improved Status
2	+1	+0	+3	+3	Divination Mastery, Find the Motivation +2
3	+1	+1	+3	+3	Circle of Sincerity
4	+2	+1	+4	+4	Immediate Insight
5	+2	+1	+4	+4	See the Future, Enchantment Expertise
6	+3	+2	+5	+5	Magical Influence, Find the Motivation +4
7	+3	+2	+5	+5	Predict the Correct Path



Motive check versus DC 15 at the start of each day, he may add +1 to his effective caster level when casting spells from the enchantment school. This ability also affects the spell-like abilities 'Circle of Sincerity' and 'Magical Influence'.

Magical Influence (Sp): The elf councillor has honed his ability to influence his ruling monarch to take a specific course of action. For a number of times per day equal to his Charisma bonus, the elf councillor may take a standard action to make a *suggestion* as per the spell with a caster level equal to his number of levels in the elf councillor prestige class. The DC to save against this spell-like ability is 10 + the elf councillor's Charisma bonus + the elf councillor's class level.

Predict the Correct Path (Sp): At the pinnacle of his career as an adviser and confidant of the ruling elf monarch, the elf councillor may cast a *divination* once per day as a cleric with a caster level equal to his elf councillor class level. He must make a sacrificial offering worth a minimum of 25 gold pieces as stated in the spell description in *Core Rulebook I*. As with the 'See the Future' ability gained at 5th level, the elf councillor may add a +5% bonus to his base chance to receive a meaningful reply if he casts the divination for the express purpose of assisting his ruling monarch.

Gnome Representative

Among the gnome race, democracies and republics are a more common form of government than among the other races. Many gnome societies have developed a form of government in which the members of the aristocracy actually represent the will of the people. Foremost among the politicians in these republics is the gnome representative, a politician focused on improving the standard of living of his constituency while at the same time remembering that he is, at heart, a member of a race that loves tricks, pranks, gems and inventions. These representatives develop skills that inspire their fellows through humour and trickery. Like other members of his race, the gnome representative is fond of inventions and technology. However, as more of his time is given to governing he has little time to create

his own inventions. To maintain a connection with gnome-based contraptions, the gnome representative opts to spend his considerable wealth by investing in the ideas of others, funding apprentice inventors and minor partnerships, with the hopes that some day one of his investments will fund new technologies to help his people.

Hit Die: d6

Requirements

To qualify as a gnome representative, a character must fulfil the following requirements:

Skills: Bluff 7 Ranks, Knowledge (economics & business) 5 Ranks, Perform (comedy) 9 Ranks

Feats: Aristocratic Favour, Windfall of Wealth

Race: Gnome

Alignment: Neutral Good, Neutral, Chaotic Good, or Chaotic Neutral only

Status Score: +7 or higher

Class Skills

Appraise (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (economics & business) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis)

Skill points at each level: 4 + Int Modifier

Class Features

All the following are class features of the gnome representative prestige class:

Weapon and Armour Proficiency: The gnome representative gains simple weapon proficiency and is proficient with light and medium armour, but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

Gnome Representative

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Comic Genius, Improved Status
2	+1	+0	+3	+3	Inspirational Humour
3	+2	+1	+3	+3	Trickster, Comic Genius
4	+3	+1	+4	+4	Fear Immunity
5	+3	+1	+4	+4	Comic Genius, Guild Ally

Comic Genius: While a politician, the gnome representative has not forgotten how to make people laugh. At 1st level he gains a +2 bonus to all Perform (comedy) skill checks. This bonus increases to +4 at 3rd level and +6 at 5th level.

Improved Status (Ex): The gnome representative's Status score improves by +2. This bonus increases to +5 when the gnome representative is dealing with other gnomes.

Inspirational Humour: Once per day per gnome representative prestige class level, the character may combine his aristocratic bearing with his unique sense of humour to produce magical effects on those around him. Using these abilities typically requires making a Perform (comedy) skill check. Starting an inspirational humour effect is a standard action. Some inspiration humour abilities require concentration, which means the character must take a standard action each round to maintain the ability. Even while using abilities that do not require concentration, the character cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf gnome representative has a 20% chance to fail when attempting to use inspirational humour effects. If he fails, the attempt still counts against his daily limit.

Make Light of the Situation (Su): The gnome representative may make a Perform (comedy) check versus DC 15. If successful, all allies in the sound of his voice receive a +2 morale bonus to saving throws versus charm and fear effects. This ability lasts for as long as the Gnome Representative continues telling jokes plus 5 rounds after he stops.

Sarcastic Retort (Su): This ability allows the gnome representative to make a Perform (comedy) check versus the opposed Will save of each opponent within 90 feet who can hear the gnome representative. The gnome representative may affect one opponent for each three character levels. Any distraction of a nearby combat or other danger prevents this ability from working. All those who make their Will saving throw are immune to the effects of this ability for 24 hours. All those who fail the save are *shaken*, taking a -2 penalty to attack rolls, saving throws, skill checks and ability checks. This supernatural effect lasts for as long as the Gnome representative continues to make sarcastic barbs at his



opponents and as long as he continues to concentrate, up to a maximum of one round per class level.

Laughter is the Best Medicine (Su): The gnome representative has learned how to use the power of laughter to heal ailments and wounds. He may heal a total number of hit points per day equal to twice his gnome representative level x Charisma bonus. This ability functions like the paladin's *lay on hands* ability but it cannot be used to harm undead. By taking a full-round action and making a Perform (comedy) check versus DC 30, the Gnome representative may use this healing ability while within 30 feet of the recipient of the healing, instead of by touch.

Trickster: The gnome representative retains his predilection for trickery, gaining a +2 competence bonus to all Bluff, Disguise, and Hide skill checks.

Fear Immunity (Su): The gnome representative is such a good-natured person who delights in helping his fellow gnomes that he has become immune to fear effects.



Guild Ally (Ex): Above all, the gnome representative seeks to help his fellow gnomes by making life a little better, easier, and more fun. He constantly uses his wealth to speculate in up-and-coming businesses, helping inexperienced inventors to fund their new creations. One of the businesses in which the gnome representative invested has become a full-fledged Guild and they seek to thank their investor. The gnome representative gains the Unusual Associates feat even if he does not meet the pre-requisites, gaining a +2 competence bonus to all Bluff, Diplomacy, Gather Information, Intimidate, Perform and Sense Motive checks he makes against members of the guild. In addition, being higher than a 4th level character, he immediately gains a subordinate or followers (player's choice) who belong to the guild in question.

Halfling Sheriff

As part of a mostly agrarian society, the halflings spend much of their time eating, drinking and merry-making, and have little use for rules and regulations. With that being said, however, there is a need for a strong community leader for protection and guidance. This role falls upon the halfling sheriff, usually the head of the largest family in the surrounding area. Halflings have a strong sense of family and the halfling sheriff actually draws upon that familial bond to gain powers of protection for his kinsmen. Dedicated protectors and warriors of the halfling community, the halfling sheriff is more concerned with security and familial bonding than he is with outright governing.

Non-Player Character halfling sheriffs may often be encountered leading their people as they travel from place to place, never settling down in one area for too long. They are fiercely loyal to their fellow halflings, seeking to maintain law and order and to defend their families and all members of the halfling community from harm.

Hit Die: d8

Halfling Sheriff

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Animal Companion (Link), Improved Status
2	+2	+3	+0	+3	Protective Shield
3	+3	+3	+1	+3	Animal Companion (Evasion), Overcome Adversity
4	+4	+4	+1	+4	Deputies
5	+5	+4	+1	+4	Overcome Sorcery

Requirements

To qualify as a Halfling Sheriff, a character must fulfil the following requirements:

Base Attack Bonus: +5 or higher

Skills: Handle Animal 5 Ranks, Knowledge (local) 7 Ranks, Knowledge (nature) 7 Ranks, Survival 5 Ranks

Feats: Animal Affinity, Dodge, Inspiring Presence

Race: Halfling

Class Skills

Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (all) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str)

Skill points at each level: 2 + Int Modifier

Class Features

All the following are class features of the halfling sheriff prestige class:

Weapon and Armour Proficiency: The halfling sheriff gains simple and martial weapon proficiencies and is proficient with light and medium armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

Animal Companion (Ex): The halfling sheriff shares a special bond with nature and the land around him. He is able to call an animal companion from the area surrounding his shire. Suitable animal companions include badgers, dire rats, dogs, riding dogs, eagles, hawks, ponies, war ponies, owls or wolves. The animal is a loyal companion and will accompany the halfling sheriff on adventures. The halfling sheriff's animal

companion has good fortitude and reflex saves (treat the animal companion as a character whose level equals the animal's total Hit Dice) and has the same base attack bonus as a druid of a level equal to its Hit Dice. While the halfling sheriff is 1st and 2nd level, his animal companion is otherwise typical for its kind, except that it may know one trick as per the Handle Animal skill in *Core Rulebook I*. At 3rd level, the animal companion gains +2 Hit Dice, +2 natural armour bonus, +1 to Strength and Dexterity, and an additional bonus trick. The halfling sheriff's animal companion also has the following special abilities:

Link (Ex): At 1st and 2nd level, a halfling sheriff can handle his animal companion as a free action or push it as a move action. The halfling sheriff gains a +4 circumstance bonus on all wild empathy checks (if a druid or ranger) and Handle Animal checks made regarding his animal companion.

Evasion (Ex): Starting at 3rd level, if the halfling sheriff's animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Improved Status (Ex): The halfling sheriff's Status score increases by +2. This bonus increases to +5 when the halfling sheriff uses his Status to influence other halflings.

Protective Shield (Su): For a total number of times per day equal to his Charisma bonus, the halfling sheriff may give up his normal use of his Dodge feat to protect all allies within 10 feet with a +4 dodge bonus to their armour class. This supernatural ability is a free action that lasts one round per level in the halfling sheriff prestige class. The ability ceases working if the protected ally moves more than 10 feet away from the halfling sheriff. The halfling sheriff may not use this ability on himself.

Overcome Adversity (Su): Once per day, the halfling sheriff may bestow a protective ward upon someone he touches, granting the person a resistance bonus equal to the halfling sheriff's total character level on his or her next saving throw. This ability takes a standard action to activate.

Deputies (Ex): Having become well known for keeping the peace and protecting the inhabitants of the shire, the halfling sheriff gains the ability to deputize a few loyal companions. The deputies follow the halfling sheriff's commands to the letter, undertaking missions, gathering information, or acting as guards for important persons in the shire. They may also accompany the halfling sheriff

on adventures if requested to do so; however, if any of the deputies die while on an adventure with the halfling sheriff, the loss remains in effect until the halfling sheriff gains another character level.

The deputies are composed of a number of Non-Player Characters equal to the halfling sheriff's Charisma bonus plus his level in the halfling sheriff prestige class. One of the deputies is an aristocrat with a class level equal to the halfling sheriff's total character level who acts as a lieutenant and second-in-command when the halfling sheriff is not present. The remaining deputies are evenly split between the ranger class (with a class level of 1d4 +2) and the warrior class (each with 1d2 total class levels).

Overcome Sorcery (Sp): Evil sorcery is a bane to all halflings, who despise the use of magic for ill gain. The halfling sheriff has learned how to protect his halfling brothers and sisters from the evil effects of dark sorcery. Once per day as a standard action, the halfling sheriff may touch another individual to grant him or her a *spell resistance* equal to 12 + the halfling sheriff's total character level, as per the spell. The effect lasts for one minute per the halfling sheriff's Charisma bonus.

Imperial Senator

The Imperial Senate forms an advisory and ruling council for the empire. Oftentimes they are merely figureheads, a wealthy aristocracy representing no interests other than their own greed. Just as often, however, an imperial senator serves to hold a powerful emperor in check, or to advise him on the intrigues of law and government. Quite a few emperors earn their title by being good in a battle but lack the skills necessary for ruling an Empire. This is where the Imperial Senate comes in, acting behind the scenes to make laws, dispense justice, and more often than not, scheme to replace the current emperor with one more to their liking.

The life of a senator is one of relative opulence and wealth. Senators have many luxuries available to them that are not available to the common man, such as education, servants, and land. Most senators will eventually end up putting these skills and abilities to good use by getting involved in political intrigue, rebellion and even war on the outlying frontiers of the Empire. Well-respected and affluent senators will eventually be promoted to provincial governors and will often be expected to lead troops into battle against enemies on the Empire's frontier.

Hit Die: d8



Imperial Senator

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Good Fortune, Improved Status
2	+1	+0	+3	+3	Bonus Feat
3	+2	+1	+3	+3	Graft
4	+3	+1	+4	+4	Bonus Feat
5	+3	+1	+4	+4	Wealth's Blessing

Requirements

To qualify as an imperial senator, a character must fulfil the following requirements:

Skills: Diplomacy 10 Ranks, Knowledge (law) 7 ranks, Knowledge (local) 10 Ranks, Perform (oratory) 7 Ranks

Feats: Born to Wealth, Skill Focus (Diplomacy)

Special: The character must come from a senatorial family (or be elected to the senate) and own an extravagant manor within the capital city of the empire worth at least 60,000 gold pieces.

Class Skills

Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Listen (Wis), Knowledge (all) (Int), Profession (politician) (Wis), Sense Motive (Wis)

Skill points at each level: 4 + Int Modifier

Class Features

All the following are class features of the imperial senator prestige class:

Weapon and Armour Proficiency: The imperial senator gains no additional proficiencies with weapons, armour or shields.

Good Fortune (Ex): Becoming a member of the imperial senate is sure to generate a lot of jealousy and make a lot of enemies for the senator. Through training and natural quick reflexes, the imperial senator has learned to avoid the assassin's poisoned blade, gaining a +1 Dodge bonus to her Armour Class and a +2 bonus to all Fortitude saves versus poison. Like all Dodge bonuses, the imperial senator loses this bonus if she is denied his dexterity bonus.

Improved Status (Ex): The imperial senator's Status score increases by +3.

Bonus Feat: The imperial senator continues to learn and educate herself in many areas, and gains access to one of the following feats: Aristocratic Favour, Aura of Command, Aura of Fascination, Aura of Fear, Charismatic, Inheritance, Iron Will, Multitalented, Resources, Scholarly, Skill Focus (any Imperial Senator skill), Strength of Will or Windfall of Wealth. She must still meet any pre-requisites for the feat.

Graft: The character has gained a promotion through keeping herself in the public eye by throwing lavish parties, hosting games, and building monuments (the character and the Game Master are left to work out the details but the character should count on spending a minimum of 3,000 gold pieces per level of the imperial senator prestige class). The promotion to a higher senatorial rank generates graft for the imperial senator in the amount of 10,000 gold pieces.

Wealth's Blessing: The imperial senator has gained another promotion to provincial governor and has been given funds in the amount of 100,000 gold pieces to build a new estate in one of the provinces of the empire.

Orc War Chief

Most orcs and half-orcs that become adventurers take levels in the barbarian class. Every once in a great while, someone in the tribe is born special. He is just a little more intelligent, a little more charismatic than the other members of his tribe. Most of these are half-orcs, the offspring of human aristocrats who lived on the frontier bordering the lands of the orc tribes. These half-orcs rise to the leadership of their tribe by learning something of military strategy and tactics through careful observation during their many battles. They also learn to use their personality as a weapon, forcing others to back down to them, or inspiring others to greater feats of endurance and strength. Eventually these leaders take on the role of war chief, leading small raiding parties or even whole armies against the enemies of the tribe to gain land and loot, or even just food to feed their young.



Some war chiefs eventually strike out on their own, leaving with a few cohorts and followers to start a new tribe. These war chiefs live the life of adventurers, constantly living through a cycle of pillaging, resting, and planning for the next attack.

Hit Die: d10

Requirements

To qualify as an orc war chief, a character must fulfil the following requirements:

Base Attack Bonus: 6+

Skills: Intimidate 10 Ranks, Craft (warpaint) 4 Ranks, Knowledge (military tactics) 4 Ranks

Feats: Leadership, Strength of Will

Race: Half-orc or Orc

Class Skills

Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (military tactics) (Int), Listen (Wis), Ride (Dex), Spot (Wis), Survival (Wis)

Skill points at each level: 2 + Int Modifier

Class Features

All the following are class features of the orc war chief prestige class:

Weapon and Armour Proficiency: The orc war chief is proficient with all forms of armour, shields, and all martial weapons. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

Combat Commands (Ex): By observation during his previous combats, the orc war chief has learned how best to direct his allies during battle. The orc war chief must make a successful Knowledge (military tactics) check against DC 15. If he succeeds, he may shout commands



as a move-equivalent action. All allies within 30 feet gain +1 to their attack rolls. The orc war chief may continue to shout commands each round as a move equivalent action. If he succeeds in a Concentration check versus DC 15 he may shout the commands as a free action instead. The effects of successive rounds of commands are non-cumulative but as long as his allies remain in the sound of his voice they may continue to receive the +1 bonus to attack rolls. This bonus increases to +2 for any orcs or half-orcs that are among the orc war chief's allies.

Tribal Leader (Ex): Most orcs and half-orcs have relatively low charisma scores. War chiefs have a

Orc War Chief

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Combat Commands, Tribal Leader
2	+2	+3	+0	+0	New Recruits
3	+3	+3	+1	+1	War Cry
4	+4	+4	+1	+1	Stand Firm
5	+5	+4	+1	+1	Face of Destruction



semblance of aristocratic bearing among their people, gaining +2 to Charisma-based skills when dealing with other orcs or half-orcs.

New Recruits (Ex): Several more members of the orc war chief's tribe have undergone the Ritual of the Warrior (a rite of passage upon gaining adulthood). The character may add his orc war chief level to his Leadership score.

War Cry (Su): At 3rd level, the orc war chief may take a move-equivalent action to make a bellowing war cry that inspires all of his allies within 30 feet, giving them a +2 morale bonus to all Will saves. This effect lasts for a number of rounds equal to the number of levels the character has gained in the orc war chief prestige class.

Stand Firm (Ex): Through his forceful personality, the orc war chief can literally compel his allies to overcome their fears. By taking a standard action to make a successful Intimidate check against DC 15, he forces all allies within 60 feet to recover from being cowered, frightened, panicked, or shaken. The orc war chief may use this ability once per day for each level of this prestige class he has gained.

Face of Destruction (Su): The orc war chief can help his allies by showing them the secret of painting a savage warpaint design on their faces. The orc war chief must spend one minute in a ritual of meditation, methodically painting designs upon his face. At the end of the ritual, the war chief makes a Leadership Check against DC 20, modified by +2 if he has 5 or more ranks in Craft (warpaint). If successful, all allies within 60 feet have successfully created the design on their own faces and gain a +1 morale bonus to all save, attack, and damage rolls for the next hour.

Priest-King

Many kingdoms have adopted a system of government wherein the ruling monarch is considered to be semi-divine. Many of these priest-kings, also called god-emperors, are egomaniacal, power-hungry individuals who delight in nothing more than perpetuating this theory. Others truly may have the potential for extraordinary blood flowing through their veins, and their kingship simply acts as a trigger to bring supernatural abilities to the forefront. Either way, a priest-king literally holds the power of life and death over everyone in his kingdom. A priest-king is an imposing individual, using his natural charisma along with guile, ingenuity and cunning to get things done, or more likely to get others to do things for him. Priest-kings have even been known to join the adventuring life, leading their followers on crusades to recover sacred

relics or to recapture holy cities that have fallen into the hands of the unbelievers.

The majority of priest-kings lead a short life, as their egos and eccentric personalities make them ripe targets for betrayal and assassinations. Those priest-kings who manage to rule for long periods of time are sure to become part of history.

Hit Die: d8

Requirements

To qualify as a priest-king, a character must fulfil the following requirements:

Skills: Knowledge (nobility & royalty) 10 Ranks, Knowledge (religion) 10 Ranks, Intimidate 6 Ranks
Feats: Leadership

Spells: Must be able to cast divine spells

Special: The state priests must ordain the character as the new priest-king, usually because he is heir to the royal throne or the handpicked successor of the previous priest-king. The character must also host an elaborate funeral for the recently deceased priest-king in the amount of 25,000 GP (this includes a very expensive banquet for 1,000 guests and payment for labourers, cooks, and entertainers as well as for spell-use by sorcerers, wizards, or clerics to mystify the crowd).

Class Skills

Bluff (Cha), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Listen (Wis), Perform (Wis), Sense Motive (Wis), Speak Language (Int)

Skill points at each level: 4 + Int Modifier

Class Features

All the following are class features of the priest-king prestige class:

Weapon and Armour Proficiency: The priest-king gains no additional proficiencies with weapons, armour, or shields.

Magical Bloodline: The priest-king's subjects begin making sacrifices to his *genius* or 'family spirit' which awakens a Magical Bloodline, as per the Magical Bloodlines feat-group (see Chapter 5). He does not have to meet the pre-requisites of the feats in order to gain these abilities. The priest-king may use his total character level in place of his Aristocrat level for abilities from the Magical Bloodline that require DCs based on 'Aristocrat Level'. If the priest-king has already taken



Priest King

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Magical Bloodline 1, Improved Status	
2	+1	+3	+0	+3	Hands of the Gods	+1 level of existing class
3	+2	+3	+1	+3	Magical Bloodline 2	
4	+3	+4	+1	+4	Terrifying Manner	+1 level of existing class
5	+3	+4	+1	+4	Magical Bloodline 3	

any feats from a Magical Bloodline he may not take feats from a second Magical Bloodline with this ability. He may, however, increase the times per day that he performs his Magical Bloodline abilities by a number equal to the number of levels he has in the priest-king prestige class.

Improved Status (Ex): The priest-king is probably the most influential person in the realm. He gains a +4 bonus to his Status score.

Hands of the Gods (Sp): Once per day as a standard action, the priest-king may channel his divine abilities to do one of the following, as per the spell named as though cast by a sorcerer of the priest-king's total character level: *Bestow Curse*, *Remove Blindness/Deafness*, *Remove Curse*, *Remove Disease*.

Spells per Day: The priest-king continues to gain ability as a divine spellcaster, albeit at a slower rate. At 2nd and 4th levels in the priest-king prestige class, the character gains new divine spells as if he had also gained a level in whatever divine spellcasting class he belonged to before becoming a priest-king. The priest-king does not, however, gain any other benefit of his former divine class, such as improved chance of turning or rebuking undead. In other words, to determine the number of spells that a priest-king can cast per day, simply add one (for priest-king levels 1st – 3rd) or two (for priest-king levels 4th and 5th) levels to the character's previous divine spellcasting class. Characters with more than one divine spellcasting class must decide which class to assign the two spellcasting levels he gains from the priest-king class to for purposes of determining spells per day.

Terrifying Manner (Sp): The Priest-King's ego and unpredictable mood creates an aura of fear among those who do not follow his commands. This ability is identical to the spell *greater command* as though cast by a cleric of a level equal to the priest-king's character level, except that the DC to save against this ability is 10 + the priest-king's Charisma bonus + ½ the priest-king's character level. This spell-like ability is cast

as a standard action and does not require a material component. The priest-king may use this ability a number of times per day equal to the number of levels he has taken in the priest-king prestige class.

Sovereign

The leaders of nations and empires are many and varied. Their nations may be large or small, rich with natural resources or barren wastelands ravaged by war, and may be allied with neighbouring countries or surrounded by enemies. Even the forms of government of these nations may be different, ranging from monarchies, dictatorships, theocracies, or more fantastical forms such as rule by powerful wizards, sorcerers, or dragons. One thing that all of these nations have in common is that they prosper or wither with the fortunes of their ruling sovereign. The sovereign is a special class, adept at commanding others with but a glance. The sovereign is powerful on the battlefield, rich beyond the dreams of most mortals, and able to communicate with the very essence of her kingdom.

Non-Player Character sovereigns will be among the most politically powerful individuals that the players will ever meet. Even the sovereigns of a small nation hold considerable power and have very potent abilities at their command. Whether leading an army on the battlefield, or ruling their nation from the capital city, a sovereign commands respect.

The Games Master may wish to keep this class unavailable for players until they reach the near end of their adventuring careers. When one player becomes a sovereign, the campaign can quickly become centred on that single individual and the other players may become frustrated at the lack of attention paid to their characters.

Hit Die: d8



Sovereign

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Sovereign Status, Hands of the King
2	+2	+3	+0	+3	Royal Health, True Leader +2
3	+3	+3	+1	+3	Ancestral Protection
4	+4	+4	+1	+4	Forceful Personality, Blessed Reign
5	+5	+4	+1	+4	Supreme Decree
6	+6	+5	+2	+5	Commune with Nation
7	+7	+5	+2	+5	True Leader +2, Royal Wealth
8	+8	+6	+2	+6	Land Grant

Requirements

To qualify as a sovereign, a character must fulfil the following requirements:

Base Attack Bonus: +9 or higher

Base Will Save: +7 or higher

Skills: Diplomacy 12 Ranks, Intimidate 9 Ranks, Knowledge (nobility & royalty) 9 Ranks

Feats: Leadership, one Magical Bloodline feat (Dragon, Celestial, Fiend, or Fey)

Special: If following the rules for 'Status', the character must have a minimum status score of 20.

Class Skills

Diplomacy (Cha), Intimidate (Cha), Heal (Wis), Knowledge (geography), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty), Ride (Dex), Sense Motive (Wis)

Skill points at each level: 2 + Int Modifier

Class Features

All the following are class features of the sovereign prestige class:

Weapon and Armour Proficiency: The sovereign gains all simple and martial proficiencies, and proficiency in light, medium, and heavy armour and with all shields

(except Tower Shields). Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

Sovereign Status: If following the rules for status, the character immediately gains a +10 to her status score. If the status rules are not being used, this ability grants no other bonus.

Hands of the King (Su): Sovereigns are known for the healing power of their touch, granted to them by the gods, through divine right, or from a mystical connection to their land. The sovereign gains the ability to *lay on hands* as a paladin with a level equal to the Sovereign's total character level.

Royal Health (Ex): The sovereign is able to draw upon the very power of her nation to keep herself pure and strong. She gains immunity to all disease with the exception of magical or supernatural diseases.

True Leader: At 2nd level, the sovereign adds +2 to her Leadership score. At 7th level she adds another +2 bonus, which stacks with the bonus granted at 2nd level.

Ancestral Protection (Su): The Sovereign is able to call upon the wisdom of her ancestors to protect her from harm. Her ancestors speak to her and give her advice, enabling the Sovereign to add her Wisdom bonus to

Baron Isembar's castellan, Aedemar, watched the mysterious cloaked figure ride away, and he made a mental note to remember everything he had seen and heard regarding the stranger. Duke Kendrick had secretly placed Aedemar onto Isembar's baronial staff over a year ago. The duke had begun to suspect that several of the lower ranking members of the nobility were plotting against him, and so he had a few trusted members of his staff train as spies.

The castellan had stopped his monthly reports to Kendrick once he learned that the duke had left for the capital. Based on the new knowledge he had been gathering, though, it appeared as though Isembar may have had something to do with the duke having been called away. Aedemar had only met Lady Kendria once when she was a small child. He thought that it might be time to reintroduce himself to her.

her Armour Class. The Sovereign retains this Wisdom bonus against touch attacks, even if she is caught flat-footed. She loses her Wisdom bonus to her Armour Class if she becomes immobilized or helpless.

Forceful Personality (Sp): The sovereign is able to call upon the power of her reign to increase her natural charisma. For a number of times per day equal to her level in the Sovereign prestige class, the Sovereign is able to increase her Charisma score as per the spell *eagle's splendour*. The effect lasts for one minute per the Sovereign's total character level.

Blessed Reign (Sp): The sovereign's reign has been blessed by the gods, by the spirits, or by her ancestors. She is considered a worthy ruler and receives the spell-like ability to increase her attack and damage rolls as per the spell *divine favour*. The sovereign may use this ability a number of times per day equal to her Charisma bonus, and her caster level counts as her total character level.

Supreme Decree (Sp): The sovereign gains the ability to make captivating speeches that completely engross her listeners. For a number of times per day equal to her Charisma bonus, the sovereign gains the ability to *enthral* as per the spell, with a DC of 10 + her Charisma modifier + ½ her levels in the sovereign prestige class.

Commune with Nation (Sp): The sovereign is so completely in tune with her realm that she has gained the ability to become at one with her nation, attaining knowledge from the very land itself. She can gain as many as three facts of knowledge from among the following subjects: the ground or terrain, people, general animal population, presence of powerful unnatural creatures, the presence of enemy armies (including scouting parties), plants, minerals, bodies of water, man-made constructions and settlements, or the general state of a particular area of land itself (scorched, flooded, etc.). The sovereign must enter a trance for 10 minutes, either by praying to her deity for guidance or calling upon the power of ancestors to help her commune with the land. This spell-like ability functions only while the sovereign is in her home realm and can only be used to commune with the area the sovereign controls as part of her nation. The sovereign may use this ability once per day, either indoors or outdoors.

In all other affects, this ability functions like the druid spell *commune with nature*.

Royal Wealth: The sovereign gains a boon of wealth either through increased tax collections, the founding of mineral deposits in her realm, or through the sale of bureaucratic and aristocratic titles. She receives 50,000 gold pieces.

Land Grant: At the pinnacle of her powers as a ruler, the sovereign has been able to increase the size of her realm. Whether by conquest, an influential marriage, or a treaty, the sovereign has been given a grant of land. The Games Master should determine how large the land grant is, and what type of terrain it is (forest, mountains, etc.). The land grant comes with a keep worth 150,000 gold pieces that can be used to control the surrounding area and with a retinue of workers to man the keep as though the sovereign had gained the Followers feat. These workers are mainly commoners, experts and warriors. One of the highest-level followers is an aristocrat who acts as the steward of the keep in the sovereign's absence.



TRICKS OF THE TRADE

As noted, the aristocrat has a wide range of duties and responsibilities both to his lord and to his subjects, ranging from negotiating treaties, to educating himself in new fields of study, to preserving the reputation of his family crest. In addition, many adventuring aristocrats will actually be members of other classes and professions, using their aristocratic background to gain them wealth and prestige and their unique abilities to put them into positions of leadership. This chapter presents a variety of tricks that an aristocrat can employ both while adventuring and at court.

Negotiation Tactics

One of the primary functions of many aristocrats is to negotiate, whether for treaties, trade deals, the release of prisoners, influential marriages, or even to avoid war. In an average game, a quick negotiation result can be determined by making opposed Diplomacy skill checks with the winner gaining the advantage.

In the world of the aristocracy, however, negotiation is a much more subtle art form. The Diplomacy skill provides the basis for the negotiations, but many other aspects factor into the process, including each participant's status and knowledge base, bribery, and the position from which each participant begins the negotiations (whether in a position of strength or of weakness). The following system presents a framework for conducting negotiations based on these variables.

Who Is In Charge?

In some instances, before the negotiations even start, it may be necessary to make a Gather Information check (DC 15) to find out who on the opposing side actually has the authority to negotiate. A successful check indicates that you know who really has the power and the authority to make deals. Failing this check means that you are unsure who really has the authority to negotiate, and you will need to make additional checks (each time spending 1d4+1 hours) to find out this information. The Games Master may also require that you 'grease the wheels' a little, spending coin to buy drinks or simply paying people for the information you seek. It is not always obvious who has the authority in certain situations. Perhaps the head of a guild has grown tired and is grooming a deputy to take over the guild by having the deputy handle all of the trade negotiations.

If you are trying to fool the other side into appearing as though you are in a position of authority, you will need to make a Bluff check opposed by your opponent's

Sense Motive check. Often, you may find it desirable to negotiate for certain terms, such as the release of the royal princess, on the condition that you will pay the ransom, when in fact you have no intention, nor even the authority, to pay the ransom.

Most negotiations take place between the highest-ranking people (or their representatives) with a single person representing each side in the negotiation. Usually negotiations involve two separate sides although more complex negotiations may involve three or more separate groups. Some groups may also have a team of negotiators rather than a single individual. In these cases, the negotiator with the highest Diplomacy bonus is the lead. A maximum of two other members of the negotiation team may make a Diplomacy check versus DC 15. If successful, they may each use the 'aid another' action to add a +2 bonus to the lead's Diplomacy checks during the course of the negotiation.

What Is In It For Me?

Once the participants have been determined, the next step is to spell out the details of the negotiations. This part normally takes about an hour. The details should include what is to be gained by each side as well as knowing what is at stake to be lost should the negotiations fail.

Both sides should stand to gain something from the negotiations, and stand to lose if the negotiations break down. Some ideas of negotiations and what can be gained and lost are shown on the table on p37. These are just examples and should not be considered definitive.

Conditional Modifiers

Several actions, skills, and circumstances may modify the Diplomacy check, as indicated by the second table overleaf:

The Negotiation

After the opponents meet for an hour or so to discuss the terms of the negotiation, and following any actions taken as noted above, the aristocrat player may start negotiating. The two opponents make opposing Diplomacy checks, modified by the various bonuses and penalties indicated on 'Conditional Modifiers' table.

Success is determined by two factors: both opponents' results compared to a DC of 15, and the difference between to two opponents' checks. In most cases, re-



Type of Negotiation	Stands to Gain		Consequences of Failure	
	Side 1	Side 2	Side 1	Side 2
Marriage of the children of two noble houses.	Prevents war and invasion by Side 2.	Saves time and resources of costly invasion. Gains immediate access to Side 1's resources.	Invasion by Side 2.	Cost of a prolonged siege campaign. Longer time without access to Side 1's resources.
Trade agreement between two powerful guilds.	Gains knowledge of new, cheaper production methods.	Gains access to new products to sell.	Lost access to new production methods means goods are more expensive to produce.	Loss of new products means fewer items for sale, resulting in lost revenues.
Release of prisoners of war	Gains back soldiers and other influential prisoners.	No longer responsible for feeding and housing of prisoners.	Demoralizing for army to know prisoners haven't been rescued. Fewer soldiers available for future conflicts.	Death of prisoners may create martyrs for the other side's cause. Continued resource drain to feed and house prisoners

Condition	Modifier
Bribery	Refer to Bribery Table
Opponent's Initial Reaction	
Hostile	-10 circumstance penalty
Unfriendly	-5 circumstance penalty
Indifferent	(no bonus or penalty)
Friendly	+2 circumstance bonus
Helpful	+5 circumstance bonus
Synergy Bonuses from Skills	
5+ Ranks of Profession (diplomat) <i>or</i> other profession relevant to the agreement with Games Master approval, such as Profession (merchant)	+2 synergy bonus
5+ Ranks of Sense Motive	+2 synergy bonus
5+ Ranks of Appraise (primarily for trade agreements, subject to Games Master approval)	+2 synergy bonus
5+ Ranks of appropriate Knowledge skill (business, law, nobility & royalty, or other kind, subject to Games Master approval)	+2 synergy bonus
Status Score (See Chapter 9)	
Status Score 5+ higher than opponent	+2 circumstance bonus
Subjective Modifiers (Games Master Approval)	
Better negotiating position (e.g., laying siege to a castle which has no means of getting food, having a 50% bigger army, etc.)	Variable circumstance bonus (+2 to +5)
Historical biases (ancient clan enemies, occasional allies, previous failed negotiations)	Variable circumstance bonus or penalty (anywhere from a -5 penalty to a +5 bonus)





tries are not possible. Refer to the table at the bottom of this page.

Bribery

Certain unscrupulous aristocrats, and even some scrupulous ones who are experiencing a shortage of money will find it desirable or necessary to use bribery to help ‘sweeten the deal’ when they need to get something done. Primarily intended for use in negotiations as detailed in the above section, bribery can also be used to help provide a bonus to normal day-to-day Diplomacy checks. The cost to bribe someone is based on the level of the person to be bribed and on the average wealth of a character of that level (as per the ‘Character Wealth By Level’ table in *Core Rulebook II*).

The alignment of the intended bribe recipient also impacts the success of a bribe attempt. Attempting to bribe a Lawful Good person actually results in a -5 penalty to the briber’s Diplomacy roll. Attempting to bribe a Lawful Neutral or Neutral good person results in a -2 penalty to the Diplomacy roll. Other alignments are not as offended by the thought of bribery, and generate no penalties.

By offering the amount indicated on the table below to the intended recipient, the aristocrat receives generates a +1 bonus to his Diplomacy roll. Multiples of the bribe amount may be offered for subsequent +1 bonuses, up

to a total of +3 to the roll. The bribe must actually be paid in order to gain the bonus. The bribe may be paid in goods or services equivalent to the amount indicated on the brice table, but actual coin is preferable.

Bribe Recipient Level	Cost to Bribe (GP)
1 st	5
2 nd	45
3 rd	135
4 th	270
5 th	450
6 th	650
7 th	950
8 th	1,350
9 th	1,800
10 th	2,450
11 th	3,300
12 th	4,400
13 th	5,500
14 th	7,500
15 th	10,000
16 th	13,000
17 th	17,000
18 th	22,000
19 th	29,000
20 th	38,000

Diplomacy Check vs. DC 15		Difference between Scores is Less than 5	Difference Between Scores is 5-9	Difference Between Scores is More than 10
Side 1	Side 2			
Successful	Successful	Both sides benefit from the Negotiation Plan.	High score benefits from the Negotiation Plan. Low score gains only 1/2 benefits (subject to Games Master interpretation).	High score benefits from the Negotiation Plan. Low score gains no benefit.
Unsuccessful*	Successful*	1 additional hour of negotiation. Side 1 may re-roll Diplomacy check with a -2 penalty.	1d4 + 1 additional hours of negotiation. Side 1 may re-roll Diplomacy check with a -5 penalty. Side 2 keeps original score but adds a +2 bonus.	Breakdown. Negotiations may not take place for another 4d4 weeks.
Unsuccessful	Unsuccessful	Complete breakdown. No negotiations are possible. If one opponent is a Non-Player Character, his attitude worsens by one step (e.g., from “Indifferent” to “Unfriendly”). If the attitude was already “Hostile” then he may attack his opponent.		

* These sides may be reversed with similar changes in results (Side 1 may be successful and Side 2 unsuccessful)

Study And Education

While not explicitly stated in the rules, character level advancement assumes a certain amount of study, training, or education. Between levels, most characters are understood to be training to learn new skills, feats, and class abilities. One does not simply announce at the end of a climactic battle, 'All of the sudden I know how to cleave!'. This level of training and study takes place in the background and is simply part of the character's natural advancement.

The aristocrat, however, takes his training and education more seriously than most, for her very lot in life owes much to the training and instruction she received due to her wealth and social station. From birth, most aristocrats are given access to the best and brightest tutors, sages, combat specialists and diplomats with whom they train, learn and improve. This amount of study, practice, and education gives the aristocrat an edge, enabling her to maintain her high position of influence in the world. While she will never be as good a combatant as a fighter nor as competent a performer as a bard, she does learn certain aristocratic styles which she can use to her advantage, surprising her opponents and even her friends.

The Basics

When an aristocrat gains a new level, whether he continues advancing as an aristocrat or in another class, he must spend time and money to train and study. Aristocrats who do not maintain this level of training take a -5 penalty to their Status score. The Games Master may also rule that aristocrats who do not maintain a certain level of education and study may lose access to specific aristocrat feats such as Multitalented and Scholarly.

Cost & Time

The costs to keep up this level of education can become quite expensive. Aristocrats must pay 50 gold pieces cumulative per level gained in order to receive the benefits of education and training. A 3rd level aristocrat would need to pay 150 gold pieces for her additional education. These educational expenses are divided among the various tutors, trainers, and educators with whom the aristocrat studies. Failure to pay these expenses results in the loss of the benefits granted by study and education. The aristocrat does not simply memorize certain facts and skills at 1st level; he must constantly train and study in order to maintain these skills.

In addition to the monetary costs for education, there is a time commitment. For each level gained, the aristocrat must study for one week. This accounts for the intense immersion in new fields of study and combat techniques that the aristocrat will learn. Additionally, once per month, the aristocrat must meet for a minimum of one day with her instructors as a 'refresher course' and to show her instructors how she is progressing. As with failure to pay the education expenses, failure to take time out for training results in a temporary loss of the benefits of study and education until such time as the aristocrat can devote the time required to regain the benefits.

It can become quite difficult for the aristocrat to maintain this level of time commitment to study as she gains levels and finds herself away from home for long periods of time on adventures and quests. In these circumstances it may be appropriate for the aristocrat to pay for the services of a highly educated hireling with whom she can train while away from home. Such a hireling, with expertise in a variety of subjects, would cost between 60 and 90 gold pieces per month of service.

Areas of Study

Most aristocrats receive education in four main areas: Scholarly Knowledge, Combat Training, Performances, and Social Skills. Studying in these areas helps the aristocrat maintain a well-rounded personality and allows her to function in many areas at once.

Scholarly Knowledge: This category encompasses the classroom learning that an aristocrat receives. Scholarly knowledge is typically divided into two categories, preparatory and advanced. Preparatory education includes study in grammar, rhetoric, and logic. The advanced education includes study of arithmetic, geometry, astronomy, and music. In addition to this book learning, aristocrats study heraldry, manners and customs, and the languages and religion common to the aristocracy.

By maintaining the cost and time commitments for Study and Education as noted above, the aristocrat may make untrained knowledge checks in the following fields: Knowledge (arithmetic & geometry), Knowledge (fine arts, specifically musical theory), Knowledge (astronomy), Knowledge (history), Knowledge (nobility & royalty, particularly as relates to the use of heraldry), Knowledge (local, particularly as relates to regional manners and customs), and Knowledge (religion, specifically related to the 'state religion' or the religion common among the aristocracy).



‘A vote, then. Shall we put the weight of our finances and our contacts behind support of the Countess?’ Blandford had spoken eloquently as he addressed the other financiers and industrialists of the various guilds. He had heard enough at the New Year’s Eve feast to know that it was in the best interests of the guilds that law and order be maintained in the province.

A few voices grumbled from the council. The call for supporting the duke and his daughter had not been popular. The guilds preferred to stay neutral when it came to politics, focusing instead on increasing their trade agreements.

‘Perhaps we can work out a compromise. Trade with both sides during the conflict?’ The head of the Armourers Guild was an influential aristocrat, and his opinion held much sway over the rest of the council.

Blandford was determined in his resolve. ‘Trade will be irrelevant once these dark forces have overthrown the government. Believe me, gentlemen; they will not be interested in trade agreements. They will only be interested in taking what they want. Listen to me. They will leave us destitute . . . or worse.’

A murmur of shock was heard through the council chambers. Blandford sat with anticipation to await the vote.

Study and Education also allows the aristocrat to learn two ‘court’ languages that are common to the aristocracy. As an example, in earth history Japanese aristocrats learned Chinese in addition to Japanese, and in Europe, French became the language of court life in the 17th and 18th centuries. The Games Master has final say over which languages are available to the aristocrat, but monstrous languages and class-specific languages such as Druidic should be avoided. The aristocrat is only fluent in these languages for speaking purposes. She is not able to read or write these additional languages. She learns one bonus language at 3rd level and another at 7th level.

Combat Training: While not expected to fight at the level of a trained fighter, the aristocrat is required to maintain a certain amount of combat training. Many aristocrats will be called upon to lead troops in battle and they must know the basics of battle techniques and war strategies. By maintaining the cost and time requirements necessary as per the Study and Education rules, the aristocrat gains the ability to use the following combat techniques:

- **Identify Dangerous Opponents:** The aristocrat has studied enough to be able to determine which opponents pose the most danger. As a free action, the aristocrat may make a Sense Motive roll against all opponents in 30’ (opposed by a DC of 10 + the level or Hit Dice of the opponent) to determine which opponent has the highest character level or highest Hit Dice. Use of this ability requires the aristocrat to have 5 Ranks in Knowledge (military tactics).

- **Honourable Combat:** As a standard action, the aristocrat may call for an honourable combat, meaning that neither she nor her opponent may use any

poisons or other dirty tricks during the combat. This combat technique is usable beginning at 4th level. The aristocrat must make a Charisma check opposed by her opponent’s Sense Motive check. Her opponent adds his base attack bonus to his Sense Motive check. If the aristocrat beats her opponent’s Sense Motive check, her opponent is compelled to fight honourably starting in his next round and may not use any poisons, sneak attacks, death attacks, or invisibility to fight the aristocrat. Use of magic items is unaffected by this ability, and the Games Master is the final arbiter as to what is considered honourable versus dishonourable. This combat technique affects only attacks made by a specific opponent against the aristocrat; if the opponent later in the combat attacks one of the aristocrat’s allies, he may revert back to his normal fighting style. The aristocrat trains to use this combat technique against intelligent humanoid opponents, and takes a –4 penalty on her Diplomacy roll to use this technique on non-humanoid creatures. Against creatures with animal intelligence (Intelligence score 1 or 2), she incurs a –8 penalty on her Diplomacy roll. She may not use this ability against non-intelligent creatures.

- **Adaptive Combat:** Through intense combat training, the aristocrat has learned to deal with all different types of opponents, from common foot soldiers to mounted knights to magic-wielding sorcerers. Due to this training, the aristocrat may ‘Fight Defensively’ (as per the rules in *Core Rulebook I*) with only a –2 penalty to attack instead of the usual –4 penalty and still gain the +2 bonus to her Armour Class. This combat technique is usable at 3rd level and requires the Alertness feat and 5 Ranks in Knowledge (military tactics). At 7th level, the aristocrat’s training allows her also to fight more aggressively, taking a –2 penalty to her Armour Class to gain a +2 bonus to her attacks. In order to ‘Fight

Aggressively' the aristocrat must have the Alertness feat and make a Knowledge (military tactics) check versus DC 20.

- **Challenge:** After determining the most dangerous opponent she faces, the aristocrat may issue a challenge to that opponent, demanding to be faced in single combat. Issuing a challenge is a standard action and requires the aristocrat to have 5 Ranks each in Bluff, Diplomacy, and Intimidate. The opponent must make a Will save versus the aristocrat's Status score (or versus DC 5 + ½ the aristocrat's level + the aristocrat's Charisma bonus) to avoid being drawn into the challenge. If the Will save is failed, the opponent must move toward the aristocrat character in the most direct route possible on his next turn. This may cause the opponent to draw attacks of opportunity as he moves through the threatened zones of the aristocrat's allies. The aristocrat may not use this ability until 11th level.

Performances: The aristocrat gains access to studying with the masters of various types of performing arts, from drama to music to poetry to dancing. Studying with these masters enables the aristocrat to gain the following advantages:

- **Masterpiece Performance:** Having access to a master allows the aristocrat to buy ranks in a specific famous performance instead of just a general performance. For example, instead of buying ranks in Perform (poetry), the aristocrat may buy ranks in Perform (William the Bard's *Ode to the Faerie Queen*) or instead of buying ranks in Perform (dance) the aristocrat may buy ranks in Perform (*The Elven Lake* ballet). These ranks can only be used to perform that specific performance, and allows the aristocrat to add a +4 competence bonus to his check to perform that specific piece while making an Aristocratic Performance to gain status (see the chapter on 'Status').

- **Troubadour Poet:** Many aristocrats train as singer-poets, and while not of the same artistic ability of a bard, they have better access to the nobility and royalty in front of whom to perform. These troubadour poets typically sing of unrequited love, selflessness, everlasting faithfulness, and love conquering all. Songs and poems of this type are extremely popular among the aristocracy and can even be used to gain access to the aristocracy if one is not lucky enough to be born an aristocrat. By paying a master to teach her the proper performance techniques, the aristocrat may gain the benefits of having a masterwork component to their work as if she had a masterwork instrument. This bonus is gained even if the specific performance does not have an instrument (such as a poem, dance, or vocal song). This performance technique does not stack with the bonus that any character can gain if they are playing

a masterwork instrument. This performance technique can be used beginning at 3rd level.

Social Skills: All aristocrats are trained in the subtleties of courtly life. They learn the moral principals of loyalty, self-sacrifice, justice, sophisticated manners, purity, modesty, honour, courtesy, generosity, and reverence. Constant training in this area allows the aristocrat to gain the following benefits:

- **Increased Status:** Investing the required time and paying for study of social skills allows the aristocrat to add a +2 bonus to her Status score. She loses this bonus if she stops spending the time and money to maintain her dignity and grace.

- **Proper Manners:** The aristocrat always knows how to act in all of the right situations. She does not need to make a Diplomacy check to determine if she is 'acting properly' in courtly situations. She is assumed to automatically pass any checks that she would need to make to avoid a faux pas of manners. Additionally, beginning at 7th level, the aristocrat is able to influence the opinions of any Non-Player Characters as a full round action rather than in one minute without the requisite -10 penalty.

New Uses For Existing Skills

Careful skill selection is paramount for the aristocrat; although the class gains all weapon and armour proficiencies, has a decent base attack bonus, and has excellent starting wealth, the character will gain no other special abilities throughout the course of her career unless she multi-classes or qualifies for a prestige class. The aristocrat gains four skill points per level, and an impressive list of skills in which to spend them. Below are some options for using skills in a different way, including some very useful skills that are technically cross-class for the aristocrat unless she opts to take the Multitalented feat.

Gather Information

Normal Use: This skill allows you to make contacts in an area, find out local gossip and rumours, and collect general information.

New Use: Research (Int). Use this skill to find specific information in a library or in an archive of knowledge and ancient lore. Generally this skill is useful for gaining knowledge in an area of study in which you have not taken any ranks. Unlike the regular use of Gather Information, the Research use is based on the character's Intelligence modifier, not his Charisma modifier.



Check: Searching through ancient texts and tomes typically takes 1d4 +4 hours. At the end of the search time, make a Gather Information (research) roll versus a DC of 15 for common knowledge, DC 20 for basic information, and a DC of 30 for very specific information. Use of this skill implies that the character has access to a large research library or archive and can read the language of the texts contained therein.

Try Again: Yes, but it takes an additional 1d4 + 4 hours for each check.

Special: Some libraries and archives are off-limits to non-members or those without special permission. Half-elves do not receive their standard +2 racial bonus for Gather Information checks when using the special Research use of Gather Information, as the bonus is based on the half-elf's ability to get along with people and not on her natural intelligence.

Knowledge (Int)

Normal Use: You are learned in a particular body of lore, including academic and scientific disciplines, and can recall specific facts and information related to your fields of study.

New Use: Arithmetic & geometry. This skill gives the user knowledge of the rudimentary basics of mathematics and geometry. A character may use this skill for estimating distances, weights, and volumes as well as for computations and problem solving involving numbers and for determining the relationships between points, lines, angles, surfaces, and solids.

Check: Use the categories below as guidelines for determining the type of information known by the character.

Easy (DC 10): Estimate the distance between two points.

Basic (DC 15): Calculate the number of items in a given area, such as estimating the number of coins in a treasure chest.

Really Tough (DC 25): Calculate the exact angle necessary to aim a missile shot (as from a siege engine, bow, or crossbow) to travel a precise distance.

Synergy: A character with 5 or more ranks in Knowledge (arithmetic & geometry) gains a +2 synergy bonus to all Knowledge (architecture & engineering), Knowledge (economics & business), and Knowledge (astronomy) checks. The character also gains a +2 synergy bonus to all Knowledge (games & contests) checks for games involving counting, such as card games like poker or blackjack.

New Use: Astronomy. This skill is used for the observation, calculation, and interpretation of the positions, dimensions, and overall movement of celestial bodies such as the moon, stars, planets, and astronomical phenomena.

Check: Use the categories below as guidelines for determining the type of information known by the character.

Easy (DC 10): Determine current latitude within +/- 10 degrees

Basic (DC 15): Calculate the specific time of day or night within ½ hour

Really Tough (DC 30): Calculate the time until the next solar, lunar, or planetary conjunction without access to astronomical equipment.

Synergy: A character with 5 or more ranks in Knowledge (astronomy) gains a +2 bonus to Knowledge (arcana) checks made that involve astrology and astrological predictions. A character with 5 or more ranks in Knowledge (arithmetic & geometry) gains a +2 synergy bonus to all Knowledge (astronomy) checks.

New Use: Ceremonies. This skill encompasses various different types of ceremonies conducted by religious officials, nobles, magistrates (for certain legal ceremonies) and other types created by the Games Master, such as a Tea Ceremony for a samurai-type character.

Check: Use the categories below as guidelines for determining the type of information known by the character.

Easy (DC 10): Know the basic steps and rituals associated with common ceremonies such as marriages or naming ceremonies.

Basic (DC 15): Act as the conductor for a ceremony in which you have participated a half-dozen times or more, including memorizing the words, walking patterns, and other activities.

Really Tough (DC 30): Observe a ceremony for the first time, immediately grasping its underlying meaning and symbolism, and be able to participate in the ceremony the next time you are asked.

Synergy: A character with five or more ranks in Knowledge (symbolism) gains a +2 bonus to all Knowledge (ceremonies) checks made to understanding the meaning of the symbols used in the ceremony.

New Use: Economics & Business. Use this skill to reflect your understanding of the production, distribution, and consumption of goods and services

as well as inventory management, currency conversion rates, and accounting.

Check: Use the categories below as guidelines for determining the type of information known by the character.

Easy (DC 10): Identify and evaluate a nation's economic program or the business strategies of a company or guild.

Basic (DC 15): Create a successful business plan for a company or guild; identify new markets for expansion.

Really Tough (DC 30): Start a business venture from the ground up, including managing inventory, finding customers, getting proper permits, and finding a staff. The Games Master calculates the start-up costs. Making a successful check versus DC 30 multiplies any income generated by a weekly Profession (merchant) check by a factor of 10.

Synergy: If you have 5 or more ranks in Knowledge (economics & business), you get a +2 synergy bonus to all Appraise and Profession (merchant) skill checks.

New Use: *Fine Arts.* Characters with this skill study the techniques, symbolism, and cultural significance of a wide variety of art forms including painting, sculpture, dance, music, fiction, poetry, and theatre. While not skilled at creating these works of art themselves, they are very versed in the historical context of the pieces and are able to discuss abstract concepts present in the works.

Check: Use the categories below as guidelines for determining the type of information known by the character.

Easy (DC 10): Identify the creator's race or culture and the year of creation within +/- d20 decades.

Basic (DC 15): Identify the theme of the work and the time period of the creation within +/- d4 +1 decades.

Really Tough (DC 30): Identify the creator by name and origin, the name of his or her master, and the time period of the creation within +/- d10 years.

Synergy: If you have 5 or more ranks in Knowledge (fine arts) you get a +2 synergy bonus to all Appraise skill checks made to appraise works of fine art and to all relevant Profession, Perform, and Craft checks involving the fine arts.

New Use: *Games & Contests.* Use this skill to simulate your study of various games of chance and skill such as card games, dice games, and strategy games such as chess.

Check: Use the categories below as guidelines for determining the type of information known by the character.

Easy (DC 10): Know the basic rules associated with a particular game.

Basic (DC 15): Understand the strategy behind certain moves or plays in a specific type of game.

Really Tough (DC 20): Calculate the odds of winning a particular game given time to study the specifics of the game such as examining a particular hand of cards or reviewing the opening move during a chess match.

Synergy: If you have 5 or more ranks in Knowledge (games & contests) you get a +2 synergy bonus to all Profession (gambler) skill checks.

New Use: *Law.* Knowledge of law includes an understanding of the inner-workings of the law in a particular city or county in which the character makes the check. For every five ranks taken in this skill, the character may add an understanding of the laws of another geographical area.

Check: Use the categories below as guidelines for determining the type of information known by the character.

Easy (DC 10): Recall a law known to the general population and the associated punishment for breaking that law.

Basic (DC 15): Comprehend a simple legal document such as a will or recall a specific abstract piece of legal precedence.

Really Tough (DC 25): Comprehend a multi-page complex legal document such as a contract or recall a centuries-old body of law applicable to a specific situation.

Synergy: If you have 5 or more ranks in Knowledge (law) you get a +2 synergy bonus to all Profession (barrister) checks and to your Trial roll (see 'Administration of the Estate'). If you have five or more ranks in Knowledge (local) you get a +2 synergy bonus to all Knowledge (law) checks.

New Use: *Military Tactics.* Use this skill to survey the battlefield prior to a battle, find the most advantageous ground from which to fight, order troop movements, and judge the enemy's tactics.

Check: Use the categories below as guidelines for determining the type of information known by the character.



Easy (DC 10): Identify the common tactics of an enemy army (reliance on missile troops versus cavalry, extensive use of magic, etc.)

Basic (DC 15): Identify the enemy commander in the middle of a battle; determine the origin of the enemy's tactics (such as a particular school of combat from a different race or culture)

Really Tough (DC 30): Give orders to followers and allies in the middle of combat across a maximum distance of 100 feet, allowing them to be redirected to better positions on the battlefield.

New Use: Symbolism. This skill represents your study of the interpretation of symbols, tokens, and signs. While primarily used for artistic expression, many symbols communicate secret or mysterious codes. Colours, numbers, patterns and designs are all commonly used to deliver specific messages. Nobles and royals and their retainers use this skill to identify the owners and meaning of heraldic designs. Wizards, sorcerers, and students of the occult use Knowledge (symbolism) to communicate to each other in secret codes and to uncover the secrets of the ancients.

Check: Use the categories below as guidelines for determining the type of information known by the character.

Easy (DC 10): Identify the cultural or racial background of a particular symbol; identify the owner or family of a specific heraldic device.

Basic (DC 15): Understand the theme or message communicated by a commonly used symbol.

Really Tough (DC 20): Determine the meaning of an ancient or forgotten symbol by viewing it in context with its accompanying artwork or writing.

Synergy: If you have 5 or more ranks in Knowledge (nobility & royal) you get a +2 synergy bonus to all Knowledge (symbolism) skill checks made to answer questions regarding the symbolism of heraldry and heraldic devices. If you have 5 or more ranks of Knowledge (symbolism) you gain a +2 synergy bonus to all Craft checks made to create a Family Icon component for weapons, armour, banners, or clothing. A character with 5 or more ranks of Knowledge (symbolism) also gains a +2 synergy bonus to all Decipher Script checks that involve symbols.

Perform (Cha)

Normal Use: You are able to use your artistic talents to entertain an audience and earn money.

New Use: Act (noh, kabuki). A separate category of acting based on types used in Asian-influenced areas, particularly in cultures inspired by feudal Japan.

New Use: Act (tragedy). This sub-skill should be added to the list of other Act sub-skills in *Core Rulebook I* (comedy, drama, mime).

New Use: Oratory (poetry). This sub-skill should be added to the list of other Oratory sub-skills in *Core Rulebook I* (epic, ode, storytelling).

New Use: Oratory (rhetoric). This sub-skill should be added to the list of other Oratory sub-skills in *Core Rulebook I* (epic, ode, storytelling).

Profession (Wis)

While not a class skill for aristocrats, Profession can be purchased cross-class or can become a class skill through taking the feat Multitalented. Although aristocrats do not typically use the Profession skill as a source of study income, it is still useful for determining the success or failure of actions such as writing poetry or financing a business venture.



Normal Use: You are trained to earn a livelihood in a particular role, such as an apothecary, bookkeeper, scribe, or siege engineer.

New Use: *Arts.* A character with ranks in the skill Profession (arts) selects a specific type of artistic profession from the list below:

- Profession (fiction writer)
- Profession (playwright)
- Profession (poet)
- Profession (composer)

The player and Games Master can also create other types relevant to the campaign, such as Profession (choreographer). For ease of use when discussing this skill we use the phrase ‘Profession (arts)’. In actual game play the player must buy ranks in a specific art form as noted above.

Arts professionals are skilled at creating works of art. Some works are created for the enjoyment of a large group, while others are especially made for the private use of an individual. A few of the Profession (arts) skills also involve a performance of the work, such as a musical composition created by a Composer or a play written by a Playwright. In these cases, the creator usually does not perform the work but instead creates it for others to perform. Truly skilled art professionals often become famous and are commissioned by a patron to create unique works.

Check: A Profession (arts) check is more similar to a Perform check than it is to a regular Profession check. The player first must decide what type of work she wants to create (such as a painting, sculpture, or an opera), and is encouraged to describe the work of art to the Games Master (the general theme of the work, the title, and perhaps hum a few bars of a tune for a musical composition). Creating an artwork is a very lengthy process, often taking several months. The Games Master has the final say on the amount of time it takes to produce a work of art, but a general guideline is as follows:

Example Forms of Artwork	Time to Create	Modifier to Profession Check
Ballad, Aria, Sonnet, Haiku, One-Act Play, Short Story	One Month	+0
Concerto, Overture, Ode, Three-Act Play, Novella	Three Months	-2
Opera, Symphony, Epic Poem, Five-Act Play, Novel	Six Months	-5

Profession Check	Creation	Income
DC 10	Conventional artwork that appeals more to the lower classes than to culture individuals.	1d10 silver pieces per week of work
DC 15	Pleasurable piece that resonates well with people from the lower and middle classes. A few members of the aristocracy may make note of the work for future potential.	3d10 silver pieces per week of work.
DC 20	Grand piece that generates notice from the upper classes. Consistent creation of grand works of art leads to a regional reputation.	1d10 gold pieces per week of work.
DC 25	Outstanding work of art that leads over time to a national reputation and to offers of commission from wealthy patrons.	3d10 gold pieces per week of work.
DC 30	Extraordinary composition that generates notice from members of the nobility. Creation of three or more extraordinary works of art in less than two years leads to offers to teach at universities and to serve as the official composer or playwright for an important member of the nobility.	5d10 gold pieces per week of work, plus supplementary income from any official positions accepted by the creator.
DC 40	Masterpiece. The work is considered one of supreme literary or musical importance, and is purchased immediately by an important patron. Over time, the work will be performed across national boundaries, gaining the creator an automatic point of entry to the nobility of those countries. If using the rules for Status given in Chapter 9, the character adds a +10 bonus to her Status score.	100 gold pieces per week of work.



Using the modifiers given above, the player then makes a Profession (arts) check and compares the result of the check to the table below

Try Again: Generally, no. Once a work is created, either it resonates with the public or it does not. It is possible that, over time, a maligned work may gain a new appreciative audience, but chances are this will happen after long after the death of the creator. Failure to create a work of art is not a complete loss; someone will buy it or go to see it performed if only to steal the ideas contained therein for use in his own work. The creator earns the normal income of half of his Profession check in silver pieces per week for a failed work of art.

Synergy: A character with 5 or more ranks in Knowledge (fine arts) gains a +2 synergy bonus to all Profession (arts) checks.

Special: Painters and sculptors, while technically also arts Professions, should follow the normal rules of the Craft skill for creating painting and sculptures. Table 3.7 in *Core Rulebook II* has ideas as to the types of fanciful artwork that can be created using the Craft skill.

New Use: Educator. Professional educators are typically reserved only for the highest levels of academia such as colleges and universities. An educator focuses on a particular area of study and teaching, such as rhetoric, ancient history and cultural studies, or scientific fields such as engineering, chemistry or medicine. Most fields covered under the Knowledge skill are also available as educator professions.

Synergy: A character with 5 or more ranks in a relevant knowledge skill gains a +2 synergy bonus to all appropriate Profession (educator) checks (for example, Knowledge (history) for a Profession (history educator) check).

New Use: Lawyer/Barrister. Lawyers and barristers are professionals learned in the intricacies of legal theory and the practical application of legal knowledge for purposes of prosecuting a case or defending an accused individual. Lawyers and barristers also often make up the ranks of judges in cases when a religious institution does not hold precedence over the judicial system.

Synergy: A character with 5 or more ranks in Knowledge (law) gains a +2 synergy bonus to all Profession (lawyer/barrister) checks.

New Use: Merchant. Professional merchants are skilled in the accumulation, storage, distribution, and trade of goods. They also have practical skills relating to

currency exchange rates, determining proper inventory levels, and minor bookkeeping duties.

Synergy: A character with 5 or more ranks in Knowledge (economics & business) gains a +2 synergy bonus to all Profession (merchant) checks.

New Use: Politician. Professional politicians are skilled in the art and science of government, including the policies, goals, and affairs of different political groups and parties.

Synergy: A character with 5 or more ranks of either Knowledge (local) or Knowledge (nobility & royalty) receives a +2 synergy bonus to all Profession (politician) checks.

The Family Icon

Since ancient times, people have used icons and symbols to identify familial, tribal, national, and military affiliations. Often displayed in the form of a flag or banner, the family icon became a powerful symbol with the development of heraldry during the European Middle Ages. Mediaeval knights, otherwise unrecognisable due to their complete covering of armour, displayed their family symbol on their shields and banners to identify themselves and their relationship to a particular lord or faction.

In other parts of the world, family symbols and icons were also used. In parts of the ancient Middle East, each noble family had a symbol and in times of war these symbols were displayed on weapons and armour. In Japan, families had a *mon*, a symbolic device of a family name created using a single metal and a single colour. These devices were displayed on a warrior's back, with a smaller version displayed on each breast. Warriors also displayed their family mon on a standard or flag that they carried on their back while riding on horseback. In ancient China, too, symbolic devices were displayed on banners and standards, although most often these symbols identified specific military units officers instead of family relations. Shields, helmets, badges, flags, banners, standards, clothing and coins are all home to symbols and crests that identify powerful families, guilds, military regiments, religious sects, political parties, and social classes.

This section details the creation and use of a family icon for aristocrat characters, including ideas as to the meaning behind specific symbols and different methods of display.

The Family Icon

Each aristocrat character has background ties to a specific group, whether a noble family, merchant guild, academic institution, or religious organization. Each type of aristocrat character has earned the right to create and display a symbol of their aristocratic affiliation. For purposes of this discussion we refer to these symbols as family icons, the most common type of symbol. However, the family icon could just as easily be the symbol of a powerful trade guild, university, or religious sect. The rules for creation, display, and benefits of these symbols are the same for all types of symbols.

A family icon typically consists of a badge and a motto. The badge is an emblematic figure which is prominently displayed on clothing, armour, or weapons of the character. It can also be displayed on the clothing of servants to indicate their affiliation to the character, and upon the character's buildings and estates to indicate possession. A motto often accompanies the badge, and expresses a principle, goal, or ideal of the character and the family, guild, academic institution or religious sect to which he belongs.

Creating the Design

The first step in obtaining a family icon is to create a design. The player should describe or draw a design that represents his family or other group affiliation. The section entitled 'Symbolic Meanings', below, describes the meaning behind some of the more common types of symbols used for family icons. The library and the Internet are also good resources for finding designs that can be copied or modified. Books on heraldry, genealogy, and symbolism can be particularly helpful. Pictures of mythical or real beasts, geometric patterns, fanciful calligraphy script, religious symbols and many variations of colours, furs, and metals can be the basis for a family icon.

In real-world heraldry, a family device was passed on to only the eldest son, or to the eldest daughter if there were no sons. Lesser sons in the family were required to alter their family heraldic design, and could petition to have new designs created which they could pass down to their eldest sons. An elder daughter who inherited her family design was entitled to merge her design with her husband's when she married, which accounts for heraldic designs that have been halved or quartered. Check with your Games Master to determine if he has created any specific heraldic rules in his campaign world for more specifics.

Guild, religious, and academic designs are usually more general and all aristocratic members of the institution

are entitled to bear them. Again, your Games Master may have specific rules for higher-ranking officials in the institution to have specific designs that are separate from the general design of the organization.

Crafting the Design

Once a design is chosen, the aristocrat character must draw or paint the design to use as a template for craftsmen that will be crafting the device onto weapons, armour, shields, flags, and other items.

The first step is for the aristocrat to make a Craft (fine arts) check versus DC 20. Most likely, the aristocrat will need to pay a craftsman for the design since Craft is not a class skill for aristocrats. The value of the Family Design is 100 gold pieces. As with the rules for the Craft skill, the aristocrat must pay one-third of this cost, or 33 gold pieces for the raw materials (parchment or vellum, paints and pigments, brushes, and other tools). The standard craft rules apply for the creation of the design as noted in *Core Rulebook I*. The aristocrat will also need to pay for the services of the craftsman-artist who creates the design, which costs 5 silver pieces per day of work.

Adding the Family Icon Component

The process of adding a family icon component to weapons, armour, or shields is similar to the process for adding a masterwork component. Adding a Family Icon component increases the cost of the item by 200 gold pieces. This cost to craft the family icon onto an item is separate from the cost for the actual design of the family icon (noted above). A family icon confers a new type of bonus to an item called a Status bonus. Like all bonus types, Status bonuses do not stack with each other, so a character cannot gain the benefits of two different family icons (such as a family and a guild icon) on the same item.

There are many types of items that may carry a family icon; however, a character may never gain the benefits of more than three different family icon items at once. Typically, a character would display his family icon on his shield or surcoat, his banner, and his primary weapon.

Benefits of the Family Icon

A character will wish to create and display a family icon for several reasons. Firstly, aristocrats are the cream of society, and are expected to act according to their station. By displaying his family icon, the aristocrat shows pride in the history, honour, and prestige of his family, guild, religious sect, or academic institution.



War had come to the manor. Sir Addison helped Kendria put on her armour, under protest. She was not a trained warrior, having spent most of her time studying the ways of diplomacy and negotiation. Her diplomatic training had served her well during the conflict. She had acquired promises of support from several minor, but loyal, members of the nobility as well as the blessing and help of the church. Exposing the treachery of Isembar was the key. Thanks to a spy she did not even know existed, Kendria discovered Isembar's plan to force her from the manor so that he could take over. She did not know why, however, but she believed that there was a greater plan at work than just Isembar's ambition. Unfortunately he had slipped through her grasp and consolidated his forces with those of the rebel army.

'I really do not advise you riding at the front of the lines, Countess.'

'Addison, I have no choice. The people need a symbol. They need to see me standing up to these rebellious forces. Otherwise, they will lose hope and all will be lost.'

She adjusted the armour, made in a similar style as her father's with detailed engravings and inlaid gems. She put her sash across her chest and hoped that it would give her the confidence she needed to lead the small force of the house guard at her command.

The family icon also identifies the aristocrat as a person of wealth, taste and distinction, and requires that those with whom he comes in contact treat him accordingly. Lastly, displaying a family icon confers in-game benefits to the character as noted below.

Note that an aristocrat character who willingly does not display his family icon receives a -5 penalty to his Status score until such time as he makes amends by crafting and displaying his family icon. If you are not following the Status rules presented in Chapter 9 then the Games Master should devise another suitable penalty, such as a penalty to all Charisma-based checks made among the aristocracy.

Weapons: Displaying a family icon on a weapon shows the aristocrat's weapon has been blessed by his ancestors or by the organization to which he belongs. His opponents react in awe as the bearer gains the advantage, receiving a +2 status bonus to his Initiative score. Examples of family icon weapons include a samurai's ancestral katana or a divine lance said to have belonged to the saint of a religious sect.

Armour, Shields, & Clothing: Family icons are commonly displayed on armour and shields for warrior type aristocrats or upon surcoats, tunics, or kilts for non-combatants. These special items provide additional protection for the aristocratic character that wears them. His opponents become shaken by the majesty and prideful bearing of the wearer, finding it difficult to force the wearer to act against his will. The wearer of family icon armour, shields, or clothing receives a +4 status bonus to all Will saves against magical compulsions. Examples of family icon armour and clothing include the specially crafted ceremonial armour of a noble knight or the fanciful robes of a patriarch of the church.

Flags, Pennants, & Standards: Flags, standards, and pennants are an excellent way to display a family device. Historically, the title of bannerette was given to knights who were entitled to lead men into battle under their own particular standard or banner. A standard is a long, tapered flag used to mark the rallying point for the aristocrat's troops during a battle. The banner is a smaller, rectangular flag with a symbol depicting the aristocrat's family icon. These devices serve to increase the power of command of the aristocrat who bears them, granting a +2 status bonus to the character's Leadership score. Mediaeval knights and samurai both carried standards into battle, and flags were used to identify spiritual affiliation during religious crusades.

Tattoos & Masks: An unusual form for displaying a family icon, nevertheless these types of devices may be appropriate in certain campaigns that feature more primitive economics or many secret societies. Displaying a family icon via a tattoo or mask can be very unnerving for any opponents of the aristocrat who bears these symbols. The bearer is entitled to a +3 status bonus to all Intimidate checks made while displaying his family icon tattoo or mask. The bearer of a family icon tattoo does not receive this bonus if the tattoo is hidden under clothing; it must be prominently displayed for him to receive the bonus. Examples of these types of family icons include the tattoos born by the yakuza of feudal Japan and the masks worn for religious ceremonies in almost every ancient culture.

Signet Rings: Signet rings have long been a symbol of the aristocracy and nobility in many different cultures. The bearer of a signet ring carries a certain weight of authority and finds it easier to compel people to follow his suggestions. The aristocrat who wears a signet ring gains a +2 status bonus to the DC of any magical compulsion spells he casts or to the save DC of feats

such as the Aura of Command or Dragon's Presence that he uses.

All Items: Each family icon item gives the bearer a +2 status bonus to his Status score. As noted above, however, a status bonus does not stack with itself, so only one item will grant this +2 bonus.

Example Symbols and Their Meanings

Below are some suggested meanings for different symbols that can be used for a family icon design. Throughout history, many different cultures have assigned different meanings to symbols. In western culture, the colour white symbolizes purity while in China it is the colour of mourning. The examples below draw upon a variety of sources, not just European heraldic meanings.

- Elephant - Courage and strength; high status; dignity in old age.
- Horse – Devotion to king and country, speed, power and nobility.
- Bull or Ox - Valour and nobility.
- Boar - A fierce combatant; armorial bearing of a warrior; magic, metamorphosis and prophecy.
- Goat – Stability, caution, cunning.
- Lamb - Gentleness.
- Ram - Authority.
- Stag, Hart, Buck and Deer - Peace and harmony; wisdom.
- Horns and Antlers - Strength and fortitude.
- Camel – Docility, patience and perseverance.
- Hares and Rabbits – Peaceful retirement; love, fertility and the moon.
- Squirrel - Sylvan retirement.
- Beaver - Industry and perseverance.
- Mouse – Humility.
- Bat – Darkness and chaos; long life and happiness.
- Snake – Cunning, evil, supernatural power.
- Bee - Well-governed industry.
- Ant - Wisdom and providence.
- Spider - Wisdom, labour, fate.
- Grasshopper - Wisdom and nobility.
- Butterfly – Transformation, beauty.
- Snail - Deliberation and perseverance.
- Birds
- Double Eagle and Eagle - A man of action, lofty spirit, cleverness and speed; nobility.
- Wings - Celebrity, sometimes protection.
- Feathers (usually ostrich) - Willing obedience and serenity; lightness and speed; the sun.
- Falcon or Hawk - Eagerness.
- Owl - Vigilance and acute wit.
- Peacock - Beauty and pride.
- Pelican - Devotion and self-sacrifice; resurrection.
- Stork - Filial duty, emblem of a grateful man.
- Swan - A lover of poetry and harmony.
- Goose and Duck - A man of many resources; a blissful marriage.
- Swallow – Promptness, speed.
- Rooster- Pride, courage, preparedness, alertness; achievement and fame.
- Dove - Loving faithfulness and peace.
- Raven - One who is the architect of his own fortunes; prophecy.
- Crow - Settled and quiet lifestyle.
- Crane – Longevity and wisdom.
- Water Creatures
- Dolphin – Charity, affection for children.
- Salmon - Prophecy and inspiration.
- Tortoise - Invulnerability to attack.
- Shells – Divine protection.
- Fish – Wealth.
- Mythical Beasts
- Unicorn - Tremendous courage, purity and nobility.
- Griffin - Valorous, vigilant, vengeful.
- Dragon - Valiant defender of treasure; a representation of an emperor, prince, or other official (depending on the number of claws on the dragon)
- Cockatrice - Terror for all to behold.
- Sphinx - Omniscience and secrecy.
- Chimera – Chaos, storms, shipwrecks and natural disasters.
- Pegasus – Poetic, inspired, a messenger.
- Harpy – Rage, fierceness.
- Mermaid – Expressiveness; vanity and fickleness.
- Centaur - Distinguished during battle; wild and lawless.
- Hydra - Defeat of a powerful enemy.
- Phoenix - Rebirth.
- Men & Parts of Men
- Heart - Charity, sincerity; love, compassion.
- Flaming Heart - Intense affection.
- Hand - Faith, honesty and justice; freedom from fear.
- Arm - A hard-working person; a leader.
- Gauntlet – Armed for battle.
- Leg, Shoe, Foot - Strength, stability, journey; freedom.



- Human Head - Honour.
- Skull, Crossed Thighbones- Mortality.
- Eye – Divine influence in government.
- Symbols of Government, Service & Religion
- Sceptre - Justice.
- Trident - Maritime dominion.
- Crown - Royal authority; majesty and perfection.
- Shepherd's Crook - The emblem of a shepherd's watchfulness over his flock, and denotes episcopal jurisdiction and authority.
- Annulet (Finger Ring) – Fidelity
- Lozenge - Honesty and faithfulness; a token of noble birth.
- Pen - Art of writing and of academic endeavours.
- Lyre – Contemplation; prophecy, music, light; wisdom and moderation.
- Harp – Contemplation; the seasons; passage to the next world.
- Scythe, Sickle - Hope for a fruitful harvest.
- Anchor - Hope.
- Ship or Galley – A famous sea expedition.
- Cubes, Squares or Dice - Constancy, wisdom, honesty, and equity.
- Purse - An honest and liberal steward.
- Trestles and stools - Hospitality.
- Cushions - Authority.
- Angels, Cherubim and Seraphim - Dignity, glory and honour.
- Star - Divine qualities.
- Luck & Fortune
- Horse Shoe - Good luck
- Wheel - Fortune.
- Astronomical
- Sun - Glory and splendour.
- Crescent – Honoured by the sovereign.
- Moon - Serene power.
- Nature & Elements
- Fire - Zeal.
- Lightning – Swift and forceful.
- Rocks - Safety, sanctuary and protection.
- Cornucopia – The bounty of nature.
- Castles, War & Service
- Tower or Castle – Protection and splendour.
- Bridge – A governor or magistrate; transition.
- Pillar or Column - Fortitude and constancy.
- Scaling Ladder – A fearless warrior.
- Portcullis - Protection during emergency.
- Hunting Horn – Fond of the chase.
- Trumpet, Clarion - Ready for the fight.
- Cannon, Mortars, Cannon Balls and Grenades – Signifies the use of these unpredictable weapons during a battle.
- Sword - Pursuit of honour and virtue; justice, authority, and military honour.
- Arrows and Arrowheads - Military readiness; the rays of the sun.
- Axe -- Implementation of military duty.
- Spear or Lance - Noble service and devotion to honour.
- Spear Heads – Physical dexterity and a quick wit; readiness for battle.
- Shield – Defence.
- Gold Spur - Nobility of knighthood.
- Silver Spur – A knight.
- Saddles, Stirrups and Spurs - Readiness for service to a lord.
- Chaplets and Wreaths - Granted for special service; triumph; joy and admiration.
- Chains - A reward for burdensome service.
- Buckles - Fidelity.

FEATS

The aristocrat class comes into its own with a plethora of new feats designed to give it more abilities on par with the other adventuring classes. Due to their background and upbringing, aristocrats have the potential to use their station and rank to inspire leadership, awe and fear in others. An aristocrat's great wealth potential is another key consideration that sets them apart from the standard adventurer.

Only characters with aristocrat class levels can select the feats in this chapter listed as aristocrat feats. Any character meeting the Prerequisites may use the feats marked as general, but these feats are especially appropriate for aristocrat characters. The benefits of some of the feats contained in this chapter refer to 'Aristocrat level' or '½ Aristocrat level'. In these cases, when calculating your character level count only the number of levels taken in the aristocrat class and not your total character level.

Some of the feats below mention a Status score prerequisite (see 'Status' in Chapter 9). If you are not following the rules and guidelines for tracking Status then you may ignore these prerequisites.

Toward the end of the chapter, we present a new type of feat called Bloodline feats. Like the feats with the 'Aristocrat' descriptor, these bloodline feats are open only to characters that have taken levels in the aristocrat class.

Aristocratic Birth (Aristocrat)

Either through noble family relations or ties to another aristocratic group such as a church, guild or academic institution, you are a born aristocrat. Others can sense your aristocratic bearing and known to give you deferential treatment.

Prerequisite: None

Benefit: You gain a +1 bonus to all Knowledge (nobility and royalty) checks. Your character starts out with a noble's outfit worth and signet ring worth a total of 96 gold pieces (including the 20% cost increase for 'Items of Quality'; see 'Tools of the Trade'). Aristocrat is always a favoured class for you; your levels in the aristocrat class do not count toward your total when determining experience point penalties.

Special: This feat may only be taken at 1st level.

Aristocratic Title (Aristocrat)

You have gained a rank within your affiliation. This is considered a promotion and may take the equivalent of

a noble's title, such as becoming the Baron or Count of a specific holding of your family's lands or being raised a level within the hierarchy of the church. The increase in title gives you increased respect from your peers, the fear or admiration of the lower classes and better access to your affiliation's resources.

Prerequisite: Membership in an Aristocratic Affiliation

Benefit: You gain a rank within the hierarchy of your affiliation. Each time you gain a rank, you may add a +2 bonus to any requests for Loans, Contacts or Favours from your affiliation.

Special: This feat may be taken multiple times up to a maximum of five times. Each time it is taken, its results stack.

Aristocratic Favour (Aristocrat)

Your aristocratic breeding, training or wealth has given you a powerful personality among others. You know how to recover from and make the best of your social gaffes.

Prerequisite: Charisma 12+

Benefit: You may re-roll the result of any of your Charisma-based skills up to three times per day. You must take second result even if it is worse than the original roll.

Aura of Command (Aristocrat)

Many aristocrats learn how to focus their natural-born charisma and the distinction of their social rank to persuade, and even command, others of lesser station. This feat allows the aristocrat character to do just that, and is the start of a chain of feats that get progressively more powerful as the character increases in level.

Prerequisites: Cha 13+, Status score of 12+

Benefit: You gain a +2 bonus to all Diplomacy and Intimidate checks. This unnamed bonus increases to +3 versus characters of lower social status than you, such as the servants or lackeys of another aristocrat character (based either on Status points or as determined by the Games Master).

Aura of Fascination (Aristocrat)

An aristocrat often finds it necessary to use his innate charm to get others to perform tasks for him. An aristocrat armed with this feat and several ranks of Diplomacy is a powerful character, in combat as well as at court.

Prerequisites: Cha 15+, Aura of Command, Diplomacy 6 ranks, Status score of 15+



Benefit: You may make an opposed Diplomacy roll versus your target's Sense Motive roll. If your Diplomacy check succeeds, your target finds your voice and attitude very charming, and automatically treats you as *friendly* (per the Influencing NPC Attitudes chart in *Core Rulebook I*), no matter what his starting attitude toward you was. If you beat your target's Sense Motive roll by more than 10, his attitude immediately becomes *helpful*.

Any actions that you or your allies take that threaten your target automatically disrupt this ability. The target is treated as one attitude step less than his original attitude. For example, if originally the target were *indifferent* to you, he would become *unfriendly*.

Aura of Fear (Aristocrat)

This feat gives an aristocrat the ability to affect the morale of his enemies through his intimidating personality.

Prerequisites: Cha 15+, Aura of Command, Intimidate 9 ranks

Benefits: As a standard action, you may cause all of your enemies within 30' to suffer a -2 morale penalty to all saving throws that lasts for three rounds. The ability is useable two times per day, and you must make a successful Intimidate check against each enemy. For each additional three ranks in Intimidate, you gain an extra use of this ability per day. The DC to save against this ability is DC 10 + your Charisma Bonus + ½ Aristocrat Level. The target is entitled to a Will save.

Special: This feat can only be used on creatures with Intelligence scores of at least 1 and who have the same or fewer hit dice than the aristocrat.

Born to Wealth (Aristocrat)

While some aristocrats are born to destitute families with little money or property, you are the opposite. Not only is your family extremely wealthy, but it has given you a substantial allowance to start on your path in life.

Prerequisite: 1st level aristocrat

Benefit: Instead of your normal starting money, you receive 700 gold pieces at first level.

Special: This feat may only be taken at 1st level.

Charismatic (General)

You literally ooze charm and personality, and have learned how to make your personality work harder for you to get you what you want.

Prerequisite: Charisma 12+

Benefit: You may add +1 to four Charisma-based skills.

Followers (General)

Either through the knowledge of your exploits and personality or through access to your family's servants and retainers, you have assumed control of a small command of followers.

Prerequisites: Character Level 3 or higher

Benefits: You attract loyal followers only (no cohort) similar to the Leadership feat in *Core Rulebook II*.

Followers Score	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level	6 th Level
1 or less						
2-7						
8	5					
9	6					
10	8					
11	10	1				
12	15	1				
13	20	2	1			
14	25	2	1			
15	30	3	1	1		
16	35	3	1	1		
17	40	3	2	1	1	
18	50	5	3	2	1	
19	60	6	3	2	1	1
20	75	7	4	2	2	1
21	90	9	5	3	2	1
22	110	11	6	3	2	1
23+	135	13	7	4	2	2

See the table below for the number of followers your character can lead.

Followers Score and Modifiers: Your Follower Score equals your Level + Reputation (as per *Core Rulebook II*) + Charisma Modifier. The other modifiers noted for followers under the details of the Leadership feat in *Core Rulebook II* also apply to the Followers feat (having a stronghold, moving around a lot, and having caused the death of other followers). If you follow the rules for Status as presented in Chapter 9 then you can also add your status score to your Followers score.

Number of Followers by Level: You may lead up to the indicated number of followers of each level. These followers are typically low-level non-player characters. Appropriate followers for an Aristocrat character include other aristocrats, experts and warriors.

Your followers do not earn experience or gain levels; when you gain a new level, consult the table above to determine if you gain any new followers. Some of your new followers may be higher levels than your existing followers.

Improved Status (Aristocrat)

Your reputation precedes you, as your status among the aristocracy is nearly legendary. Other aristocrats are in awe of your stately demeanour and seek to emulate you. The lower social classes immediately recognize you as a person of importance. Even those of higher social rank than you recognize you as a person of immense potential and may seek you out to be part of their court.

Prerequisite: Character level 5 or higher, Status score of 15+

Benefit: You may add +3 to your Status score.

Inheritance (Aristocrat)

A rich relative has either taken it upon herself to recognize you in her will or has decided just to share some of her great wealth with you so that you may increase the land holdings of your family.

Prerequisites: Windfall of Wealth, Character Level 9 or higher, Status score of 15+

Benefit: You receive an inheritance or gift of 60,000 gold pieces to create an estate. You cannot use these funds for any other purpose.

Inspiring Presence (Aristocrat)

Your aristocratic demeanour has a strong and powerful effect on your allies, giving them the strength to overcome obstacles.

Prerequisites: Cha 15+, base Will save 4+.

Benefit: All allies within 10 feet gain +2 to their Will save for one round. Initiating this ability is a free action but you may only activate it on your turn in initiative order. You may use it a number of times per day equal to your Charisma bonus.

Legendary Leader (General)

Your exploits as a leader have become legend, causing people from far and wide to flock to you and offer their services.

Prerequisites: Leadership, Followers or Subordinate feat, Cha 15+, Character Level 9 or higher

Benefit: You gain +4 to your Leadership, Followers, or Subordinate score. As noted in the description of the Leadership and Subordinate feats, your cohort or subordinate must still be two levels lower than you.

Special: You must pick one feat (either Leadership, Followers or Subordinate) to apply the bonus from the Legendary Leader feat. You may take this feat more than once, but each time its bonus applies to a separate feat.



Loyalty (Aristocrat)

Your followers are completely faithful and devoted to you, going out of their way to protect you from harm.

Prerequisites: Leadership, Followers, or Subordinate feat, Legendary Leader

Benefit: Once per day when you are being attacked, one of your followers gained through use of the Followers, Leadership, or Subordinate feat may leap in front of the attack to protect you. The follower must be within 5' of you, and must successfully make an attack roll against AC 10. If the attack roll succeeds, your follower can use the 'aid another' action to give you a +2 bonus to your AC. You must call upon your follower to use this ability before the Games Master rolls to see if your opponent has hit you.

Master Strategist (General)

You are widely regarded as an expert military tactician given your previous success in planning military campaigns. Warriors seek you out to fight on your side and learn from your brilliance.

Prerequisites: Character Level 9 or higher, Knowledge (military tactics) 6 ranks

Benefits: +4 bonus to Knowledge (military tactics). Add half of your ranks in Knowledge (military tactics) to your Leadership or Followers score. Any followers gained from this bonus must belong to the Warrior, Fighter or Expert (Siege Engineer) classes.

Motivating Leader (General)

Whether through fear and intimidation or a reputation for fair and honest treatment, your abilities as a leader have gained you more recruits than others of your station and ability.

Prerequisites: Leadership or Followers feat, Cha 15+

Benefit: You have twice as many followers as normal.

Multitalented (General)

Your superior education has exposed you to many fields of learning not normally studied by others of your occupation.

Prerequisites: Must follow the 'Study and Education' rules found in the Tricks of the Trade chapter

Benefit: Two cross-class skills become class skills. You gain a +1 bonus to these two skill checks.

Special: This feat may be selected multiple times. Each time you select it, pick two new cross-class skills to become class skills.

Resources (Aristocrat)

You are able to draw a limited amount of resources from a piece of land or a business venture in which you

have a minor holding interest. While not actually in charge of running the day-to-day operations, you hold a minor stake in the estate or business through family connections: from debts owed to you, or due to your speculation in the land or business enterprise. You should describe the location of the land or the type of business from which you are drawing your resources.

Prerequisites: Interest in a piece of land or a business venture.

Benefits: You earn 400 gold pieces from your stake in a piece of land or a business venture.

Special: You may take this feat up to five times. Each time you take this feat your resources increase as shown below.

- 1st Feat: Resources of 400 gold pieces
- 2nd Feat: Resources of 900 gold pieces
- 3rd Feat: Resources of 1,500 gold pieces
- 4th Feat: Resources of 2,200 gold pieces
- 5th Feat: Resources of 3,000 gold pieces

Rousing Leader (Aristocrat)

Through your commanding personality you can push your followers to greater acts of strength and determination.

Prerequisites: Leadership, Followers or Subordinate feat, Perform (oratory) 5 ranks, Cha 13+

Benefit: Once per day, you may choose to spend a full-round action to give a rousing speech to your followers gained through use of the Followers, Leadership, or Subordinate feats. They are stirred to action in one of four ways (player's choice):

- Steadfast: Followers gain your Charisma bonus in temporary Hit Points
- Resolute: Followers gain a +1 morale bonus to all saving throws
- Viciousness: Followers gain a +1 morale bonus to damage rolls
- Precision: Followers automatically confirm any critical threats they roll

The rousing effect lasts for a number of rounds equal to your Charisma bonus.

Scholarly (General)

Through hours spent in the library or with a mentor, an aristocrat can increase his knowledge in several different areas of study. This knowledge will be invaluable when trying to classify an ancient manuscript or identify a heraldic device.

Prerequisites: Must follow the 'Study and Education' rules found in the Tricks of the Trade chapter

Benefit: Add +1 to four different Knowledge skills of the player's choice.

Special: This feat can be selected multiple times. Each time it applies to four different knowledge skills.

Secret Identity (General)

You have opted to create a secret identity for yourself, a persona that you keep entirely separate from your everyday life. It may be an identity you use to commit crimes so as not to sully the name of your family, or one that you use to gain access to areas and individuals that are otherwise beyond your reach due your social station.

Prerequisites: None.

Benefits: Your secret identity affords you a +4 circumstance bonus to all Bluff, Disguise and Forgery skill checks while in your secret identity, as you have become a master at convincing others that you are someone else. These bonuses do not apply to any checks made while not acting in the persona of your secret identity. If your secret identity is ever revealed (to more than just a few close, trustworthy comrades), you lose the benefits of this feat.

Special: This feat may be taken more than once but its benefits do not stack. Each time you take this feat, you must create a new secret identity.

If you are using the rules for 'Status', you must calculate a separate status score for each secret identity you keep.

Shield of Charm (Aristocrat)

The aristocrat has such a captivating personality that his opponents are nearly mesmerised by his charm and find it difficult to strike him during combat.

Prerequisites: Character level 3 or higher

Benefit: You may add your Charisma bonus to your AC.

Strength of Will (General)

Your willpower is stronger than that of others, enabling you to shake off effects that would command you to go against your nature.

Prerequisite: None

Benefit: You gain a +2 bonus to saves against Charm, Command, and Fear effects.

Special: The bonuses from this feat stack with the Iron Will feat.

Subordinate (General)

You have gained the services of a loyal companion who may accompany you on adventures or be sent to complete missions for you.

Prerequisites: Character Level 3 or higher

Benefits: You attract a cohort only (no followers) similar to the Leadership feat in *Core Rulebook II*. See the table below for the level of subordinate your character can lead.

Subordinate Score and Modifiers: Your Subordinate Score equals your Level + Reputation (as per *Core Rulebook II*) + Charisma Modifier. The other modifiers noted for cohorts under the details of the Leadership feat in *Core Rulebook II* also apply to the Subordinate feat (having a familiar, special mount or cohort, recruiting a cohort of a different alignment, or causing the death of a previous cohort). If you follow the rules for Status as presented in Chapter 9 then you also add your status score to your Subordinate score.

Subordinate Score	Subordinate Level
1 or less	
2	1 st
3	1 st
4	2 nd
5	2 nd
6	3 rd
7	3 rd
8	4 th
9	5 th
10	5 th
11	6 th
12	7 th
13	7 th
14	8 th
15	9 th
16	9 th
17	10 th
18	11 th
19	11 th
20	12 th
21	13 th
22	13 th
23	14 th
24	15 th
25+	15 th

Subordinate Level: You can attract a subordinate of up to this level. Regardless of your Subordinate score, you can only recruit a subordinate who is two or more levels lower than you are.

In all other ways except as noted, a subordinate is the same as a cohort as detailed under the Leadership feat in *Core Rulebook II*, including the earning of experience points and the gaining of levels.



Superior Craftsman (General)

Your expertise at crafting armour, weapons and other items has allowed you to imbue superior qualities into your creations.

Prerequisite: Craft skill 10+

Benefit: For each type of craft in which you have 10 or more ranks, you may craft a superior item of that type. The superior component costs triple that of a masterwork component. Adding a superior component to an item follows the same rules for adding on a masterwork component as detailed under the Craft skill in *Core Rulebook I*. Superior items have all of the benefits of masterwork items plus the following:

- Weapon: +1 to attack rolls (cumulative with the +1 provided by normal masterwork weapons)
- Armour: Increases the maximum dexterity bonus by +1
- Tools: +1 circumstance bonus when using the item to perform related tasks (cumulative with the bonus provided by masterwork tools)
- All: Gives the bearer of the item a +2 circumstance bonus to his Status score while using the weapon, armour or tool, as people view the bearer as an important person of taste, wealth and distinction.

Unusual Associates (Aristocrat)

Your natural charm makes it easy for you to find friends and connections in peculiar situations. One group in particular with which you normally would not associate has become your trusted allies.

Prerequisites: Charismatic feat, Cha 15+

Benefits: You may pick a group, race, or culture that is normally not associated with your family, church, guild or government. This group now becomes a trusted, if slightly out-of-place, ally of yours. For example, a church patron of a deity worshipped primarily by humans might pick halflings as his Unusual Associates.

You gain a +2 competence bonus on all Bluff, Diplomacy, Gather Information, Intimidate, Perform, and Sense Motive checks made against members of the group, race or culture that you identified as your uncommon associates. At 4th level you gain access to either followers or a subordinate as though you had gained the requisite feats (Followers or Subordinate, player's choice). The followers or subordinate gained through use of this feat must belong to the group, race or culture identified as your uncommon associate. In the example given above, all followers or the subordinate would be halflings.

Windfall of Wealth (Aristocrat)

You receive an unexpected gift of money. It could be a contribution from a minor relative, a bonus from a business venture, or an extra share of plunder from a successful military campaign.

Prerequisite: Character Level 6 or higher, Status Points of 10+

Benefit: You receive 10d10 x 500 gold pieces.

Magical Bloodline Feats

Many of the great ruling families from history tied their success to an ancient magical ancestor. These feats allow aristocrat characters to do the same, gaining some magical benefits. Many families jealously guard the existence of their magical ancestor, not wanting others to know their secret and therefore try to take advantage of the situation through bribery and blackmail. Others are quite proud of their heritage and keep copious genealogical notes, tracking the emergence of magical blood powers through the centuries. These families often build their family icon design around an image of their magical ancestor.

A character can never have more than one magical bloodline. These feats are open only to aristocrat characters and carry the Bloodline descriptor.

The Bloodline of Dragons

The blood of dragons is widely thought to be the source of the arcane magic accessed by sorcerers, who do not study like wizards to gain access to spells but instead come by their magic naturally. Dragons often take humanoid form to move among the world of lesser mortals, and it is not unknown for them to mate with a humanoid to which they have taken a fancy. While these relationships rarely last, the lifeblood of the dragon ancestor filters down through the generations and occasionally manifests itself in an individual who is more charismatic and more attuned to arcane magic than others of his kind.

Dragon's Blood [Bloodline]

The existence of dragon blood in your family's past gives you mastery over spontaneous arcane magic and a powerful aristocratic bearing.

Prerequisites: Aristocrat level 1 or higher

Benefits: You gain a +2 bonus to the DC of any sorcerer spells you cast and a +2 bonus to all Diplomacy checks you make.

Special: This feat can be taken even if the character has not yet taken any levels in the sorcerer class.

Dragon's Resolve [Bloodline]

The presence of dragon blood in your veins makes you less susceptible to mind control abilities.

Prerequisites: Dragon's Blood, Diplomacy 5 Ranks.

Benefit: You gain a +3 racial bonus to Will saves.

Special: This feat stacks with the Iron Will feat.

Dragon's Presence [Bloodline]

You are able to call upon the power and majesty of your dragon ancestor to reveal your commanding and frightful presence.

Prerequisites: Dragon's Resolve, Cha 17+, character level six or higher

Benefit: As a standard action a number of times per day equal to your Charisma bonus, you may force all creatures within 30' with fewer hit dice than you to make a Will save at DC 10 + your Charisma Bonus + ½ Aristocrat Level or become *shaken* (see *Core Rulebook II*) for one round per your level in the aristocrat class.

The Bloodline of Celestials

Celestial ancestors are extremely rare, as their divine masters often forbid them for consorting and mating with humanoids. Still, occasional mating between celestials and humanoids does take place. One of the most common reasons is to create a champion for good, a prophesised divine warrior with the power to protect her people from a rising evil. Sometimes a cult arises around this champion, giving her a semi-divine status, and creating a society of people who track those with Divine Blood, awaiting the day when the champion's spirit will be resurrected in the body of another.

Divine Blood [Bloodline]

The existence of celestial blood in your veins enables you to cast powerful good divine magic and gives you a special insight into the thoughts and motives of others.

Prerequisites: Aristocrat level 1 or higher, must be lawful good, neutral good, or chaotic good.

Benefit: You gain a +2 bonus to the DC of any cleric or paladin spell cast and a +2 bonus to all Sense Motive checks.

Special: This feat may be taken even if the character has not yet taken any cleric or paladin levels.

Divine Strength [Bloodline]

Your celestial ancestry boosts your stamina and resilience.

Prerequisites: Divine Favour, Sense Motive 5 ranks, must be lawful good, neutral good, or chaotic good.

Benefits: You gain a +3 sacred bonus to Fortitude saves.

Special: This feat stacks with the Great Fortitude feat.

Divine Protection [Bloodline]

You are able to focus the virtuous and honourable powers of your celestial blood to create an aura that protects you from evil.

Prerequisites: Divine Strength, Cha 17+, character level six or higher, must be lawful good, neutral good, or chaotic good.

Benefit: As a standard action a number of times per day equal to your Charisma bonus, you may grant all allies within 30' a +2 sacred bonus to AC and a +2 sacred bonus to all saves made against attacks or effects that originate from evil creatures. The Divine Protection effect lasts for one minute per your level in the aristocrat class.

The Bloodline of Fey

Fey ancestors are usually either nymphs or satyrs who seduced a humanoid of the opposite sex. These pairings between fey and humanoids are more common than mating between humanoids and other types of creatures. For this reason, the Bloodline of the Fey is slightly more

Aedemar struggled to remain conscious. Isembar was no fool, and his trusted contacts had informed him that Aedemar was a traitor, a loyal servant of House Segramoore. The Baron ordered the spy to be tortured, and stood by while the torture master plied his evil trade.

'Come now, Aedemar. Don't give in so quickly. If you die now, you'll never know what's really going on.'

Aedemar laboured to breathe. 'So why don't you tell me.'

'Yes, why don't I? It doesn't matter now. You're no longer a threat to me.'

Aedemar resisted smiling to himself. Isembar was predictable, as were most villains. It had been so easy to get him to reveal the secrets of the powerful artefact hidden within the family crypt at Segramoore Manor. Now, he had only to figure out how to stay alive and get the information to the Countess.



common than the other Magical Bloodlines and as a consequence may not hold as much status.

Fey Blood (Bloodline)

You carry the blood of the fey and are able to use it to increase the effectiveness of your enchantments. Your fey blood also gives you a much greater rapport with animals and gives your artistic performances a supernatural flair.

Prerequisites: Aristocrat level 1 or higher

Benefit: You gain a +2 bonus to the DC of any enchantment spells you cast and a +2 bonus to all Handle Animal and Perform checks you make.

Special: This feat may be taken even if the character has not yet gained any spellcaster levels.

Fey Quickness (Bloodline)

You have learned to call upon the fey blood in your veins and upon your knowledge of woodland creatures to leap to safety when confronted with a dangerous situation.

Prerequisite: Fey Blood, Handle Animal 5 ranks

Benefit: You gain a +3 racial bonus to all Reflex saves.

Special: This feat stacks with the Lightning Reflexes feat.

Fey Sensitivity (Bloodline)

You have learned to draw upon the power of your fey blood to control and command wild animals and even magical creatures. Due to your bond with the fey you also learn to speak with all fey you encounter.

Prerequisite: Fey Quickness, Cha 17+, character level six or higher

Benefit: You may make a Diplomacy check at a –4 penalty to influence the attitude of any domestic or wild animals. A domestic animal is assumed to start out with an attitude of indifferent, while wild animals start with an attitude of unfriendly. You may also attempt to improve the attitude of a magical beast at an additional –4 penalty. If you possess the Wild Empathy class ability (such as from the druid or ranger class) you may instead use this ability to add a +4 racial bonus to your check. Additionally, this feat gives you the ability to speak Sylvan as a bonus language.

The Bloodline of Fiends

Couplings between fiends and humanoids are slightly more common than those between celestials and humanoids. Unfortunately, the circumstances behind the pairings of fiends and humanoids are much more foul and hideous. Nevertheless, some families cherish their infernal bloodline, as it enables them to get others to do what they want either through sheer intimidation or through bolstering their evil and controlling magic.

Infernal Blood (Bloodline)

Your fiendish bearing makes it harder for others to resist any command or fear spells that you cast, and gives you a very menacing personality.

Prerequisite: Aristocrat level 1, must be non-good

Benefit: You gain a +2 bonus to the save DC of all enchantment (compulsion) and necromancy (fear) spells you cast and a +2 bonus to all Intimidate checks you make.

Special: This feat may be taken even if the character has not yet gained any spellcaster levels.

Infernal Awareness (Bloodline)

Your relationship to fiends through your infernal blood has given you some of their natural abilities.

Prerequisite: Infernal Blood, Intimidate 5 ranks

Benefit: You gain a +4 profane bonus to all Fortitude saves against poison and Darkvision out to 60 feet.

Special: The bonus to Fortitude saves versus poison granted by this feat also stacks with the Great Fortitude feat.

Infernal Countenance (Bloodline)

Your tainted blood gives you the ability to stun others merely by looking at them.

Prerequisites: Infernal Awareness, Cha 17+, character level six or higher

Benefit: You can draw upon your fiendish ancestry to project a horrible visage. All foes within 30' must make a Will save versus DC 10 + your Charisma bonus + ½ your Aristocrat level or become *stunned* (as per the condition summary in Core Rulebook II). This effect lasts for 1 round per your level in the aristocrat class.

Infernal Countenance is a mind-affecting fear effect, and creatures immune to fear are not affected by it.

Tools of the Trade

The aristocrat uses much of the same equipment that other characters use. In general, however, the aristocrat's equipment will be of much higher quality, made of the finest materials available with inlaid gems and jewels and even engraving.

Rather than a discussion of new types of equipment, therefore, the majority of this chapter will focus on the quality of the aristocrat's equipment in relation to other characters.

Items of Quality

An aristocrat is a cut above the general populace and is expected to act according to her station. As such, her equipment is expected to be of the absolute highest quality available. Clothing, weapons, armours, and other equipment of poor quality reflects badly on the aristocrat. She will find it difficult to achieve and maintain any respect among her fellow aristocrats and courtiers if she insists on paying for and using standard items.

To account for this change, an aristocrat will need to pay an additional 20% of the price of an item to obtain an item of quality. A simple longsword becomes a piece of art, with a jewel-encrusted hilt and finely detailed engravings on the blade displaying the aristocrat's heraldic symbol. A mundane cloak is transformed into a work of extraordinary beauty, made of the finest velvet and lined with the most rare of furs, and sewn with thread made of precious metals. Armour, shields, and even an aristocrat's mount and its saddle must all be of this quality. To display anything less is an offence to the aristocratic establishment.

Although these items do not confer any specific benefits to the character, the penalty of not paying for them can be severe. If following the rules for Status as presented in Chapter 9, the character will take a -2 penalty to her Status score for not purchasing items of quality. Those characters not using the Status rules must instead apply a -2 penalty to all Charisma-based scores. These penalties apply both among the aristocracy and among the lower classes. Those among the lower social classes are easily impressed by displays of wealth and are more likely to take an aristocrat seriously if she dresses according to her station.

Clothing

In *Core Rulebook I*, there are three types of outfits that are appropriate for aristocrat characters: courtier's outfits, noble's outfits and royal outfits. These items cost significantly more than regular 'street clothes' but as with items of quality listed above they must be purchased and worn or else the aristocrat character suffers penalties to either her Status score or to Charisma-based skills. At a minimum the aristocrat is expected to purchase a set of courtier's clothes. Those who belong to a noble family (see 'Aristocratic Affiliations') must wear noble's clothing. Throughout the course of an aristocrat's career, she may eventually become the sovereign of a nation and must wear a royal outfit. Courtiers are fickle, however. Trends at court change very frequently and an aristocrat is expected to keep up with these changes. The very expensive and constant changes of clothing trends is also a way for paranoid aristocrats to keep an eye on would-be assassins; any plotters against the throne are forced to emulate the trends at court or else risk drawing too much attention to themselves.

Once per level, the aristocrat character must purchase a new outfit according to the specific social station the character has achieved (courtier, noble, or royal). Failure to do so incurs the same penalties as if the character were not wearing the appropriate outfit.

Clothes are worn not only for protection, but also to identify the wearer's social rank and status. Aristocrats are expected to dress differently from commoners and serfs; the aristocracy believe to do otherwise is to show contempt and disdain for others. The rules and expectation of dress can become very convoluted, as the aristocracy and nobility try to keep up with the trends of the day. Following the fashion trends at court indicates not only that the person is wealthy enough to purchase the appropriate items, but in a larger sense is also seen to be helping to maintain the status of the aristocracy. By dressing in accordance with the norms of the community, an aristocrat shows solidarity with his fellow members of the aristocracy and avoids being viewed as a threat to the social order.

In general, clothing for upper classes entails more of everything: more types of fabric, longer lengths, more embroidery and patterns, more threads made from precious metals, and more exotic furs. Sleeves may become so long as to become inconvenient; however, this is considered appropriate, for most of the nobility



do not need to work and the long flowing sleeves do not curtail any of their more leisurely activities.

Clothing Materials

Below is a list of materials from the Middle Ages and Renaissance commonly associated with aristocratic or wealthy clothing. In many areas, these materials may be strictly reserved for use by the nobility. In cultures outside of a mediaeval European setting, other materials may denote nobility such as feathers, shells, rare animal skins and horns, and even flowers (as with a Hawaiian lei).

- **Blackwork:** Black silk embroidery.
- **Brocade:** A heavy fabric interwoven with a rich, raised pattern, often made with silver or gold thread.
- **Damask:** A rich, patterned fabric made of silk and woven with elaborate designs and patterns.
- **Kersey:** A woollen, ribbed fabric used for leggings and trousers.
- **Lawn:** A very fine, thin woven linen fabric.
- **Samite:** A heavy silk fabric, often woven with gold or silver.
- **Satin:** A smooth silk fabric with one glossy side and one dull side.
- **Silk:** A very expensive cloth woven from the threads of silk worms, which typically need to be imported.

- **Taffeta:** A glossy, plain-woven silk fabric, typically reserved for women's clothing.

Clothing Accessories

A list of accessories for an aristocrat's wardrobe could be nearly endless. This list provides some of the more common clothing elements that are worn as part of an aristocrat's outfit. These items are not part of the courtier's, noble's, or royal outfits from *Core Rulebook I*. They are separate pieces and must be purchased individually.

Baldric: A utilitarian piece of equipment that is also symbolic, the baldric is a type of belt of very decorative and ornamented leather that is worn across the chest and waist. It is usually used to support a sword, although it can also be used to hold a bugle or other type of military horn. Baldrics can become very decorative and, like sashes, be used to indicate an individual of important military rank or office.

Cape: Similar to a cloak, but usually lighter and made with less material. Capes are often part of the clothing of knightly orders and may display the order's heraldic symbol either on the left or right breast, or on the back of the cape. When worn to battle, the left side of the cloak near where the sword hangs on the belt is often cut a little shorter to prevent become entangled with the sword and scabbard. The aristocracy especially desires capes made from expensive imported material such as silk.

Cloak: A cloak is an outer garment worn to keep the person warm during inclement weather. When utilitarian, they are also worn by the aristocracy as displays of wealth, for they are perfect garments to line with expensive and rare furs such as marten, ermine and sable. Fashion trends at court dictate the shape, which typically rotates between square and semicircular. They are usually fastened about the neck with an expensive brooch or a cord. They may also be constructed to fit over the head, although this style is usually reserved for the lower classes.

Court Shoes: While appearing at court, the standard boots of the adventurer will not suffice. To display the height of fashion, the aristocrat will need a pair of court shoes. While styles change frequently, most court shoes are crafted of leather, embroidered velvet, and silk damask, and are fastened with a buckle or button. Although tastes in footwear change often, pointed-toe shoes and boots are usually in favour with the aristocracy, with high heels common among female aristocrats. Like all clothing, court shoes are often decorated with expensive furs and even jewels. In certain cultures, the



court shoes of the aristocracy may actually be sandals instead of actual shoes.

Hat: While the lower classes wear simple hats of common design and materials, the hats of the aristocracy can become quite ostentatious. Like sashes and baldrics, the hat can be used to indicate office, military rank, and political or religious affiliations. Extravagant and eccentric shapes are often used to indicate the wealth of the wearer. Extremes of height and of multiple folds of fabric hanging down past the shoulder are common, as are displays of plumage and rare furs. In some cultures, aristocratic women wear elaborate, towering headdresses incorporating objects such as baskets, cornucopias, and other items.

Sash: A sash is a type of band or ribbon, worn either around the waist or over the shoulder. While sometimes merely decorative, the sash is also often used as a symbol of rank or office. Sashes can be very symbolic, representing how power and authority are ‘tied together’ in the wearer. A sash can also be used to symbolise the continuity of certain orders or offices, being passed down to a successor during a ritualistic inauguration ceremony. Various materials are used, but the most common is silk.

Weapons: In certain cultures, weaponry is the sole province of the aristocracy; commoners are not allowed to own or carry them. While in most fantasy games this is not the norm, there may still be weapons which the aristocracy have the sole privilege of bearing. In feudal Japan, for example, only the samurai class was allowed to carry the *daisho* (the *katana* and *wakizashi*) as a symbol of their station. During the 1600s in Europe, the height of fashion for gentlemen was to wear a dagger and rapier at their side while out in public. The weapons of the aristocracy are most often small or medium-sized melee weapons. The sword is the most logical choice, but other weapons may be appropriate for your noble family or religious institution.

Jewelry

In addition to clothing, *Core Rulebook I* mentions that characters must wear the appropriate jewellery with their outfit or else appear to be out-of-place. Jewellery has been worn throughout all ages to indicate social status, official rank, and religious affiliation. Although most forms of jewellery are made from precious metals and gems, other materials may be appropriate for the campaign such as feathers, bones, shells, hair, stone and wood. Players and Games Masters are encouraged to be creative when detailing the fashions at court. While the items listed below are relatively common in most fantasy settings, your world may be unique. Instead of

rings and necklaces, the aristocrats in your campaign may wear jewelled armbands and ankle bracelets.

Jewellery of the Head: This category includes items such as crowns, tiaras, and headbands (such as a diadem) as well as earrings, nose rings, and lip rings. Crowns are typically reserved for royalty and are indicative of sovereignty of a nation or state.

Jewellery of the Neck, Chest, and Torso: Jewels in this category include items worn on the neck such as collars, necklaces and pendants as well as items worn about the chest including brooches, buttons, clasps and pectorals. The pharaohs of ancient Egypt were often buried with very elaborate pectorals carved in the form of protective birds upon their chests. Various belts and girdles are also worn around the waist as jewellery.

Jewellery of the Limbs: These types of jewels include anklets, armbands, armlets, bracelets, and rings. Rings are among the most common forms of jewellery found among the aristocracy. In addition to the signet ring as described in *Core Rulebook I*, there are various other types of rings made of precious metals, jewels and gems. From simple bands of silver, gold or platinum to jewel-encrusted symbols of wealth, most aristocrats will have a variety of rings on their fingers.

Besides these broad categories, other items of jewellery may include amulets, combs, scent cases, headdresses, hatpins, hairpins, prayer beads and holy symbols made of precious metals and jewels.

Weapons

In the above section on ‘Clothing’ there is a discussion of weapons as part of an aristocrat’s accessories. This section continues that discussion in more depth, offering ideas for the types of weapons most appropriate for aristocrat characters. While different cultures have different values as well as different materials available, the important thing is to make a code for your aristocrat character as to which weapons are considered suitable to bear.

In many cultures, the carrying of weapons is something that all aristocrats should do, and in fact may be limited only to members of the aristocracy and nobility. As noted above in the section on ‘Clothing Accessories’, aristocrats in a swashbuckling campaign may simply be expected to always have a dagger and rapier at their side.

During the Middle Ages in Europe, members of the knighthood did not use missile weapons during combat. While there is various discussion as to the reason, most





agree it was either due to the perceived lack of honour of killing an opponent from a distance or else because the bow was simply beneath the dignity of the knight due to its low cost. It was also nearly impossible for a mounted and armoured knight to fire a bow from horseback. In feudal Japan, a very strict system of honour developed which forbade samurai from using certain types of equipment and weapons that were thought of as dishonourable.

Work with your Games Master to develop a similar code to define your aristocrat's combat traditions. Perhaps you believe that reach weapons are dishonourable because they do not allow you to come face to face with your opponent. You may decide instead that to perfect the art of mounted archery is to prove your aristocratic bearing by displaying your level of skill and training, a level that people of lower classes may not achieve.

Horses and Mounts

Almost as important as the clothing, equipment, and weapons that an aristocrat carries is the quality of his mount. Much like certain weapons may be the sole province of the aristocracy, so too may the ownership of a horse. Throughout history, owning a horse was a symbol of the nobility due to the extreme monetary costs

of buying, feeding, and caring for it. Several aristocratic terms derive ostensibly from the horse. Members of the equestrian class in ancient Rome were wealthy nobles so named because of their ability to afford a horse and armour for military service. While the English word 'knight' derives from the Anglo-Saxon word 'cniht' or 'servant', throughout the rest of Europe the translation is 'horseman' as in the French *chevalier*, German *Ritter*, Spanish *caballero* and Italian *cavaliere*. The samurai of feudal Japan, also, were expert horsemen skilled in the use of sword and bow while mounted.

The aristocrat character will want a light warhorse at the very least. Those aristocrats who find themselves constantly in the throes of combat will wish for a heavy warhorse. Along with the horse itself comes the cost of a saddle which like most other types of aristocratic equipment must be of the absolute highest quality, most likely inlaid with precious gems and jewels.

Both the horse itself and the saddle are subject to the aristocratic ideal of 'items of quality' noted above. A cautious aristocrat will need to make an appraise check (DC 15) to determine the actual quality of his horse. He gains a +2 synergy bonus for possessing 5 or more ranks in the Handle Animal skill.

Games

Given access to more education and more leisure time than the vast majority of the population, the aristocracy is prone to play, and even wager on, various strategy, card, and dice games. Many strategy games such as chess are also used as tools to teach young aristocrats the concepts of planning and strategic thinking. A list of common games follows; aristocrats throughout much of the world will be familiar with the basic concepts of these games.

Strategy Games

Strategy games usually involve some type of board and sets of multi-collared or multi-shaped playing pieces. To simulate playing a strategy game, players make opposed Knowledge (games & contests) skill checks. Players who have not purchased this skill may make an Intelligence check instead. Characters with five or more ranks in Sense Motive may add a +2 synergy bonus to their skill check.

Chess: This is basically the game that we know today. The pieces consist of a King, a Queen, two Priests or Clerics ('Bishops'), two Knights or Horses, two Castles ('Rooks'), and eight Pawns on each side for a total of 32 pieces. The board consists of 64 squares of alternating light and dark colours. Basic chess sets are relatively

common; sets carved by master artisans can be very rare and expensive. In some cultures, artists carve figures to represent the reigning monarchs and their families. The pieces can become very elaborate and entire sets of chess pieces and boards may be considered works of art rather than simple games.

Checkers or Draughts: Members of the aristocracy play the game of checkers, although it is also common among the lower classes. The game consists of 32 pieces, called checks, 16 each of two different colours. The board is the same board used to play chess.

Go (also Baduk, Igo, Wei ch'i or Weiqi): This is an ancient board game from the Far East and was used to teach the values of patience, balance, concentration and even manners to the players. The game is played by placing black and white stones onto a board of 19 by 19 lines. The object of the game is to surround territory, which makes alternating white and black patterns on the carved wooden board. Traditionally the stones themselves are made from slate and clamshell.

Card Games

There are a variety of card games played by the aristocracy. Some decks of cards are used for divination purposes, such as the tarocchi or tarot card deck, while others use the more familiar numbers and 'royal' cards. Similar to chess pieces, the Jacks (sometimes called 'Knives' or 'Valets'), Queens and Kings on a deck of cards may be drawn to represent famous rulers from history. These decks of cards usually cost more and are more desirable than common decks, which use a set of standard images for these face cards. Sometimes a fourth face card is included, the Chevalier. The plain suits represent social positions and occupations. The swords or spades represent the aristocracy, coins or diamonds represent the merchant class, cups or hearts represent the clergy, and staves or clubs represent the peasantry.

Aside from the more familiar poker and 21 (or 'Blackjack'), other card games include Primero, Prime, Gresco, Gleke, Loadum, Noddy, New Cut, Putt, All Fours, Post and Pair, Ruff, and Trump.

Characters playing card games make opposed Knowledge (games and contests) checks to determine the winner, or Intelligence checks if they do not possess the Knowledge (games and contests) skill. Players with five or more ranks in Bluff may add a +2 synergy bonus to their roll.

Dice Games

Dice games use any number of dice which typically only have six-sides. Common dice are constructed from antler horn and animal bones while more expensive types may be made of ivory, with the pips inlaid with small jewels or gems. Gold and silver dice are also not unknown among the wealthiest individuals. There are various types of dice games including Tables (a form of Backgammon) and Hazard, a form of the game Craps but with a less defined set of rules. The game Treygobet requires that the player roll higher than a three on his dice, while Quenes requires the player to roll two dice and obtain the same number on both in order to win.

Dice games may be simulated by players making opposed Knowledge (games and contests) checks or by a simple Intelligence check to represent how well the player knows the rules of the game. Dice games are mostly a game of luck and not strategy. As such there are no skill synergies for higher skill ranks. Of all of the games mentioned here, dice games are most likely to be more associated with the lower classes than with the aristocracy. There may be a social stigma attached to playing dice games and many aristocrats may wish to avoid them altogether.

Clothing with the 'Fashionable' descriptor indicates that these items are not made for function but instead as displays of wealth. As such, their cost is determined more by their value in a courtly setting and by virtue of their designer than by the actual cost of the materials.

Likewise, all jewellery on the above chart is assumed to be of exceptional quality and to involve the substantial use of precious metals, inlaid jewels and gems, and engraving. Players are encouraged to be very descriptive when purchasing these items for their characters.

Magic Items

Magic items created especially for use by aristocrats are rare but given vast resources of wealth and their connections that allow them to obtain the services of the most expert wizards and craftsmen available, there are a few special items made particularly for use by members of the aristocracy. Most of these items are important family heirlooms or part of the royal treasury and are rarely used in public. Due to the extraordinary amount of money that aristocrats have to fund magical research, most magical items crafted for aristocrats are very expensive. Because of their special nature, these items do not conform to the magic items created for other characters and therefore do not use up the standard 'body slot affinities' as noted in *Core Rulebook II*. Their costs have been adjusted accordingly.



Mask of Fearsome Visage: Some aristocrats follow the age-old adage that it is better to be feared than loved. Once per day, the owner may don the mask to cause panic for 7 rounds to all opponents within 30 feet who fail their Will save versus DC 15. Opponents who make their Will save are still shaken for one round.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *fear*; *Market Price:* 11,340 gp.

Sash of Command: These sashes are extremely rare indeed. Their use is almost exclusive to the Grand Masters of various knightly orders or to the king himself. A very beautiful and well-crafted sash of exotic silk hung with badges and medals, the sash of command gives the bearer the ability to give single commands to up to 10 subjects. They must all receive the same command, and are allowed a Will save each round at DC 20 to break free from the spell. The wearer of the sash may only use the command effect once per day, for a maximum of 10 rounds per subject.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *command*, *greater*; *Market Price:* 27,000 gp.

Standard of Inspiration: This flag displays the bearer's icon or that of his affiliation. As long as the standard bearer maintains his hold on the standard during battle, he inspires his allies with hope and optimism. All allies within 100' of the standard bearer benefit from a +2 morale bonus to all saving throws, attack rolls, weapon damage rolls, ability checks, and skill checks. If the standard bearer falls during combat, the magical effect of the standard dissipates for the remainder of the combat. The standard bearer

himself does not benefit from the morale bonuses granted by his standard.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *good hope*; *Market Price:* 180,000 gp.

Item	Cost	Weight
Aristocratic Clothing		
Baldric, Leather	1 gold piece	-
Cape (Fashionable)	4 gold pieces	1 lb.
Cape, Silk	20 gold pieces	1 lb.
Cloak (Fashionable)	5 gold pieces	2 lb.
Cloak, Fur-lined (exotic furs)	40 gold pieces	3 lb.
Court Shoes (Fashionable)	25 gold pieces	1 lb.
Hat (Fashionable)	10 gold pieces	1 lb.
Sash, Silk	5 gold pieces	-
Jewellery		
Anklet	5 gold pieces	-
Armband	10 gold pieces	½ lb.
Bracelet	5 gold pieces	-
Brooch/Button/Clasp/Pin	2 gold pieces (each)	-
Circlet	25 gold pieces	-
Collar	50 gold pieces	2 lb.
Crown (non-Royal)	100 gold pieces	3 lb.
Earrings, Pair	2 gold pieces	-
Necklace	5 gold pieces	-
Pendant	15 gold pieces	½ lb.
Ring	10 gold pieces (average)	-
Tiara	50 gold pieces	1 lb.
Games		
Cards, Artistic	2 gold pieces (deck of 52)	-
Cards, Common	5 silver pieces (deck of 52)	-
Checkers Set & Board	5 silver pieces	2 lb.
Chess Pieces & Board, Artistic	30 gold pieces	5 lb.
Chess Pieces & Board, Common	1 gold piece	3 lb.
Dice, Bone or Antler	1 silver piece (pair)	-
Dice, Ivory	5 silver pieces (pair)	-
Dice, Silver or Gold	2 gold pieces (pair)	-
Go Pieces & Board	20 gold pieces	5 lb.

Kendrick rode his horse fast across the countryside, but he feared it was too late. Already he could see the smoke in the distance, smoke that could only be coming from the lands surrounding his estate. His wound was not healing properly but he had not had time to have it cleaned and dressed. The king was dead without an heir, and as the highest-ranking duke left in the kingdom, he was technically in charge of the realm. The very idea overwhelmed him. The kingdom was in shambles, and he should be taking charge of the royal army to regroup and bring order to the capital. His thoughts, however, were focused on his daughter Kendria and the fate of his own estate and its citizens. He could not help thinking that the entire battle at the capital city had been a diversion to draw him away from his home.

Aristocrat Affiliations

In the first chapter, we outlined four basic types of aristocrats: patricians, deacons, industrialists and academics. Each of these archetypes forms the basis of a specific background for the aristocrat character.

The aristocrat's background is an important part of her existence, for it frames the ideals and values that she holds, provides a benchmark against which she can measure her status among other members of the aristocracy, and helps define the types of favours she can obtain. In this manner, each aristocrat character becomes even more unique. We call these aristocratic backgrounds and associations *Affiliations*.

Only members of the aristocrat class may obtain the benefits of these affiliations. While members of other classes may claim membership in an aristocratic affiliation, only an aristocrat truly understands the inner workings of the association and is able to draw upon its benefits to obtain favours.

Special Note: The use of Aristocrat Affiliations is dependent upon the rules for Status as presented in Chapter 9. Players and Games Masters not using the rules for Status will find it very difficult to implement the ideas presented in this chapter.

Types of Aristocrat Affiliations

As with the four main archetypes of aristocrat presented in Chapter 1, there are four main types of aristocrat affiliations. Each affiliation type matches up with one of the aristocrat character archetypes:

Aristocrat Archetype	Aristocrat Affiliation
Patrician	Noble Family
Deacon	Religious Institution
Industrialist	Guild
Academic	Academy

An aristocrat character may only receive the benefits of one aristocrat affiliation. While it is possible for one to be born a minor member of a noble family and later devote one's life to the church by joining a religious institution, the character would need to choose which affiliation takes precedence (in this case, most likely it would be the religious institution).

Noble Family: A noble family is a powerful force indeed, typically second only to royalty in terms of authority. Members of other, lower social classes are usually expected to defer to the directions and command of the nobility. A noble family is most often entrusted with a portion land given to them by the king. They are the effective rulers of this segment of land, which may be a duchy, county or some other division devised by the Games Master. The noble family's land ownership is hereditary; as long as they continue to swear loyalty to the king, they may control the land. They are expected to raise taxes from their land and turn over a portion of these taxes to the king. Other examples of noble families include dwarf clans and orc tribes.

Religious Institution: The role of religion can play a very important part in politics. In a typical mediaeval or feudal setting, the church is often on equal footing with the nobility. Often a senior member of the predominant faith in the kingdom will crown the king and queen. While members of the nobility swear loyalty to the king, the king swears loyalty to his faith and his deity. In this manner, the church keeps a close watch over the actions of the nobility and royalty. A senior member of the predominant religion in a city, county, or kingdom can expect to be treated with the respect deserved by the members of the nobility.

Guild: The merchant class in the actual mediaeval era was nearly non-existent, and those few tradesmen who did exist were not considered members of the aristocracy in any sense. For our purposes, however, we assume that a person's wealth plays a part in his acceptance as an aristocrat. An aristocrat character affiliated with a powerful guild can expect to receive the respect of members of the lower social classes such as peasants and serfs and those tradesmen of less wealth. In certain types of governmental structures, the members of the powerful guilds may actually be the rulers of a city or county. In these cases, membership in a merchant guild will afford all of the advantages of membership in a noble family or religious institution.

Academy: An academy is a rare institution indeed. Affiliations devoted to academic study are respected for their great learning, as well as for the amount of time and money its members have devoted to the acquisition



of knowledge. Academy affiliations include not only colleges and universities dedicated to the study of science, philosophy and the liberal arts, but also include conservatories that focus their study on the magical research of wizards. Knowledge and arcane magic play an important part in maintaining a king's reign and therefore members of an academic institution are counted among the most prestigious members of the aristocracy.

Affiliation Design

Designing an affiliation is quite easy. You can use the following steps as a guideline. As an adventuring hero, you are of course an exception to these guidelines. Just because the typical members of your affiliation are skilled at Climb and Handle Animal does not mean that you need to be.

Affiliation Name: This is the most basic step. Choose a name for your affiliation that sounds noble and aristocratic, not silly or cliché.

Typical Members: Identify the races and classes of the typical member of your affiliation, as well as the names of the more important members.

Typical Skills: Members of your affiliation are probably known for having particular skills. A Guild's members may be experts at Appraise and Craft (calligraphy),

while a particular Noble Family may be known for their horsemanship (Ride) and menacing personalities (Intimidate).

Typical Feats: Similar to skills, feats help to define the average member of an affiliation. Perhaps a Religious Institution requires all of its members to learn Martial Weapon Proficiency in the preferred weapon of their deity, and an Academy requires that its members all learn the Diligent feat.

Typical Contacts: Belonging to an affiliation allows you to call upon specific contacts to gain information or to perform certain tasks for you. Use the examples given under 'Calling Upon Contacts' to define the typical types of contacts available in your affiliation.

Typical Allies & Enemies: Most affiliations will have a complicated series of allies and enemies with other affiliations, which makes for a very political game. An important noble family, for example, may have close ties to a particular church. This relationship makes the noble family the enemies of another faith and of that faith's allies. Such a complicated web of affiliation relationships helps create ideas for an affiliation's contacts and the types of favours it is able to grant to its members.

Affiliation Ability Scores

Just like a character, an aristocrat affiliation has a series of 'Ability Scores' that help describe the affiliation and how it is viewed by other affiliations and members of the aristocracy. Each affiliation has four ability scores: Wealth, Size, History and Prominence. Scores for these four abilities are generated in a similar manner to a character's ability scores as explained in Chapter 1 of *Core Rulebook I*. Players of aristocrat characters are allowed a +2 bonus to one of the four ability scores of their choice when they roll to calculate the ability scores of their aristocrat affiliation. Players of other character classes do not receive this bonus.

Wealth

Wealth represents the amount of wealth available to the affiliation in actual coin, lands, estates and items. An affiliation with high Wealth has more material assets available to its members than one with a low Wealth score.

Size

Size is a measure of how large the affiliation is in terms of its members. An affiliation with high Size has more members than one with a low Size score.



History

History represents the provenance of the affiliation in terms of how long it has been in existence and how far back a member can trace the roots of the affiliation. Affiliations with higher History scores have been around longer and are therefore accorded more prestige than those with a lower score.

Prominence

Prominence measures how well known the affiliation is among the aristocracy, as well as how the affiliation is viewed by the aristocracy based on past deeds, accomplishments and actions, as well as by the actions and behaviour of its members. A high Prominence indicates that the affiliation's deeds are well known.

Ability Score Modifiers

Each of the four affiliation ability scores has a series of penalties or bonuses associated with it. Refer to table 1-1 in *Core Rulebook I* for a description of these modifiers.

The four affiliation ability scores are used to determine the benefits an aristocrat character can derive from his affiliation. Collectively, the four scores are also used to calculate the affiliation's Status score.

Affiliations and Status

Each affiliation has a Status score, which is calculated based on its four ability scores. A character belonging to an aristocrat affiliation must have an individual Status score that is equal to or above the Status score of his affiliation. If a character's Status score falls below that of his affiliation, the character takes a -4 penalty to all Charisma-based checks that he makes against other members of the affiliation. In addition, a character with an individual Status score lower than his affiliation's Status score may not request loans, contacts or favours from his affiliation, nor may he use the benefit of the Affiliation Skills are described below. Refer to the following chapter on Status for further explanation of individual character Status scores.

To calculate the Status score of an aristocrat affiliation, take the average of the four affiliation ability scores (rounding down). The result is the overall Status score of the affiliation.

For example, an aristocrat affiliation has the following ability scores:

- **Wealth:** 15 (+2 bonus)
- **Size:** 8 (-1 penalty)

- **History:** 12 (+1 bonus)
- **Prominence:** 11 (no modifier)

Its overall Status score is 11 ($15 + 12 + 8 + 11 = 46$; 46 divided by $4 = 11$ rounded down).

This example affiliation has a good amount of wealth and enjoys a fairly long history, but it is relatively small in terms of its membership and is only average in terms of how well known it is. Overall, however, the affiliation has an average amount of status.

Character and affiliation Status scores will change frequently throughout the course of a campaign. As an affiliation's Status score increases and decreases, so does the Status score of any character belonging to that affiliation.

Affiliation Achievements And Flaws

Similar to the way a character gains Feats, affiliations gain Achievements and Flaws. Achievements represent the accomplishments, successes and triumphs of the affiliation in terms of gaining land, earning a government grant, or forging a powerful alliance. Each Achievement grants a bonus to the affiliation's Wealth, Size, History, or Prominence score. Flaws represent the shortcomings, inadequacies and even the general bad luck of the affiliation, such as poor investments or having a criminal history. Flaws generate penalties either to the affiliation's ability scores or to specific skill rolls of its members.

An affiliation purchases Achievements with Affiliation Points. Upon its creation, each affiliation has a base 10 points to spend on Achievements. To this base score, add or subtract a number of Affiliation Points equal to its History score modifier; affiliations that have been in existence for longer periods of time have more accomplishments to their name. Thereafter, an affiliation earns its Status score bonus in Affiliation Points each year.

Unlike Achievements, Flaws are free and may be taken any time that Achievements are purchased. No more than one Flaw may be taken for each Achievement purchased. As mentioned, Flaws generate penalties to certain affiliation ability scores or skill rolls, but each Flaw taken also generates +1 Affiliation Points. Additionally, some Achievements require Flaws as prerequisites.

Achievements and Flaws are a game mechanic to represent the ever-changing condition of an affiliation and its members. They help prevent the organisations and associations from becoming stagnant. Many of the



Achievements and Flaws are constructed as 'events' which may become the basis for adventure hooks during the campaign.

A Note on Stacking: All of the Achievements and Flaws listed below provide bonuses and penalties that are stackable. By selecting the Small Estate Achievement, a character may add +2 to his affiliation's Prominence. Later during the campaign if he selects the Grand Palace Achievement, he adds an additional +2 to the affiliation's Prominence (for a total of +4) as well as a +2 to the affiliation's Wealth.

Affiliation Alliance (Achievement, General)

Affiliations typically operate within a complex weave of alliances. One side of a noble family may count a city's law enforcement agents among its most trusted allies while another side of the family keeps close relations with the criminal underground. These intertwined and complicated relationships can be a source of confusion but can also be quite advantageous when requesting a favour.

Cost: 5 Affiliation Points

Pre-Requisites: None

Benefit: Your affiliation has a trusted ally. When making a Favours check among your affiliation, you may add a +2 bonus to your roll to represent the increased resources your affiliation has by drawing upon its allies. You may only use this bonus to request small or medium favours; allies typically do not help to obtain big favours.

Special: The details of the alliance must be created by the player in conjunction with the Games Master.

Affiliation Feud (Flaw, General)

There is a well-known feud between the affiliation and another important organization. The feud spills over into many areas of daily life and it is not unknown for members of the two feuding affiliations to come to armed blows in the middle of a city street.

Cost: Free

Pre-Requisites: None

Penalty: You suffer a -4 penalty to your Status score while dealing with members of your affiliation's enemy. When meeting members from this enemy, they automatically treat you as Hostile.

Special: The player must create the details of her affiliation's feud in conjunction with the Games Master. The enemy affiliation must be one of great influence and importance with an overall Status score equal to that of the player's affiliation.

Border March (Achievement, Noble Family)

Most noble families maintain their rule through land ownership. The affiliation has been granted control over a small area of land, equivalent to a minor duchy, on the borderlands of the kingdom. While this grants the affiliation increased Wealth, it does have a negative effect on its Prominence; borderlands rulers are held in much less regard than nobles in the heart of the kingdom. The ruler of a march is typically called a Marquis.

Cost: 8 Affiliation Points

Pre-Requisite: Noble Family only

Benefit: You may add +4 to the affiliation's Wealth score but must take a -2 penalty to the affiliation's Prominence score.

Criminal Activity (Flaw, General)

At some point in the affiliation's history, one of its members gained infamy as a criminal. In general, criminal activity is not tolerated by the more respectable members of the aristocracy and these criminal exploits have created a stain on the reputation of the affiliation.

Cost: Free

Pre-Requisites: None

Penalty: When among other members of the aristocracy who are not members of your affiliation, you must make an opposed Sense Motive roll. Your affiliation's Prominence bonus or penalty modifies your opponent's roll. If your opponent's roll is higher, he has heard of your affiliation's criminal past and spreads this information around. You suffer a -2 penalty to all Charisma-based skills during that particular encounter.

Curse (Flaw, General)

For whatever reason, the affiliation is thought to be cursed. Whether a dead member is said to be haunting the affiliation, or its headquarters were built on the site of an ancient burial ground, the curse is well known and it creates an air of anxiety and prejudice among other members of the aristocracy.

Cost: Free

Pre-Requisites: None

Penalty: You suffer a -2 penalty to two different affiliation ability scores.

Special: A Curse counts as two Flaws.

Famous Affiliation Member (Achievement, General)

At some point in the affiliation's past, a member obtained renown in a particular area of expertise. These

famous members help to increase the recognition of the affiliation among the aristocracy.

Cost: 5 Affiliation Points

Pre-Requisites: Affiliation of the type specified below:

- Famous General (noble family only)
- Famous Clergyman (religious institution only)
- Famous Artist (any affiliation)
- Famous Craftsman (guild only)
- Famous Government Official (any affiliation)
- Famous Scholar (academy only)

Benefit: You may add +2 to your affiliation's Prominence.

Special: This achievement may be selected multiple times. Its bonuses stack.

Few Accomplishments (Flaw, General)

Your affiliation is not particularly well known for having contributed anything of importance to society, which is usually blamed on its short existence compared to other more established institutions.

Cost: Free

Pre-Requisites: None

Penalty: You suffer a -2 penalty to your affiliation's History.

Special: This penalty to the affiliation's History score does not affect its current number of Affiliation Points; it affects only the overall Status score of the affiliation.

Government Grant (Achievement, General)

The affiliation has received recognition from the government. These grants entitle the affiliation to receive preferential treatment from other members of the aristocracy and increase the affiliation's overall standing.

Cost: 20 Affiliation Points

Pre-Requisites: Status 17+, three flaws, affiliation of the type specified below:

- Hereditary Title (noble family only)
- Official State Religion (religious institution only)
- Exclusive Trade Contract (guild only)
- Official State University (academy only)

Benefit: You may add +4 to your affiliation's Status.

Special: The benefits of this achievement are lost if the affiliation's Status ever falls below 17.

Grand Palace (Achievement, General)

This is a spectacular and stately manorial residence, typically reserved for the highest levels of the nobility or the leaders of various powerful organisations.

Cost: 15 Affiliation Points

Pre-Requisite: Prominence 17 or higher, Large Estate, two Flaws

Benefit: You may add +2 to both your affiliation's Wealth and Prominence.

Large Company (Achievement, Guild)

The guild has created a powerful business concern and turned it into a very profitable venture. Whether through importing, exporting, or simply trading with other guilds within the kingdom, the affiliation has gained recognition as an important part of the local economy. Other aristocrats rely on its wealth and services to finance their own plans.

Cost: 15 Affiliation Points.

Pre-Requisites: Guild only, Size 17 or higher, Small Business, two Flaws

Benefit: You may add +2 to both the Wealth and Prominence of the guild.

Large Estate (Achievement, General)

This larger estate grants the affiliation an even higher social standing among the aristocracy. Its increased size also affords the affiliation the ability to house more members and workers, making it easier to control more of the surrounding area.

Cost: 12 Affiliation Points

Pre-Requisite: Prominence 15 or higher, one Flaw

Benefit: You may add +2 to the affiliation's Prominence score.

Large Farmland (Achievement, General)

The affiliation has become known for its ability to produce more or better goods from its farming endeavours and has been given control over a larger area of land to farm.

Cost: 12 Affiliation Points

Pre-Requisite: Small Farmland, Size 15 or higher, one Flaw

Benefit: You may add +2 to the affiliation's Wealth score.

Large Temple (Achievement, Religious Institution)

This is a larger, grand temple dedicated to the religion and seen as a symbol for the faithful of the religion's temporal power. As with a small Temple, it generates Wealth for the religion through tithes from its congregation. Additionally, a large temple validates the existence of the faith and adds to the institution's prestige among the aristocracy.



Cost: 15 Affiliation Points.

Pre-Requisites: Religious Institution only, Size 17 or higher, Small Temple, two Flaws.

Benefit: You may add +2 to both the Wealth and Prominence of the religious institution.

Large University (Achievement, Academy)

Larger and more prestigious than a college, a large university affords the academy's leadership a rare opportunity to foster change through the careful creation of the university's curriculum. Graduates of a university will be among the most learned people in the kingdom. By demanding that their students adopt a strict adherence to the university's methods, the directors of the academy can ensure that their ideals will be practiced among the rest of the aristocracy. These universities are very expensive to maintain, but fortunately the tuition from the wealthy students helps to offset the operation costs.

Cost: 15 Affiliation Points.

Pre-Requisites: Academy only, Size 17 or higher, Small College, two Flaws.

Benefit: You may add +2 to both the Wealth and Prominence of the academy.

Merchant Fleet (Achievement, Guild)

By a combination of gaining important trade contracts, financial savvy and superior business skills, the affiliation has gained control of a fleet of merchant ships to deliver its goods and services to new markets. Control of a merchant fleet is an important step for the affiliation, helping it to grow bigger and richer.

Cost: 15 Affiliation Points

Pre-Requisites: Small Business, Prominence 17 or higher, two Flaws

Benefit: You may add +2 to both Wealth and Size of the affiliation.

Past Defeat (Flaw, General)

The affiliation suffered a major defeat at some point in the past, usually related to a military venture. They may have been on the losing side of an important battle and even lost lands and estates. Through these losses, the affiliation has lost some of its members.

Cost: Free

Pre-Requisites: None

Penalty: You suffer a -2 penalty to your affiliation's Size.

Poor Investments (Flaw, General)

The affiliation is known to have squandered its wealth on frivolous luxuries, and is rapidly losing the ability to maintain its wealthy lifestyle.

Cost: Free

Pre-Requisites: None

Penalty: You suffer a -2 penalty to your affiliation's Wealth.

Secret Society Connections (Achievement, General)

Secret organisations are more prevalent than many people believe, working to advance their agendas throughout many levels of society. These clandestine associations may have members who infiltrate the government, religious sects and other influential groups. Just as often, however, legitimate organisations may use their relationship to these secret societies to maintain a network of contacts to collect information for them. The affiliation has a connection to one of these secret societies, a fact which is generally unknown among the other members of the aristocracy.

Cost: 5 Affiliation Points

Pre-Requisites: None

Benefit: When making a Contacts check, you may add a +2 bonus to your roll if attempting to recruit contacts from among your affiliation's secret society connections. You may only use your Secret Society Connections once per month.

Special: The player must create the details of the secret society in conjunction with the Games Master. The contacts from the secret society are considered to be part of the underworld as pertains to their skill set.

Small Business (Achievement, Guild)

The guild has opened a new business or taken over an existing company. Through various business dealings, this small business generates Wealth for the affiliation.

Cost: 5 Affiliation Points

Pre-Requisites: Guild only, Size 15 or higher

Benefit: You may add +2 to your affiliation's Wealth.

Small College (Achievement, Academy)

The directors and superintendents of the university have opened a new college where they can teach their special methods to all those with the intellectual background to understand their tutelage and the monetary means to pay for it. Tuitions from these students generate much wealth for university's coffers.

Cost: 5 Affiliation Points

Pre-Requisite: Academy only, Size 15 or higher

Benefit: You may add +2 to your affiliation's Wealth.

Small Estate (Achievement, General)

An estate is a private residence of a noble family or a wealthy member of another type of affiliation. It is less of a stronghold and more of a luxuriously appointed manor house. Whether through new construction or taking over an already established residence, the affiliation now controls a small estate that grants it increased reputation among the aristocracy.

Cost: 5 Affiliation Points

Pre-Requisite: Prominence 13 or higher

Benefit: You may add +2 to the affiliation's Prominence score.

Small Farmland (Achievement, General)

The affiliation has gained control over a small piece of farmland. The land is arable and cultivated and produces crops annually which contribute to the overall wealth of the affiliation.

Cost: 4 Affiliation Points

Pre-Requisite: None

Benefit: You may add +1 to the affiliation's Wealth score.

Small Temple (Achievement, Religious Institution)

This building is a small local temple dedicated to a specific aspect of the religion, such as to a patron saint or to one of the domains of the chief deity. It generates Wealth for the religion through the donations of its congregation.

Cost: 5 Affiliation Points

Pre-Requisites: Religion Institution only, Size 15 or higher

Benefit: You may add +2 to the affiliation's Wealth.

Tragic Event (Achievement, General)

The affiliation has experienced a loss of tragic proportions, either in love, war, or business. The event is well known to all and creates an aura of sadness and despair among the affiliation's members.

Cost: Free

Pre-Requisites: None

Penalty: Members of the affiliation are seen as tragic figures, almost pitiable. This air of tragedy does not inspire confidence in your followers, and you suffer a -1 penalty to your Leadership score. Additionally, you

may not take ranks in Perform (comedy) or related skills that require a sense of humour.

Treachery (Flaw, General)

One of the members of the affiliation was found guilty of a great treachery in the past, betraying his religion, country, or a loved one. The other members of the aristocracy do not look kindly on this kind of betrayal.

Cost: Free

Pre-Requisites: None

Penalty: You suffer a -2 penalty to your affiliation's Prominence. While the treachery is well known, the aristocracy tends to try to sweep it under the carpet and use it as an excuse to ignore the more positive achievements of your affiliation.

Benefits Of An Aristocrat Affiliation

Belonging to an aristocrat affiliation gives the member certain advantages in the form of Affiliation Skills, Affiliation Symbols, Loans, Favors and Contacts. Only characters of the Aristocrat class are able to use these benefits. While other classes may belong to an affiliation, they do not have the requisite connections and aristocratic bearing to be able to take advantage of these benefits.

Affiliation Skills

All aristocrats who belong to an aristocrat affiliation are able to count certain skills as class skills, whether they advance in the aristocrat class or multi-class into other character classes or prestige classes. Each type of aristocrat affiliation grants a different set of affiliation skills as noted below. Having access to these skills does not give the character any extra bonuses to the skills. It simply allows her to buy the skills as class skills instead of cross-class skills no matter which class she advances.

- **Noble Family Skills:** Bluff, Diplomacy, Knowledge (nobility & royalty)
- **Religious Institution Skills:** Diplomacy, Knowledge (religion), Sense Motive
- **Guild Skills:** Appraise, Knowledge (business & economics), Profession (merchant)
- **Academy Skills:** Gather Information (research special use – see 'Tricks of the Trade'), two different Knowledge skills (choose from arcana, arithmetic & geometry, astronomy, history, or law)

If an aristocrat character's Status score drops below the Status score of his aristocrat affiliation, she no longer benefits from these Affiliation skills and needs



to purchase the skills normally until such time that she raises her Status score above that of her affiliation.

Affiliation Symbols

If the character's affiliation has its own symbol (such as a Noble Family's heraldic device or an Academy's seal), the character may display it upon his armour, shield, clothing and other items to portray his membership in the affiliation. There may be special rules of the affiliation requiring the character to modify the symbol slightly, such as to indicate his status as a lesser son or as the heir to the family fortune; see the discussion of Family Icons in 'Tricks of the Trade' in Chapter 5.

Any actions the character makes while displaying his Affiliation Symbol affect not only his own personal Status but also that of his affiliation. Whenever the character engages in an action that causes him to gain or lose Status, his affiliation also gains or loses Status on a two-to-one basis. For example, if an aristocrat character lost five points of Status due to being convicted of a violent crime, his affiliation would lose two points (5 divided by 2, rounded down) of Status.

Characters who become the heads or leaders of these affiliations (such as a clan leader or the regent of a university) will be expected to use the affiliations icon, unchanged, in place of their own personal icon. In these cases, gains or losses to the character's individual Status score are applied to the affiliation Status score on a one-to-one basis.

Affiliation Checks

The other three benefits of belonging to an aristocrat affiliation (loans, favours and contacts) require the character to make an Affiliation Check. This is a Status check made by rolling a d20 and adding the player's Status score modifier and comparing the result to a set DC as explained under each heading below. Requests for favours and contacts also typically require a monetary donation.

Making a request for a loan, favour, or contacts affects the aristocrat's Status score; in effect, he has to 'use up a favour' by paying Status points in order to obtain the benefit. Requesting a loan, favour, or contacts also requires a time investment as noted below.

If the character's overall Status score is lower than the Status score of his affiliation, then all checks for wealth, contacts or favours are made at a -4 penalty.

Requesting a Loan: Aristocrat affiliations are usually the wealthiest organisations around, and their members

are able to call upon this wealth in the form of taking a loan.

Loan Check: You must make a Status check versus a DC equal to your affiliation's Status score. You apply your affiliation's Wealth score modifier (either penalty or bonus) to your Status roll. This modifier takes into account that affiliations with less wealth are less liable to give out a loan.

Minimum Time to Request: It takes less than an hour to go through the proper channels to request a loan from an affiliation.

Minimum Time to Implement: Obtaining the money (assuming the check is successful) requires a wait time of 1d4 days per 1,000 gold pieces requested.

Monetary Cost: Requesting a loan costs no actual money on the part of the character looking for the loan.

Using Up a Favour: Requesting a loan is a major favour for a character. After the request is made, the character's Status score drops by two points temporarily. This penalty lasts for two weeks. Any requests you make from the affiliation during this time period suffer a -2 penalty to your Status score check to determine the success or failure of obtaining the favour.



Wealth Score	Gold Piece Limit
1	40 Gold Pieces
2-3	100 Gold Pieces
4-5	200 Gold Pieces
6-7	800 Gold Pieces
8-9	2,500 Gold Pieces
10-11	4,000 Gold Pieces
12-13	10,000 Gold Pieces
14-15	17,000 Gold Pieces
16-17	25,000 Gold Pieces
18-19	35,000 Gold Pieces
20-21	50,000 Gold Pieces
22-23	70,000 Gold Pieces
24 or higher	100,000 Gold Pieces

The total Wealth available is equal to the affiliation's Size score (see below) times half the gold piece limit of the affiliation. An affiliation with a Size of 12 and a Gold Piece limit of 25,000 would have a total Wealth available of 150,000 with no single item worth more than 25,000 gold pieces.

A character can request a loan in the amount of 1% of the entire Wealth of the affiliation. Requests for an additional loan amount are made at a -5 penalty per each incremental 1%. Loans must be repaid within one month per 100 gold pieces requested for the loan. Failure to repay the loan results in a -5 penalty to the character's Status score and a refusal of any further loans for a period of one year. Interest is calculated based on 10% per year, a savings versus a typical loan charge of 25% for other characters (the maximum allowed by law to not be considered usury).

Calling Upon Contacts: Affiliations have many members skilled in a variety of areas. Members of these affiliations are able to call upon their affiliations to provide contacts that can gather information, sell goods and services at a discount, or have a specific area of expertise.

Contacts Check: To call upon your affiliation's contact, you must make a Contacts check by rolling a d20 and adding your Status score modifier. The DC of the check is equal to your affiliation's overall Status score. As with requesting a loan, you apply your affiliation's Size score modifier to your Status score check. Your affiliation's Size score also defines how many contacts are available and what level they are. Contacts are used for one of three purposes:

Gathering Information: You may use your contacts to Gather Information as per the skill. You actually make the Gather Information check as normal; however,

calling upon contacts allows you to cover a wider area in a shorter period of time (see below under 'Minimum Time to Implement'). The number of contacts you call upon also increases the chances that your Gather Information check will succeed; for every five contacts that you call upon, you may increase your Gather Information roll by +1.

Purchasing Discounted Goods & Services: By making a successful Contacts check versus your affiliation's Status score and modified by your affiliation's Size score modifier and the Community Size modifier (noted on the table below), you may obtain mundane goods and services at a 10% discount from the prices listed in *Core Rulebooks I and II*, as you have found merchants that are favourable to your affiliation. This does not apply to magical goods and services, which are covered under 'Request for Favours' below.

Finding Specific Skills: You may also look for a specific contact to make a skill check for you if you do not have that particular skill. In this case, there will only be a maximum of one of that specific type of contact available, and you take a -5 penalty to your Contacts check. If the contact is available, that contact has a bonus to the particular skill specified equal to his level (see chart below) +3, modified by your affiliation's Size score modifier. For each point by which you beat the DC of the check, your contact has an additional bonus to the skill requested.

Size Score	# of Contacts Available
1	0
2-3	2
4-5	5
6-7	8
8-9	12
10-11	17
12-13	23
14-15	30
16-17	40
18-19	55
20-21	75
22-23	100
24 or higher	150



Community Size Modifier Table

Community Size	Check Modifier	Maximum Level of Contacts
Thorp	-15	1d4 -2 (minimum 1 st level)
Hamlet	-10	1d4 -1 (minimum 1 st level)
Village	-5	1d4 +1
Small Town	-2	1d4 +2
Large Town	+0	2d4 +1
Small City	+2	2d4 +2
Large City	+5	2d6 +2
Metropolis	+10	2d6 +4

Regardless of the result on the Maximum Level of Contacts column, the contact's maximum level is limited to the level of the aristocrat character -2.

Finding a specific contact within an affiliation is also dependent upon the type of affiliation to which you belong. Contacts within different affiliations have different skills as noted below. If you require a contact with a different set of skills, you take an additional -2 penalty to your Contacts check.

Noble Family: Contacts within a noble family are usually aristocrats or fighters and will likely be other family members or their servants. Noble family contacts mainly have social skills such as Diplomacy, Knowledge (law), Knowledge (local), Knowledge (military tactics), Knowledge (nobility & royalty), Knowledge (symbolism), Perform, Ride and Speak Language.

Religious Institution: Contacts from religious institutions range from lay members (commoners and experts) to priests (clerics) and even paladins. Typical skills available include Concentration, Heal, Knowledge (religion), Sense Motive and Speak Language.

Guild: Guild contacts will be other low-level members of the guild such as experts and rogues who are appraisers, moneychangers, or actual tradesmen and craftsmen. Their skills available include Appraise, Craft, Knowledge (economics & business), Knowledge (geography), Profession and Speak Language.

Academy: An academy's contacts are most often students, teacher's assistants, or junior members of the faculty. They typically belong to the expert class, and a few may be bards or wizards. Their skills include the areas of Decipher Script, Knowledge (arcana), Knowledge (architecture & engineering), Knowledge (arithmetic & geometry), Knowledge (astronomy), Knowledge (fine arts), Knowledge (history), Knowledge

(the planes), Speak Language, Spellcraft and Use Magic Device.

There are two other areas from which the character may request contacts. Members from any affiliation requesting contacts with skills in any of the following areas make their check at an additional -2 penalty.

Underworld: These are the members of the criminal underground of a city. They are most often experts or rogues with skills in the areas of Craft (trapmaking), Disable Device, Disguise, Forgery, Knowledge (games & contests), Knowledge (local), Open Lock, Profession, Speak Language, Use Magic Device and Use Rope.

Nature: Members belonging to the outdoors group represent the members of an affiliation who have skills in the areas of Handle Animal, Heal, Knowledge (nature), Ride, Survival and Swim. They are most often experts, druids and rangers.

Minimum Time to Request: Asking around to find some contacts takes roughly 30 minutes of time.

Minimum Time to Implement: Finding contacts to simply gather information for you takes about an hour, and they can gather information in about half the time it would take you to do so (roughly 3 hours instead of an entire evening's worth of time). You make a Gather Information check using your own skill bonus. Your contacts can gather information relating to an entire province (such as a county or duchy). Every five contacts you recruit to gather information reduces the time required by a half-hour and increases your Gather Information check by +1. It is possible to gain information nearly instantaneously with enough contacts.

Finding a specific type of contact with ranks in a particular skill takes 1d6+2 hours.

Monetary Cost: The cost to call upon average contacts for information gathering services is 2 gold pieces per contact. The cost for a specialist contact is 5 gold pieces per level of the contact. Roughly half of this cost is returned by the contact to the affiliation to which he belongs.

Using Up a Favour: Calling upon contacts to gather information is a relatively common occurrence. You suffer only a -1 penalty to your Status score for 24 hours. Calling upon a specialist is another matter entirely. Specialists are in short supply and if they are helping you that means that they are not helping someone else who is probably more important than you. Each time you call upon the services of a specialist contact you

suffer a –5 penalty to your Status score. This penalty is temporary but it lasts for one month. During that month, you may not call upon the services of any other specialists.

Requesting a Favour: Asking for anything else from an affiliation other than a loan or contacts falls under the broad category of a favour. Your Games Master must decide if it is within the purview of your affiliation or its representatives to grant you the favour. Requesting the use of a magic weapon, potion, or other item is determined by the gold piece value of the item and is resolved as per ‘Requesting a Loan’ as noted above.

Examples of favours include the following:

- **Small Favours:** Requests for transportation to the next town, asking for a message to be delivered across town
- **Medium Favours:** Requests for transportation in excess of 100 miles (by sea or land), asking for a message to be delivered to a titled noble from another province or region, gaining access to a University’s exclusive library, requests for access to items such as maps or books
- **Big Favours:** Requests for inconspicuous or disguised passage out of town for you and all of your adventuring companions, use of your affiliation’s lands or estates for personal business, access to items such as ancient irreplaceable tomes or family heirlooms, gaining access to the secret vault of a University’s most prized research volumes, asking for a message to be delivered to the reigning monarch of an enemy kingdom

Favours Check: You may request a favour from your affiliation by making a Favours check. Roll a d20 and add your Status score modifier compared to the DC of your affiliation’s Status score. Your affiliation’s Prominence score modifier adds a bonus or penalty to your Favours check. How well known your affiliation is will affect the resources it can call upon to grant you a favour.

Minimum Time to Request: Requesting a favour requires a variable amount of time dependent upon the type of favour being requested. A minimum amount of time is one hour for a small favour up to 1d4+1 hours for a medium or big favour.

Minimum Time to Implement: The time to implement a favour is also variable depending on how detailed the favour is. The implementation times are 1d12 hours for small favours, 1d6 days for medium favours and 2d6 days for big favours.

Monetary Cost: Small favours require a gratuity to the person granting the favour of 10 gold pieces. Medium favours require an investment of 50 gold pieces. More elaborate big favours require a donation of 1d4 x 100 gold pieces.

Using Up a Favour: Small favours cause you to suffer a –1 penalty to your Status score for 24 hours. A medium favour generates a –2 penalty to your Status score for one week. A Big favour causes a severe –5 penalty to your Status score that lasts for one month. Requests for further favours within one week of requesting a favour are made at an additional –5 penalty.

The battle raged across the entire estate. Kendria’s cohort, Sir Addison, fought well but could not keep all of the enemy soldiers at bay. Slowly the house guard had begun a retreat back to the manor. The fields were aflame and Kendria had a mortal wound. She was alive, but barely, and Addison personally carried her up the front steps to the entrance hall. The situation was bleak.

Addison turned quickly at the sound of screams coming from the rebel army. A detachment of cavalry bearing the symbol of the Jewellers Guild crashed into the humanoid mercenaries of the rebels, riding them down. Blandford had come through after all, using his own private funds to hire mercenaries to protect the Countess. If only he had brought them sooner.

A beaten and bloodied man struggled up the steps toward Addison. The knight drew his sword and prepared to defend the Countess but then recognized the man. It was Aedemar.

‘Saints be praised, man! What has happened to you?’

Aedemar pulled on Addison’s cloak, drawing the knight closer to him. ‘Crypt . . . family artefact . . . Kendria . . .’ His breath ceased.

Addison wanted to help the spy but it was too late. He swept Kendria up in his arms again and hurried toward the family crypt.



STATUS

The aristocrat class represents the wellborn, the privileged, the wealthy, and the nobles of the world. As these characters interact in the world by traveling, getting involved in politics, religion, and trade issues, and of course adventuring, they gain a certain level of status among the inhabitants of the world. The lower castes always pay attention to the activities of the aristocracy, either wishing to be like them and emulating their behavior, or secretly condemning the riches and excesses of the upper classes. An aristocrat must work diligently to maintain his status among his equals if he ever hopes to rise above his station to the next level of the nobility. This chapter provides a way for the aristocrat character to track, and hopefully increase, his status level among his peers as his career advances. While other character classes of non-aristocratic birth could follow these guidelines for status, the rules were designed specifically for aristocrat characters.



Overview

An aristocrat character uses her status score to provide her with a bonus to certain Charisma-related skill checks and as a bonus to her Leadership, Followers, or Subordinate score (see 'Feats'). Additionally, status can be used as a means of comparing the overall rank and position between various aristocratic characters. Status is a fluid measurement that will rise and fall throughout the career of an aristocrat character. A low status score may indicate a relatively unknown and untested aristocrat just starting her career, or it could be an indication of a seasoned aristocrat who has made a series of mistakes and social gaffes so that others see her as a cowardly villain or as a buffoon to be mocked.

Access to certain feats, aristocratic houses and backgrounds, equipment, and family icons will also affect an aristocrat's status score. Access to certain feats and prestige classes will depend upon the aristocrat achieving and maintaining a minimum status score. Notes are included for players and Games Masters who wish to use these feats and prestige classes but who choose not to adopt the status score concept.

Similar in concept to a reputation score but much more focused on the duties and responsibilities of the aristocracy, players and Games Masters will need to keep track of how and when a character's status score changes, usually at the end of each session or adventure. Players and Games Masters will also need to keep note of how a particular character is viewed by his peers, whether as a cold, cruel, and calculated villain, or as a kind and honest noble.

Status

A status score measures how well thought of you are among your peers, whether they be nobles, religious patrons, or wealthy merchant guildsmen. If you use the rules for gaining status, you and your Games Master should pick the specific group of the aristocracy that count as your peers (see 'Aristocrat Archetypes' in Chapter 2). Status also affects how lower classes view you and your actions. A high status score indicates that you are very well liked and well known throughout your particular area of influence, that you know how to act properly in social settings, and is a good indication that you may be considered for elevation to the next level of the aristocracy. A low status score indicates that you do not know how to act amongst your peers, or that you consciously made the decision to 'buck the system' and act according to your own anarchic code. Low status

scores may also be indicative of newly created aristocrats who have not had a chance to prove themselves in the higher levels of society.

If you and your Games Master are tracking status for your character, then you may apply your status score modifier (whether a bonus or a penalty) to:

- Bluff, Diplomacy, Gather Information, Intimidate and Perform skill checks
- Your Leadership score (from the Leadership feat) or to the new feats Followers and Subordinate

Calculating Your Status Score

A character's Status score is equal to the Status score of his affiliation plus $\frac{1}{2}$ his character level plus any other special modifiers such as the Improved Status feat. Characters who belong to the aristocrat character class or who have at least half of their overall character levels in the aristocrat class receive a +2 bonus to their status score to represent their birthright, wealth, training, and education.

Your character must participate in certain required actions. If you are successful at these actions you add bonuses to your character's status score. In particular, you must be prepared to host a great Aristocratic Feast at regular intervals to impress other members of the aristocracy, and participate in a hunt or similar Aristocratic Pursuit. As an aristocrat, you will also be required to perform in front of your peers and patrons regularly, whether you are involved in the nobility, church, or mercantile venture. When successful in these activities, you will gain a bonus to apply to your status score. If you fail, though, you will suffer a penalty to your status. Extremely poor performance during these events can cause a catastrophic loss of status and a penalty to charisma-based skills for a short time period.

There are also miscellaneous actions that can modify your status score, such as defending your family's honour, preserving the ideals of your chosen faith, and protecting the interests of your homeland. Throughout your career as a member of the aristocracy, you will be faced with difficult decisions like these that will have an impact on your status score.

Below is a summary of the types of actions, both required and miscellaneous, that will have an affect on an aristocrat's status. Once a character begins to follow the rules of status, she must adhere to them, regardless of whether she multi-classes as she rises in level or not. Being part of the aristocracy is not defined simply by taking levels in the aristocrat class; it is a way of life that once begun will dominate the destiny of the character.

Required Actions

Making a Check

Each required action requires a skill check versus a set DC, modified by conditions outlined under each action. There are three types of results that can result from these checks.

- **Success:** The aristocrat character succeeds in the check and gains the benefits as outlined below.
- **Failure:** The player fails the check by less than 10, making a poor impression among her peers and taking a penalty to her status score as outlined below.
- **Catastrophic Failure:** The player fails the check by more than 10, severely damaging her status among the aristocracy. She takes a -5 penalty to her status score, and in addition suffers a -2 circumstance penalty to all Charisma-based skill checks, such as Bluff, Diplomacy and Intimidate, made in an aristocratic setting (for example, at court for a noble or in guild meetings for a merchant aristocrat). This penalty lasts until the aristocrat gains another level. She also has one chance to make a Charisma check at a DC of 15 + the amount by which she failed the initial check to eliminate the -2 penalty to her Charisma-based skill checks. The penalty to her status score remains, however.

Note that for game-play purposes, it is entirely expected that certain types of aristocrats will excel in some areas and fare poorly in others. Wealthy merchants obviously have substantial funds available with which to host an aristocratic feast but may not be as skilled at performing in front of their peers. In general, each type of aristocrat character should find that they have a gift for one of the following kinds of required actions, and are only average or even inadequate in the other two kinds.

Players who have developed specific, unique backgrounds for their aristocrats may find that the following required actions are not indicative of their character. In this case, the player should approach the Games Master with an option for changing one of the required actions to something more in line with their character background. A samurai noble's player may want to select his Aristocratic Performances from Perform (tea ceremony), Perform (flower arranging), and Craft (calligraphy) versus the skills listed for nobles below. The player of an underworld kingpin may not find that the Aristocratic Feast is an appropriate display of his character's wealth. Instead, he may ask the Games Master if he can use the equivalent amount of gold that he would have spent on the feast and spend it to pay



off the authorities to ignore his illegal gambling ring, gaining status in the eyes of his fellow criminals.

Aristocratic Feasts

Whether a member of the land-holding nobility, a powerful religious leader, a wealthy merchant tycoon, or even a member of the academia, an aristocrat is required to hold a great feast for her peers at regular intervals. The feast includes not only food and drink for guests, and also entertainment in the form of music, singing, dancing, poetry, storytelling, drama, games, trained animal acrobats and magic. The prudent aristocrat will be prepared to spend great sums of money on professional chefs, wine stewards and performers. A successful feast adds greatly to the aristocrat's status, while an unsuccessful feast can be a disaster for the ambitious aristocrat. The player is encouraged to be creative when describing and developing the background of the feast, rather than just simply rolling dice.

The Check: The aristocrat player makes a Diplomacy roll versus a DC of 25. Success indicates that the guests were duly impressed with the food, drink and entertainment provided, and the character gains +2 points to her status score. Failure by less than 10 indicates a sub-standard feast. The food was bland or uninspired, or the musicians may have played older songs that are no longer popular. The character loses 2 points of status. Failure by more than 10 indicates a catastrophe. The food may have been undercooked or spoiled, causing the guests to become sick, the wine may have turned to vinegar, and the trained dogs may have accidentally attacked the duke's daughter. In this case, the aristocrat character loses 5 points to her status score as noted above under 'Making the Check'.

Frequency: The aristocrat character must host her first feast at 4th level. By this time she has gained a little bit of status and experience and is expected to know her way around the social complexities of aristocratic life. Following her first feast, she is required to host additional feasts every four levels (levels 8, 12, 16, and 20).

Cost: The base cost of the feast is 15 gold pieces per person, which covers the cost of a very fancy banquet, expert chefs, wine stewards, and entertainment. An aristocrat's initial feast will have a base of 100 guests, plus 10 guests per each point of the aristocrat's Charisma modifier. Charismatic characters tend to draw more guests for their functions, but as a consequence will need to spend more money to feed them. Subsequent feasts will draw an additional 100 guests each. All of these guests are cumulative. For example, a 12th level aristocrat with a 17 Charisma will need to pay 5,850 gold pieces for her feast:

- Base 300 Guests + (+3 Charisma Modifier * 10 Guests * 3 Feasts) = 390 Guests
- 390 Guests * 15 gold pieces = 5,850 gold pieces

The benefit of having more guests at a feast is that for each additional 100 guests over the base number, the aristocrat gains an additional +1 to her status if she succeeds in her Diplomacy roll and has a successful feast. Note that, particularly at early levels, the aristocrat character may find it difficult to pay for the feast. In these instances, the character will need to pay less per guest to cut corners, and take penalties to her Diplomacy roll. If she is completely unable to pay for the feast, she takes an automatic -5 penalty to her status score, and increases the DC for her next feast by +5.

Modifiers: The following table shows modifiers to the aristocrat's Diplomacy roll as well as to the DC of the check.

Condition	Modifier
Cost per guest lower than 15 gold pieces	-1 penalty to Diplomacy roll per 2 gold pieces
Cost per guest higher than 15 gold pieces (for better food, more or better chefs, higher quality entertainment)	+1 bonus to Diplomacy roll per 2 gold pieces
High-status guest present (head of the church or the king's royal advisor)*	+5 to the DC of the check
Did not hold a feast when last required	+5 to the DC of the check

*Your Games Master may use this as a tool to raise the difficulty level of a feast as your character grows in level and finds it very easy to beat the DC 25 of the basic feast. You may also request that specific high status characters are present at your feast in order to gain higher status as a result of a successful feast, as well as to have access to these individuals for information. A successful feast (the aristocrat character succeeds in her Diplomacy check) with a high status guest present results in an additional +1 to the status score of the aristocrat character.

Aristocratic Pursuits

Aristocratic characters are required to demonstrate their abilities among their peers, whether at the hunt, through a quest to recover religious relics, by negotiating trade deals and opening new trade markets, or by combing through ancient texts to discover obscure bits of lore.

The Check: Each type of aristocrat makes a different roll depending on the type of activity involved versus a base DC of 15. A successful aristocrat will make the check and gain +1 to his status score. Failure by less than 10 indicates that the aristocrat was beaten by a better opponent, causing a loss of 1 point of status. Failure by more than 10 indicates a terrible accident or an embarrassing situation (such as a noble getting lost during the hunt and needing to be rescued or a scholar misinterpreting the meaning behind an ancient manuscript) resulting in the standard -5 penalty to status.

Aristocratic Pursuit	Relevant Skill
Patrician: The Hunt	Survival
Deacon: The Quest (for recovery of missing religious artifacts and relics)	Gather Information
Industrialist: The Contract (of a trade deal or new market for the guild's products and services)	Appraise
Academic: The Discovery (of forgotten or obscure areas of study and knowledge)	Decipher Script

Frequency: These pursuits begin at first level, and continue every three levels afterwards until 19th level.

Cost: Participating in these aristocratic pursuits require no additional funds beyond what an aristocrat would normally spend on the equipment or training necessary to take part in the pursuit.

Modifiers: As the aristocratic character gains levels, the difficulty level of these pursuits increases. Fellow hunters become more skilled, and the quarry becomes more dangerous and difficult to track. Obscure relics require lengthy amounts of research to uncover their location, and merchant rivals have honed their negotiating skills. Each successive time that an aristocrat character is required to participate in an aristocratic pursuit (every third level after 1st level), the DC of the activity increases by 5.

Aristocratic Performances

Aristocrats are expected to be good, or at least capable, in a great many areas of life. Similar to the concept of the 'Renaissance Man' from earth history, an aristocrat will need to prove his skills in a variety of areas. Each type of aristocrat may choose from a list of specific performances and other skills with which to impress his peers. Creative players and Games Masters may want

to come up with additional types of performances for these tests of skill.

The Check: The player must make a specific skill check (as noted below) versus the DCs established on the following table:

Perform Check Result	Performance Rating	Status Points Lost/Gained
1	Horrible Performance	-5
2-10	Poor Performance	-1
11-15	Routine Performance	0
16-20	Enjoyable Performance	+1
21-25	Memorable Performance	+2
26+	Extraordinary Performance	+3

A horrible performance could denote that the player was caught plagiarizing another person's work, while a poor performance may indicate that the player slaughtered the pronunciation of any foreign words used in the performance. An extraordinary performance is considered a masterpiece and may draw requests from the aristocratic player to perform it again in other settings. These additional performances do not gain the aristocrat any extra status points but may gain him access to other influential individuals with whom he can make contacts or trade information. Note that a horrible performance is the equivalent of a catastrophic failure and generates the requisite -2 penalty to Charisma-based skills for the player as noted above under 'Making the Check'.

Aristocrats must use a different type of performance every other time that they are called upon to make an Aristocratic Performance check. For example, if at 2nd level a player picks Perform (flute) as his performance, he must choose a different type of performance at 4th level. At 6th level, he may pick Perform (flute) again, or a new type of performance but may not choose the performance style he chose at 4th level. Aristocrats are expected to demonstrate their versatility rather than their expertise.

- **Patrician:** Nobles are expected to be good at a diverse selection of performances. They must select from the following list of skills: Perform (keyboard instruments), Perform (percussion instruments), Perform (string instruments), Perform (wind instruments), Perform (sing), Perform (dance), Perform (oratory,



specifically poetry and storytelling), Knowledge (games & contests). These are typically performed with a large group of other nobles present, and may coincide with an aristocratic feast.

- **Deacon:** These religious aristocrats tell stories of their faith in order to encourage their listeners to follow the tenets of the faith and to donate more to the coffers of the religion. They may even call for a Crusade or Inquisition. Styles of performances range from morality tales to impassioned pleas and ‘fire-and-brimstone’ style of speeches. The deacon may even act out a scene from the life of a martyr of the faith, or sing a religious chant to inspire his audience. Failure by the deacon could indicate that his audience views the faith as meaningless or irrelevant. Deacons may choose from the following types of performances: Perform (oratory, particularly rhetoric, epic, and storytelling), Perform (act), Perform (sing), Intimidate.

- **Industrialist:** Mercantile aristocrats typically ‘perform’ in front of high-ranking members of the various guilds in their area. These performances are often presentations of new trade routes, products, services, or other financial endeavors. The industrialist may choose from the following list of performances: Perform (oratory, particularly rhetoric), Profession (merchant), Knowledge (economics & business).

- **Academic:** An academic is frequently called upon to present his point-of-view on various topics to other members of academia, whether the topic is a fine point of law or the detection of a new astrological phenomenon that affects divinatory spell casters. Academic performances for academics are slightly different than for the other types of aristocrats. While quite often the academic aristocrat will be presenting his conclusions in front of a board of learned scholars, there are also times when the character may present his case through a scholarly paper or journal that he writes using the Profession skill. Academics may choose their Aristocratic Performances from among the following types: Perform (oratory, particularly rhetoric), Profession (writer), Profession (educator), or Knowledge (a category relevant to the topic being discussed).

Frequency: Starting at 2nd level, the aristocrat must perform in front of his peers every other level.

Cost: There is no additional cost associated with displaying the skills involved with performing for a crowd, other than the costs for any instruments or tools involved.

Modifiers: Similar to the Aristocratic Feast, having a high-level guest present at the performance increases

the DC of the performance by 5. Therefore, if a highly influential guest is present at a performance, a check result of 1-6 equals a horrible performance; 7-15 equals a poor performance; and so on. The Games Master may use this as a tool to modify the DC as the aristocrat player grows in experience in order to keep the performances challenging.

Miscellaneous Actions

In addition to the required actions, there are several types of miscellaneous actions that can affect the status score of an aristocratic character. The player and Games Master must keep track of these points, and ideally note the source the causes the character’s score to change.

As with required actions, players with very unique backgrounds for their aristocrat characters may find that some of the actions listed below need modification in order to be more appropriate for their character idea. Games Masters are encouraged to be liberal and work with the player to come up with an appropriate list of actions that reflect the character’s background.

Some discretion should be used when allocating bonuses and penalties according to the chart on p81. The Family Honour section could apply to a merchant leader’s guild instead of his family, whereas for an academic aristocrat, it could refer to an intellectual institution.

Using Status

You use your status score when in social situations to affect the outcome of Charisma-based skill checks, and may also add it to your overall Leadership, Subordinate, and Followers scores to improve the level of your cohort and the number of followers you gain. Your status is very dependent on your overall position in the aristocracy. The lower castes are much more affected by the status of a member of a higher-ranking caste than they are by a member of their own social rank. If you succeed at impressing the non-player character or group of non-player characters in question, you may add your status score to any Bluff, Diplomacy, Gather Information, Intimidate, or Perform checks that you make.

Make a status score check by rolling a d20 and adding your status score and comparing it to the DC as shown:

Target’s Social Class	DC
Member of a lower class	20
Member of the same class	30
Member of a higher class	40



Miscellaneous Action	Status Score Bonus/Penalty
Family Honour	
Defending or improving your family's or affiliation's honour at court, in the legal system, or protecting them from physical harm	+1
Sullyng your family's or affiliation's honour (such as impregnating the daughter of a respected noble while out of wedlock or being caught lying)	-1
Avenging the murder of a family or affiliation member	+2
Reverence	
Defending the actions and beliefs of the prevailing religion subscribed to by the aristocrat	+1
Failure to defend the actions of the church or disobeying a church directive	-1
Comradeship	
Physically defending your adventuring companions by personally defeating a creature in single combat with a CR at least +2 higher than the aristocrat's level.	+1
Losing the combat as described above, or running away when your friends are in danger (even if forced to do so through magically means, such as failing a Will save versus a <i>fear</i> spell)	-1
Criminal Justice	
Being caught while accepting a bribe	-1
Being accused of a crime	-1
Being convicted of a non-violent crime	-2
Being convicted of a violent crime such as rape or murder	-5
Patriotism	
Defending your country/state/city from attack either through physical combat or diplomatic channels	+1
Failure to defend your country, state, or city	-2
Being found guilty of treason	-5
Dirty Secrets	
Your secret identity (if you have one) is revealed	-2
Your secret identity had a higher status score or was well liked	+2
Finances	
Entering into debt	-2
Acquiring property	+1

The result of your status score check indicates whether or not you can add your status score to the Charisma-based skills described above.

Some aristocrats are known for being cruel knaves and scheming villains, while others are known for being honourable and trustworthy. After making a successful status score check, refer to the table below for how these perceptions generate additional modifiers to specific skill checks.

Skill	Cruel and Villainous	Honest and Kind
Bluff	-5	+5
Diplomacy	-5	+5
Gather Information	+5	-
Intimidate	+5	-
Perform	-	-

Cruel and villainous characters are not trusted and therefore have a difficult time bluffing or being diplomatic, but they are very persuasive when it comes to gathering information and intimidating people. Honest and kind characters, on the other hand, find it easy to bluff people because they are trusted, although if they take advantage of people too often they may start to be viewed as cruel. Honest characters are also better diplomats.



Building a Manor

Aristocrats, either through their birthright or through amassing wealth will at a certain point in their careers inherit or establish a manor. Similar to a fighter's stronghold, but designed more for ornamentation than defence, the ownership of a manor is one of the primary goals of every aristocrat.

You can simulate the construction of a manor with the rules presented in *Core Rulebook II* or through the more extensive rules for creating strongholds originally presented in the *Quintessential Fighter*. The *Quintessential Samurai* also has ideas concerning the number of potential threats in the area that the manor controls as well as the income generated from a manor as relates to the size of its territory.

Throughout this chapter we refer several times to the 'lord of the manor.' This is a generic term meant to signify the aristocrat character designing and paying for the construction of the manor including the manor house (or 'palace') and the surrounding grounds. The use of the word 'lord' in this instance should not be taken to mean that the character automatically obtains a title of nobility upon building a manor.

What Is a Manor?

At its most basic level, a manor encompasses a farm economy, which may consist of a single village and its surrounding farm land all the way up to a network of small villages covering a radius of up to 20 miles, each ruled by servants of the character. At the core of the manor are two main structures: a temple dedicated to the local deity, and the manor house. To build a manor house, and in effect to control the lives of the people in the surrounding area, an aristocrat must first obtain permission from his sovereign. The sovereign will issue a special license to the character, often costing several hundred gold pieces. Without this license, stamped with the sovereign's official seal, the manor house can be seized by the sovereign.

Manors, also called estates, are created to be self-sufficient and therefore encompass farmland, woodland, gardens, and workshops of a multitude of craftsmen. The farmland is divided by use, with some used to produce food for the lord, some for the village's priest, some for the peasantry. Usually there are a few fields left fallow so that they do not become unusable for farming; these fields are rotated every year. In addition to the farmland, there is usually an area of un-cleared forestland, which is needed for wood for the manor.

Castles Versus Manor Houses

Castles and strongholds are primarily constructed by fighter-types to be defensive structures. All other considerations are secondary to the defensive value of the stronghold. However, while the keep of the stronghold serves as a watchtower, it is also the centre of daily life of the stronghold. Fighters who build strongholds have recognized this, and usually spend a little more to make their keep more comfortable, liveable and residential through the addition of certain 'creature comforts'. In this way, the keep over time may become more and more of a status symbol.

This recognition of the keep as something other than a defensive barrier is the beginning of the aristocratic manor house, or palace. As castles and strongholds become less and less used for military purposes, they are transformed into the palaces of the aristocracy. Aristocrats are competitive, always seeking to out-shine each other by following the latest trends and fashions. A manor house is the most elaborate, ostentatious display of wealth that an aristocrat can achieve. It represents the aristocrat's authority and lordship of its surrounding lands, but can also be constructed to serve a military, defensive function.

While not appropriate to every campaign, a manor house built primarily as a grandiose and magnificent show of wealth is important for aristocrat characters. Even elements such as mounds, moats, towers, gatehouses and elaborate crenellations, commonly associated with more defensive strongholds, are just as often created for purposes of show rather than for military reasons.

The manor house is also created to impress visitors. An expensive, refined and stylish manor house can be a very useful piece of propaganda, used as a symbol of the aristocrat's power and authority by displaying his wealth, servants, armaments and exotic treasures.

Principles of Design

There are as many different design theories and principles of manor houses as there are aristocrats who build them. In general, however, the primary design considerations of an aristocrat can be broken down into a few main areas described below.

Homage to the Ancients. In most campaign worlds, there are long-dead civilizations that the player characters discover and explore throughout the course of their

adventurers. These ancient civilizations may also be well known in the world, such as the last remnants of an elegant elven empire or the ruins of a series of dwarven mountain cities. Some aristocrats may desire to emulate the design principals of these ancient masters, modelling their palaces on the noble structures of antiquity.

Bond With the Land. The creation of a palace and its associated estate allows an aristocrat to create a bond with the earth. Through his superior knowledge and wealth, the aristocrat and his servants are able to transform wild, unkempt land into fertile ground for agriculture and comfortable living. Aristocrats may wish to pay special heed to the impact their constructions have on the environment and may want to incorporate natural elements into their buildings. Eastern aristocrats, particularly, have a fondness for structures that blend with the natural surroundings, becoming fundamental parts of the surrounding countryside.

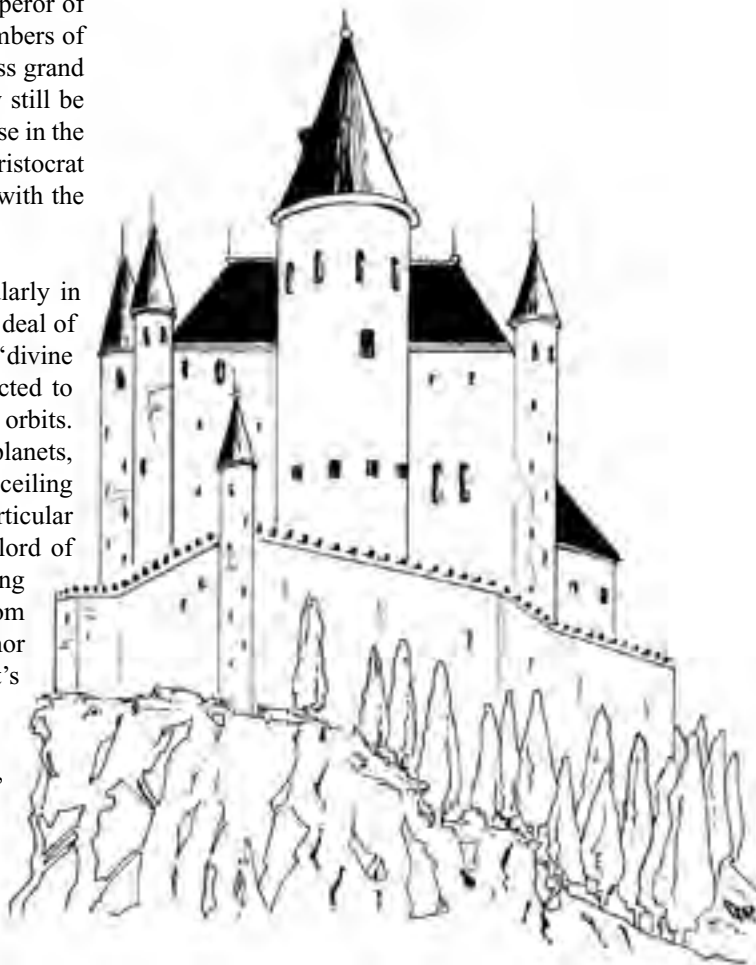
Impressing Your Superiors. Imitation is the sincerest form of flattery, after all. Many aristocrats may seek to curry favour with their superior lord by copying his style of manor. Others may want to appear as important as the ruling sovereign by creating palaces that bear a striking resemblance to those of the king or emperor of the land. While the structures of the lower members of the aristocracy will obviously be smaller and less grand than those of the nation's sovereigns, they may still be created in the same style. Creating a manor house in the same style of one's liege lord indicates that the aristocrat has the money and sense of style to 'keep up' with the rest of the aristocracy.

The Expression of Divine Mandate. Particularly in Eastern cultures and societies that place a great deal of emphasis on astronomical phenomena and the 'divine right of kings', manor houses may be constructed to take advantage of constellations and planetary orbits. Some are aligned to correlate to specific stars, planets, or other heavenly bodies so that a window in the ceiling of a throne room has a direct line of sight to a particular star or planet at a specific time of year. The lord of the manor will hold important ceremonies during these special times and will receive tribute from his administrative officials. These types of manor houses symbolize the legitimacy of the aristocrat's rule bestowed upon him by the heavens.

For other elements of Eastern design philosophy, refer to the chapter 'Shiro – Castles of the Daimyo' in the *Quintessential Samurai*.

The Palace as a Self-Portrait. Probably the most guiding principle in the design of a palace

is the idea that the palace is, at its core, a reflection of the aristocrat who builds it and should reflect his personal choice in design. Unlike the fortresses and strongholds created by other types of characters, for the aristocrat purely aesthetic concerns are vitally important. Aristocrats delight in using the latest artistic trends and will pay handsomely for architects who can transform these desires into reality. Comfort, diversity and detail are all essential elements in the creation of an aristocrat's palace. It should not only be functional, but express the creative personality of the aristocrat. Most palaces are very vertical, reaching toward the heavens, with the principal suite of rooms for the aristocrat given extra attention in the details such as being made taller and bigger to let in more light. The palace also gives the aristocrat a focal point for the creation of a personality cult centred upon him. For example, King Louis XIV of France had his designers at Versailles use a sun motif on all of the decorations of the palace such as on the doors and wallpaper. This helped solidify Louis' identity as the Roi du Soleil, the Sun King.



□ The crypt was dark, and Addison struggled to find candles or torches to light the chamber. Kendria's breathing was laboured. Upstairs, he could hear the remnants of the house guard and Master Blandford's newly arrived mercenaries fighting with the rebel army.

A faint glow in the corner caught his eye, and he carried Kendria over toward it. The glow became stronger and Addison and Kendria approached. Finally, the source of the light revealed itself: a golden circlet was placed onto the tomb of one of the Segramoore family's deceased matriarchs who had died centuries ago. Addison recognized the name, remembering the stories he had been told of how the woman had taken control of the family during a difficult period and used her natural powers of charm and persuasion to command others to do her bidding. He took the circlet from the tomb and placed it upon Kendria's head. Instantly a bright light shone from her brow.

There was a sudden crash as the door to the crypt splintered apart and Baron Isembar stepped inside. He was accompanied by the former Marquis, Caradec, and a mysterious cloaked figure. In the confusion of the battle, they had managed to sneak into the palace. Caradec moved forward, his rapier raised to attack.

'Remove that object from her head!' he shouted at Addison.

The countess turned toward the three intruders who violated the sanctity of her family's crypt. She slowly rose to her feet.

'Your spell is broken, Caradec! Now I know why you wanted me gone from here. You wanted this!' She touched the golden circlet on her head. 'You needn't have bothered. I have read of it in our family journals, although I thought it a myth until now. It has the power to command others, but it works only for those with Segramoore blood flowing through their veins.'

'True, Countess. That is why I brought him.' Caradec pulled back the cloaked hood on the mysterious stranger to reveal the face of Kendria's brother.

The shock of seeing her brother, whom she had thought was dead, was too much for the wounded Kendria to handle. She slumped back to the floor and the circlet of command slipped off her head. Caradec moved forward to seize it.

□ 'Stop right there!' Kendria's father, the Lord of Segramoore Manor, had returned.

Outside the Manor House

In addition to the actual manor house or palace itself are several elements that assist the aristocrat in displaying his grandeur. These design elements are located outside the palace on the grounds of the estate, where they are visible to visitors calling upon the manor house's lord. If the land surrounding the palace is big enough, all of these elements can be included as part of the manor.

Formal Gardens. A formal garden is almost a necessity for an aristocratic palace. The gardens help to tie the structures into the overall environment of the surrounding land, and create a sense of peace and harmony with the environment. A lush display of local as well as exotic plants, flowers and trees are expensive to maintain and require the monthly services of an experienced gardener.

There are two main types of gardens found upon aristocratic estates. The first is an orderly style with a

planned and measured layout made according to natural scientific theories. These types of gardens tend to be arranged in geometric patterns and follow an elaborate, almost checkerboard-like design. They are popular in both Western and Eastern cultures. The second type of garden is arranged more asymmetrically, with winding paths and randomly placed trees. These types of gardens are more popular in countryside settings. Some gardens are very formal and symmetrical close to the manor house and become more wild and carefree the further away they get from the manor house.

Manors also use gardens for growing herbs, flowers and vegetables. The manor's chef may grow a variety of vegetables such as beets, cabbages, garlic, leeks, onions, squash and spinach.

Fountains. Another staple of aristocratic manors, large, impressive fountains are a symbol of wealth, artistic sensibilities and scientific or magical knowledge of

how to re-circulate the water needed to run the fountain. Designed in a variety of shapes and sizes, the most popular fountains are much like statues, representing figures such as gods of the sea and oceans or allegorical figures representing the largest bodies of water on the continent. Sea creatures, both real and imagined, are other popular themes for fountains.

Ornamental Ponds. These specially created man-made bodies of water are often found in the more country-style of gardens noted above. Sometimes filled with exotic fish or other water creatures, ornamental ponds on an aristocratic estate may also be home to fantastical creatures, such as captured nixies or even merfolk. Other ornamental ponds are empty of creatures and have surfaces as smooth as glass.

Small Vineyard. Given a large enough estate, an aristocrat may be able to grow wine grapes and produce his own vintages of wine. Different regions have different soil, which produce a wide variety of flavours and textures in the wine, so the aristocrat will want to hire the services of an expert vintner to determine if the soil and air conditions are right. Imported grapes may also be used to create specific blends of wines as well as for a display of wealth. Many church patrons are involved in wine making and many a secluded monastery has a large vineyard attached to it. Once per year during grape crushing season, the aristocrat may have his expert vintner make a Profession (Vintner) check. The result times 50 equals the amount in gold pieces that the aristocrat's vineyards can bring in through sales of the wine.

Exotic Menagerie. This is a zoo of sorts, housing all kinds of exotic animals. The cost of an exotic menagerie can bankrupt many an aristocrat, for the care, feeding and maintenance of the beasts housed therein can be extremely high. Many of the creatures found within the menagerie are gifts from foreign dignitaries or the prizes of the dangerous hunts of the aristocrat. Elephants, leopards, lions, hippopotami and even polar bears may be found within a menagerie, as well as more exotic beasts such as cockatrices and owlbears. Evil aristocrats may even seek to cage the most elusive of prey: the unicorn.

The Stables. This is where the aristocrat houses his mounts and riding gear. Most are constructed for riding horses or warhorses, although stables may be created for more exotic mounts such as a pegasus, hippogriff, or dire wolf.

Hidden Courtyards. While at the manor house the aristocrat is the centre of the daily public life and is expected to meet with all those who dwell on his land

that present petitions as well as with his councillors, foreign dignitaries, fathers of the church, and other important officials. From time to time, though, the aristocrat will desire a moment's peace and solitude. While there are special rooms inside the palace set aside for the express purpose of granting peace and relaxation to the aristocrat, often the lord of the manor may desire to be outside to commune with nature and collect his thoughts. A hidden, quiet courtyard, unknown to all visitors and even to the vast majority of the manor's staff is thought to be an essential part of the manor's creation. A few moments of rest and seclusion can serve to refresh a tired aristocrat, enabling him to be more focused and productive once he returns to his duties.

External Decorations. The majority of a palace's decorations will be seen on the inside in the elaborately appointed rooms with their rich details and decorations. A visitor's first impression, however, will be made before she enters the luxurious palace and therefore most aristocrats and their architects will also plan for external decorations to please the senses. These may take nearly any form, such as a thick carpet of climbing flowers and ivy covering the stone walls, magnificently carved steps of imported marble complete with guardian statues, and grand displays of flags, pennants and standards all bearing the personal symbol of the owner.

Interior Rooms Of The Manor House

Inside the actual palace are a variety of rooms and salons designed mainly for public display but also serving as a place where the aristocrat can meet with his subjects, entertain guests and impress foreign dignitaries. The actual living quarters for the aristocrat and his family are also found on the upper floors of the palace. A mansion as detailed in *Core Rulebook II* will have anywhere from 10-20 of these rooms depending on its size. Rooms for the servants and other areas such as the kitchens are actually found in separate buildings and are not part of the palace itself.

Most rooms in the palace are designed to be beautiful and spacious, with very tall ceilings. The major public spaces are found on the ground floor, which is where the aristocrat will have meetings with his fellow members of the aristocracy as well as with peasants presenting petitions or grievances. Above the ground floor is the first floor where the lodgings of the lady of the manor are found. On the second floor above the lodgings of the lady of the manor are the chambers for the lord of the manor and, in special cases, for his heir as well. This three-story design has elements similar to the Louvre in Paris back in the 14th Century when it was a royal palace. It was emulated by many other nobles of the



time. Designs for palaces from other cultures or time periods may differ somewhat from this layout.

All of the following rooms can be part of the original structure of a grand house, mansion, or keep at no additional cost except for the costs to upgrade the rooms to make them more elaborate and decorative through the use of artwork, statuary and other treasures (see the section on 'Costs of the Manor' below).

The Ground Floor

As mentioned above, the main public areas are found on the ground floor. The **Great Hall**, where the aristocrat may dine in public during great feasts, is found here. These feasts can become very ostentatious with elaborate displays of rich and exotic foods and spices. Spices are expensive, and are therefore used in abundance to show off the aristocrat's wealth. Small table cellars containing salt are placed at the head of the table near the aristocrat. The guests seated closest to these cellars are deemed to be more in favour with the lord of the manor. The food itself can be flavoured with a varying mixture of aniseed, cinnamon, cloves, coriander, cumin, ginger, liquorice and pepper, all of which are very expensive.

Also on the ground floor is the aristocrat's public **Great Chapel**, which is where the aristocrat attends religious services in public. The **Grand Chamber** on the ground floor is a large room adjacent to the Great Hall where the aristocrat holds a public Council with his advisors. These special public Councils are designed to be heard by all those who live within the manor's domain. On other days when the aristocrat wants to meet in private, he holds Council in his own lodgings.

All of the buildings on the ground floor are designed to surround a large open courtyard where the aristocrat can entertain guests in the open air during good weather.

The First Floor

On the first floor is where the chambers dedicated to the lady of the manor are found. Among the upper classes it is usually not the custom for ladies to be in the presence of their husbands, and therefore she will have a complete suite of rooms to herself on the first floor. These rooms typically follow the same pattern of the rooms for the lord of the manor, with the exception of not including a study and a library.

The Second Floor

The lord of the manor's private lodgings are located on the second floor, above those of the lady of the manor. While the lord's private bedchamber is located here, as

well as a small suite of rooms designed for rest and study, there are also rooms here that are at the very centre of court life, where the aristocrat may meet with his council of advisors. The main meeting chamber, located at the top of a grand staircase that rises from the ground floor, is the venue for events of major importance. It is here that the lord will meet with important foreign visitors in these rooms, such as ambassadors, princes and other nobles. Off to the side of this main chamber is a smaller secluded chamber used for the aristocrat's private Council meetings and discussions.

The aristocrat's private chambers are located off to the side of the smaller secluded meeting room noted above. Visitors need special permission to enter these lodgings. In addition to the private bedchamber are a series of smaller rooms dedicated to providing leisure and recreation for the aristocrat. It is considered essential for a person's health to take a little time away each day from the heavy demands of running the estate. These smaller rooms include the small chapel, oratory, retreat, study, library and garderobe.

Small Chapel, where the lord of the manor receives personalized services from his own dedicated priest.

Oratory, used for private evening prayers by the aristocrat.

Retreat, a solitary room that provides more privacy than the lord's bedchamber.

Study, where the aristocrat may store and review his collections of treasures and rare gifts.

Library, where the finest books are kept.

Garderobe, a personal latrine for the aristocrat.

Lastly, the chambers of the aristocrat's heir to the manor may also be found on the second floor. These rooms are smaller than the main chambers of the lord of the manor but do include a private bedchamber and even a small private chapel.

Architectural Details

Most of the personality and style of the aristocrat will be displayed through architectural details that indicate the grandeur and wealth of the aristocrat. In general, the aristocrat's most expensive items in his manor after his horse, armour, and magic weapons are his bed, robes, tapestries and windows. Other expensive details planned for a palace by an aristocrat and his master architect include:

Sculptures. Like the fountains found on the grounds of the manor, these sculptures may be life-size or even larger figures of deities, allegorical figures, patrons of the aristocrat and past members of the aristocrat's family. Deacons and Industrialists may have sculptures representing past heroes of the church or founders of the guild.

Grand, monumental staircases. These huge staircases are imposing structures, and can include large steps made from marble with ivory detailing on the handrails. The sight of an aristocrat dressed in his stately robes descended from the grand staircase to make a public appearance is a powerful one. These staircases may be straight or curved, such as a double-staircase with two huge curving staircases, one on each side of the room. Spiral staircases may also be created that are just as elaborate in design.

Ornamental fireplaces. These usually come with double-hearths and are also richly decorated with sculptures. The mantle may display important treasures of the aristocrat. Above the mantle is usually a display of the aristocrat's personal arms and symbol or paintings of the lord and lady of the manor.

Immense decorated windows. Glass is very expensive and most windows will simply be open to the outside with shutters made of wood. As a display of wealth the aristocrat may include windows decorated with stained glass featuring religious or historical scenes.

Frescoes and other artwork. Frescoes are paintings created upon wet plaster and can be made upon both the walls and ceilings. The aristocrat will want to hire the most impressive master painter he can afford to create these impressive displays of wealth and artistic taste. A palace with decorated walls and ceilings is an impressive sight that helps solidify the aristocrat's standing among the rest of the aristocracy.

Tribunal. This large, permanent dais with stone steps that lead up to it is built within the Great Hall. A special 'high table' is placed upon the tribunal so that the lord of the manor sits above the rest of the public while dining.

'Line of Kings'. This is usually a hallway dedicated to the ego of the aristocrat and built as an homage to his noble ancestors. It may also display the patrons of the church or the founders of a guild or university. The 'Line of Kings' is a series of life-sized statues or full-length portraits of the aristocrat's ancestors, shown in all their glory atop magnificent warhorses and bearing elaborately engraved armour and weapons. The details can change depending upon the type of aristocrat you

are playing; the main thing to remember is that the 'Line of Kings' is one of the greatest compliments you can pay to those who came before you. One day, a statue or portrait of you will be placed in this grand hall.

Other Functions of the Manor House

Besides providing a space for living quarters and rooms for holding both public and private councils, the palace also includes other specialized rooms and areas. Not every palace will have these specialized rooms; cultural, racial, religious and personal differences will often determine which of these areas are appropriate for your manor house.

Family Tomb. Family tombs are common within aristocratic manor houses. Large crypts are decorated with the arms and heraldry of the aristocrat's ancestors, and many paintings and statues can be found inside. Ancestors noted for particularly exemplary service, such as serving as the head general during a past war, are given special treatment by having very elaborate mausoleums constructed for them, many of which look like miniature temples. Manor houses of aristocrats dedicated to a particular religion, guild, or university will also have tombs that house the patrons and founders of the organization.

Grand Treasury. Very common in aristocratic manor houses is a treasury where the aristocrat's important jewels are kept, along with a storehouse of important official documents such as treaties, court documents and tax information. Very large palaces may even include a separate mint in the grand treasury for making copper, silver, or gold coins stamped with the image of the aristocrat. Sovereigns and emperors often house 'The Royal Jewels' in their manor houses in special guarded rooms, only bringing them out for very important public occasions such as coronations or royal weddings. Although most manor houses are not typically designed with a strong defensive value in mind, the Grand Treasury will be one of the more guarded rooms, along with the aristocrat's bedchamber.

Harem. In certain cultures it is acceptable and even expected that an aristocrat will have a harem of dozens of concubines and wives. The 'Chief Wife' will have her own quarters as indicated above under 'Interior Rooms'. Other wives and concubines live in the harem. A harem basically secludes the occupants away from the rest of the household. In some cultures it is a symbol of prestige and prosperity, and also sets apart the occupants as part of the upper class and not mere peasants. Eunuchs or female warriors typically guard the harems within an aristocratic manor house. While traditionally the harem system was male dominated with female inhabitants, the



genders may be reversed in your campaign. A harem can be designated as one of the palace's rooms during the initial construction phase at no additional cost.

Kennels. Many aristocrats enjoy the company of their hunting, war and guard dogs and have their master architects design exclusive spaces for them inside the manor house. While some aristocrats prefer to let their dogs roam free throughout the palace, most care to have separate areas set-aside for their animal handlers to feed and care for these animal companions. Given the vast array of magical beasts found in a fantasy campaign, kennels may also be designed for more exotic animals such as blink dogs.

Torture Chamber. An unseemly but often too common feature in an aristocratic manor house is a special room set aside for torturing victims who are accused of crimes against the aristocrat, such as treason. Obviously these rooms will only be included in the palaces of aristocrats with an evil alignment.

Daily Life At Court

An aristocrat's daily life at court is filled with many ceremonies and rituals. If not carefully monitored, these ceremonies can be quite a drain on the aristocrat's time. As head of the manor, many people will wish to see the aristocrat and curry favour with him by offering gifts. Others will want favours or seek the aristocrat's administration of justice for a perceived grievance. At all times, strict etiquette is observed and characters with low Diplomacy scores will find that they are ignored, ridiculed or even escorted from the court.

Nearly every minute of the aristocrat's day can become filled with ceremonies, even for such mundane tasks as waking up, morning prayers and breakfast. The more powerful the aristocrat is, the more increasingly rigid and ostentatious these ceremonies become. The aristocrat's chief steward or another member of his household is responsible for maintaining a strict schedule, making sure that the lord of the manor has time to meet with the public as well as to meet privately with his advisors. He will also need to entertain other high-ranking members of his government as well as delegations of foreign dignitaries, which can result in the creation of important international treaties. A good steward will also make sure to build in time for the aristocrat to have a few minutes of secluded private time in his study or library in the afternoon for rest and relaxation.

As the head of the manor, the aristocrat will be expected to offer the comforts of his palace to royalty as well as to other members of the aristocracy such as diplomats, politicians, military heroes, scientists and explorers.

The aristocrat should offer his best accommodations, along with food, drink and entertainment.

Inside the manor house, popular entertainment consists of puppet shows, music performed by troubadours, acrobatics and even magic tricks of prestidigitation. Games of cards, dice and strategy are also very popular among the aristocracy (see 'Tools of the Trade'). Outdoors, entertainment may consist of hunting, tournaments, bearbaiting (wagering on dogs that fight a chained-up bear), cockfighting, dancing dogs and falconry.

In return for his hospitality, the aristocrat can usually expect to receive gifts from his important visitors. Royalty may bestow important titles of nobility upon the aristocrat, while other members of the aristocracy may offer gifts of armaments or even artillery (if the campaign utilizes such weapons). Merchant princes will bring luxurious velvet and cloths made of gold as well as beautiful exotic art objects from far away lands. Jewels, gems and gold are always considered appropriate gifts as well.

The aristocratic manor is also used for important celebrations such as births and marriages. These special occasions are always the cause for magnificent feasts and entertainment, and to be invited to witness one of these festivities is to be recognized as an important member of the aristocrat's court. Deaths are also part of court life, and as members of the aristocrat's family learn that they are nearing the end of their earthly days, they will try to return to the manor house to die among friends and family. These solemn occasions are usually followed by a burial in the family tomb and a special ceremony to promote another family member to the now vacant position.

Income from the Manor

It costs an extraordinary amount of money to build and maintain a manor. Some of these costs can be recouped by the collection of taxes from the people who live on the manor's lands. The *Quintessential Samurai* includes a table showing the relative size of the manor's lands and its population and the requisite income that can be generated from income taxes. As expenses increase, a bewildering array of taxes may be assessed upon the manor's inhabitants as noted below. The aristocrat will need to assign an excise official to collect these taxes from the local populace; this person is certain to be the most unpopular figure on the manor.

Agistment. This is a tax upon the peasant for the right to graze their animals in the lord's forest.

Bodel silver. This is a tax for the right to live in a house on the lord's manor.

Chimnage. This tax is for the right to carry goods through the aristocrat's forest.

Foddercorn. This is a tax of grain that is provided to feed the aristocrat's horses or other special mounts.

Heriot. This is a very odd tax. When a person dies, his or her best animal is given to the aristocrat of the manor.

Wood-penny Tax. This tax is assigned to peasants for collecting firewood on the aristocrat's lands.

Maintenance Costs

The monthly maintenance of a manor can be staggering – the aristocrat must pay 10% of the manor's value (including servants and staff) per month to keep his manor in proper working condition. These costs cover the daily operations of the manor as well as to help maintain the grounds, gardens, fountains, stables, and other important amenities upon the manor. These high costs are one of the main reasons that an aristocrat may go adventuring, seeking treasures to help replenish his stores of coin to maintain his property.

An aristocrat who does not pay the monthly maintenance fees risks watching his manor fall into disrepair. The grounds may dry up, fields will lie fallow, and plants and trees will wither and die. The palace itself may catch fire or simply collapse, or disease may run rampant through the manor killing animals or even people. These events will happen slowly over time, but they are guaranteed to happen if the aristocrat does not immediately begin paying the maintenance costs again. After three months of not paying the maintenance costs, the aristocrat will risk a peasant uprising and may be forced to flee his own lands or risk being killed for his rampant disregard for the welfare of his estate and its inhabitants.

Cost of the Manor

The costs for building the manor house itself can be found in *Core Rulebook II*. More defensive, military structures may be constructed using the rules for strongholds in the *Quintessential Fighter*. Aristocrats who are affiliated with the particular church, guild, or academic institution may also want to consult the construction rules in the *Quintessential Cleric*, *Quintessential Rogue* and *Quintessential Wizard* for further ideas.

The types of manor houses most appropriate for aristocrat characters from *Core Rulebook II* are as follows:

Grand House: This structure costs 5,000 gold pieces and consists of 2 to 3 stories made of wood with a thatched roof. It contains between 4 to 10 rooms depending upon



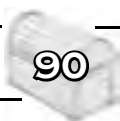
the layout. This structure is only appropriate for the very lowest level aristocrats, such as non-hereditary titles like knights or minor government officials. In order to compete with the rest of the aristocracy, the character must upgrade to a larger structure as soon as possible.

Mansion: Most aristocratic palaces will be constructed based upon this model. The mansion from *Core Rulebook II* is made of wood and brick with a slate roof and has 2 to 3 stories housing 10-20 rooms. Its base cost is 100,000 gold pieces. Of course, aristocratic characters will seek to upgrade their mansion to include better building materials such as imported woods and stone, marble, ivory, and even silver, gold or platinum plating. These additions will raise the costs by as much as 100% but should seriously be considered an important investment for the aristocrat.

Keep: This structure is designed more for military and defensive purposes than for luxury and refinement. However, a keep (base cost of 150,000 gold pieces) can be augmented as described above under 'Mansion' for similar costs increases.

Other costs: The table below outlines the additional costs for some of the augmentations described in this chapter. Keep in mind that while these additions can be very expensive, the manor and palace is an extension of the aristocrat's power and authority and every self-





Design Element	Cost
Formal Gardens, Small	1,500 gold pieces
Formal Gardens, Large	3,000 gold pieces
Formal Gardens, Elaborate	5,000 gold pieces
Fountain	500 gold pieces
Ornamental Pond	1,500 gold pieces
Vineyards	3,000 gold pieces
Exotic Menagerie	10,000 gold pieces
Stables, Extravagant	8,000 gold pieces
Stables, Exotic	2,500 gold pieces
Hidden Courtyard	1,500 gold pieces
External Decorations (grand steps, guardian statues, climbing ivy, flags and pennants, etc.)	+15% of structure cost
Sculptures, Masterpiece (Interior)	500 gold pieces (each)
Monumental Grand Staircase (Interior)	1,500 gold pieces
Ornamental Fireplace	1,000 gold pieces
Decorative Windows	500 gold pieces
Frescoes, Paintings and Artwork	+10% of structure cost
Tribunal in the Great Hall	250 gold pieces
'Line of Kings' statue hall	2,000 gold pieces
Family Tomb	1,000 gold pieces (does not include additional statuary)
Grand Treasury	2,000 gold pieces
Kennels	500 gold pieces
Torture Chamber	2,500 gold pieces (includes equipment)

respecting aristocrat will seek to add as many of these augmentations as possible to his manor house and the surrounding grounds.

Costs and Building Times. The manor house and surrounding grounds take one week to construct for every 2,000 spent. This time can be reduced to one week for every 5,000 gold pieces spent by increasing all costs by 50%.

Additional Costs And Status

The added cost to upgrade a mere mansion to a stately and refined residence worthy of an aristocrat does have an in-game benefit. For each additional 20,000 gold pieces spent on these artistic augmentations (not including the cost of the structure itself), the aristocrat may add +1 to his Status score.

Servants of the Manor

Common Servants

Animal Handler: Animal handlers specialize in the care of a specific type of animal. Each handler can care for up to a dozen domestic common animals or six exotic

(magical) beasts. For each different type of animal, the aristocrat must hire additional animal handlers. Most commonly the aristocrat will need at least two for his horses and dogs. Animal Handlers are also responsible for caring for any animals held in an exotic menagerie. They are usually experts with several ranks in Handle Animal and Ride.

Architect: Master architects must be employed by the aristocrat to design a manor house that will be the envy of all other members of the aristocracy. The architect must be paid on a monthly basis equal to the entire construction time of the manor and its grounds. Architects are most commonly experts with ranks in Knowledge (architecture & engineering) and Knowledge (arithmetic & geometry), but academically inclined aristocrats also make good architects.

Captain of the House Guard: The leader of the aristocrat's personal detachment of bodyguards, the Captain reports directly to the Lord Marshal. The captain is typically a fighter with at least one level in the aristocrat class.

Castellan: The officer in charge of keeping the manor and its palace in good repair, the Castellan also ensures

that the manor is adequately stocked for any eventuality. The Castellan is most often a low-level aristocrat with a few ranks in Knowledge (arithmetic & geometry) for determining how low supplies are becoming.

Chamberlain: As the name implies, the Chamberlain is the main servant of the aristocrat's bedchamber, and is responsible for the lord of the manor's wardrobe, which is often kept under lock and key due to the valuable furs and finery sewn onto the clothing. He also oversees the petty cash of the aristocrat and therefore has minor financial responsibility giving him some access to the Chancellor. His direct report is to the Lord Chamberlain. Chamberlains are usually low-level aristocrats with ranks in Diplomacy.

Cook: For every 50 persons living in the manor house, a cook must be part of the staff. Cooks are either commoners or experts with ranks in Profession (cook).

Engineer: Aside from building the actual structure, an engineer is essential for keeping the manor house in good working condition. One engineer is needed for every 100,000 gold pieces spent to build the manor house. Most often, engineers are experts with ranks in Knowledge (architecture & engineering) and Profession (engineer).

Excise Officer: The collector of taxes, an aristocrat will need to hire one excise officer for every 100 inhabitants that live on the manor's property. Excise officers are usually aristocrats with ranks in Appraise, Intimidate and Knowledge (economics & business).

Gardener: This individual is responsible for the upkeep of the manor's luxurious gardens, planting perennials and watering all of the plants, flowers, and trees to keep them from drying out and dying. The aristocrat will need one gardeners for every 1,000 gold pieces spent on a formal garden. Gardeners may be commoners but are more likely experts with ranks in Knowledge (agriculture) and Profession (gardener).

Groundskeeper: Different from the gardener, the groundskeeper takes care of all of the other non-garden and non-vineyard property on the manor, maintaining the pathways, fountains, ornamental ponds, and other structures. One groundskeeper is needed for every 2,000 gold pieces spent on this type of finery on the manor's property. Groundskeepers are usually commoners.

Guardsmen: These are sentinels specially trained to be watchful and ever vigilant of their surroundings. They are more disciplined with better equipment and training than ordinary troops. Most are warriors with high ranks in spot and listen.

Stable Master: The stable master is responsible for the care of all mounts in the stables outside of the manor house. He is usually an expert with ranks in Handle Animal and Ride and reports to the Master of the Horse.

Vintner: This individual maintains the wine grapes on the aristocrat's lands and is also responsible for the yearly crushing which results in the annual wine making on the property. Vintners are usually experts with ranks in Profession (vintner) and Knowledge (nature).

Specialized Servants

Almoner: Another financial official, the almoner is responsible for the distributing of alms to the poor who live on or near the grounds of the manor. Wealthy aristocrats are expected to help take care of the poor and destitute, although many selfish members of the aristocracy find ways to recoup this generosity later by imposing harsher taxes on the rest of the population. The Almoner is usually a low-level aristocrat with ranks in Diplomacy.

Butler: This position originally was used only as a wine waiter, but over time it has become an important member of the aristocrat's personal staff, responsible for all aspects of the grand table including the silver and gold dishes and utensils and the cutlery. Butlers are often combination aristocrat/experts with ranks in Diplomacy and Knowledge (local) and Profession (butler).

Chancellor: The aristocrat's chief secretary, the Chancellor is responsible for recording and managing the official correspondence from the manor, and therefore also has responsibility for dealing with foreign dignitaries. A cleric or other academically inclined character usually holds the Chancellor position, with ranks in Knowledge (economics & business), Appraise and Forgery.

Dean of the Chapel: This official is responsible for all of the clergy and other church officials who live on the property of the manor, as well as both the private and public chapels. The Dean of the Chapel is an aristocrat with ranks in Knowledge (religion), Knowledge (local) and Diplomacy.

Justiciar: This is the chief legal officer of the manor and is responsible for dispensing justice in the absence of the lord of the manor, such as when the aristocrat is away adventuring. He reports directly to the lord of the manor, and is usually a multi-classed aristocrat/expert with ranks in Knowledge (law) and Profession (lawyer/barrister).



Lord Chamberlain: A higher office with a different function than a regular Chamberlain, this official is responsible for directing all of the public ceremonies that take place at the manor house and on its grounds. The Lord Chamberlain reports to the Lord Steward. The Lord Chamberlain is an aristocrat with several ranks in Diplomacy, Knowledge (ceremonies) and Knowledge (symbolism).

Lord Marshal: The chief military officer of an aristocratic household, the Lord Marshal is also usually the personal bodyguard of the aristocrat and as such is also responsible for all of the aristocrat's more personal servants such as his grooms. As the chief military officer, the Captain of the House Guard and all of the other guardsmen and the Castellan report to the Lord Marshal. Lord Marshals are usually multi-classed aristocrat/fighters or aristocrat/warriors with ranks in Knowledge (military tactics), Diplomacy and Intimidate.

Lord Steward: The Lord Steward is the head of all domestic arrangements at the court such as ensuring regular supplies of firewood and building materials, seeing to housing arrangements, purchasing equipment and supplies, and attending to all of the behind-the-scenes activity that produces the daily spectacle of court life. The chamberlains, cooks, and all other non-specialized servants all report to the Lord Steward. He is usually the aristocrat's eldest advisor. These servants are usually aristocrats with ranks in Appraise, Diplomacy and Knowledge (economics & business).

Master of the Grounds: Responsible for all of the maintenance and upkeep for the grounds of the manor, the Master of the Grounds ensures that the gardens are green and lush, the ornamental ponds are clear of debris, and that the vineyards are free of vermin and insects. His staff includes gardeners, groundskeepers and vintners. The Master of the Grounds is often a multi-classed aristocrat/expert with ranks in Knowledge (agriculture), Knowledge (nature), Profession (gardener) and Profession (rat catcher). A special few might have one or two levels of druid.

Master of the Horse: A seemingly low title, the Master of the Horse is in fact one of the chief officers of the court, responsible for all of the stables, transportation and hunting. All of the animal handlers and stable masters on the manor report to the Master of the Horse. These servants are most often aristocrats with several ranks in Diplomacy, Handle Animal, Ride and Survival.

Treasurer: The Treasurer is the guardian of the manor's treasures and for the revenues drawn from taxes as well as funds collected from fines, gifts, tolls and bribes. The excise officers report to the treasurer, who in turn reports to the Chancellor. The Treasurer is an aristocrat with ranks in Appraise, Forgery, Knowledge (arithmetic & geometry) and Knowledge (economics & business).

Servants List

Servant	Cost per Month
Animal Handler	100 gold pieces
Architect	200 gold pieces
Captain of the House Guard	300 gold pieces
Castellan	500 gold pieces
Chamberlain	50 gold pieces
Cook	5 gold pieces
Engineer	500 gold pieces
Excise Officer	50 gold pieces
Gardener	25 gold pieces
Groundskeeper	20 gold pieces
Guardsmen	10 gold pieces
Stable Master	10 gold pieces
Vintner	30 gold pieces
Specialized Servants	
Master of the Horse	500 gold pieces
Dean of the Chapel	500 gold pieces
Lord Steward	1,000 gold pieces
Lord Chamberlain	350 gold pieces
Lord Marshal	500 gold pieces
Justiciar	500 gold pieces
Chancellor	300 gold pieces
Treasurer	200 gold pieces
Butler	150 gold pieces
Almoner	50 gold pieces
Master of the Grounds	75 gold pieces

In addition to these servants, there are literally hundreds of other types of servants that an aristocrat may wish to hire, such as messengers, labourers, maids, and porters and personal attendants. Costs for these servants can be found in *Core Rulebook II*.

ARISTOCRAT TITLES

Players of aristocrat characters may wish to learn more about actual titles of nobility from history to create important sounding titles for their characters and the members of their character's family. Below is a list of some of the more common titles that you have probably heard before, but placed in their proper context in order of importance. Titles for non-European cultures are included as well to give you a well-rounded list of titles from which to choose. Work with your Games Master to determine which titles are most appropriate or to create new titles by mixing and matching between the various cultures.

You can also create titles for other, non-noble aristocrat characters such as deacons, industrialists, and academics. Work with your Games Master to come up with a list of titles appropriate for the organizations to which your character belongs. A good thesaurus and a few minutes of research at the library or on the Internet can help you design titles that sound appropriate and correct.



Emperor & Empress

The emperor is usually the highest-ranking title available, the ruler of an empire. Originally a military title, it later came into widespread use not only in Europe for the Holy Roman Emperor but also in Russia, China, Japan, Persia, the Ottoman Empire, Ethiopia, and India. Emperor comes from the Latin word *imperator* or 'commander'. Other translations include the Greek *autokrator*, German *Kaiser*, French *empereur*, Spanish *emperador*, and Russian *tsar*.

King & Queen

Kings rule either independent sovereign nations or imperial kingdoms; independent sovereigns are usually ranked above those who are vassals of an emperor. The Austrian title of *Archduke*, used for the successor to the imperial throne and the title of *Grand Duke*, the ruler of a grand duchy such as those found in Russia, can be considered the equivalents of kings. The chart below

Kendrick ordered Caradec and Isembar to be taken into custody immediately, and with their capture the spell over his long-lost son was broken. He then turned his attention to his daughter. Her wound was fatal, and she hovered close to death. Kendrick knelt down beside her and closed his eyes. He muttered a few words of prayer to his gods, his ancestors, and even to the kingdom, seeking to draw power from the very land itself. His hands began to glow, and he placed them on his daughter's wounds. Slowly, her eyelids fluttered open and she began to breathe again. The soldiers and servants nearby began to gasp.

'The hands of the king!' they cried.

Addison dropped to one knee and held his sword out to Kendrick. 'All hail the new King!'

shows several European translations for the words 'king' and 'queen'. Others include the Portuguese *rei* and *reiha*, the Romanian *regele* and *raina*, the Norwegian and Danish *konge* and *dronning*, the Swedish *konung* and *drotning*, the Dutch *koning* and *koninging*, and the Irish *ri* and *rigan*.

Continental European Titles

In Germany, the titles in descending order are *Herzog*; *Fürst* or *Prinz*; *Pfalzgraf*, *Markgraf*, and *Landgraf*, all of about equal rank; *Graf*; *Baron*, *Freiherr* or *Freier*; and *Ritter*. The prefix of *Reichs-* before any of these titles meant that the emperor bestowed the title upon the holder directly and therefore the noble was not the vassal of any other lord.

In France the titles are *duc*; *prince* (only a prince of royal blood is above a *duc*; other princes are often the sons of a *duc* and therefore below the *duc* in the hierarchy); *marquis*; *comte*; *vicomte*; *baron*; *seigneur* or *sire*; and *chevalier*. The heir to the French throne was

called the *dauphin*. Italian titles in descending order are *duca*; *principe*; *marchese*; *conte*; *visconte*; *barone*, and *cavaliere*. In Spain the titles are *duque*; *principe*; *marqués*; *conde*; *visconde*; *barón*; and *caballero*.

The count (*Graf*, *comte*, *conte*, or *conde*) is a noble attached to a kingly court and serving as an advisor to the king. The word *Graf* in German comes from older Carolingian and Merovingian terms for a noble appointed by the king and having military and legal authority over a certain territory. The creation of a border territory, or march, gave rise to the title *Markgraf*, which was eventually translated into the French *marquis*.

The duke is the highest-ranking official after a king; the title denotes sovereignty over a large territory. Its name comes from the Latin *dux* or 'field marshal'.

English Titles

The English titles in descending order are *prince*, *duke*, *marquess*, *earl*, *viscount*, *baron*, *baronet*, and *knight*. The title of earl is the equivalent of the count used in continental Europe. All of the English titles with the

A Table Of Noble & Honorable Titles

Latin	English	German	French	Spanish	Italian
Imperator, Imperatrix	Emperor, Empress	Kaiser, Kaiserin	Empereur, Imperatrice	Emperador, Emperatriz	
Rex, Regina	King, Queen	König, Königin	Roi, Reine	Rey, Reina	
Princeps	Prince, Princess	Prinz, Prinzessin; Fürst, Fürstin	Prince, Princesse	Principe, Princesa	Principe, Principessa
Dux	Duke, Duchess	Herzog, Herzogin	Duc, Duchesse	Duque, Duquesa	Duca, Duchesa
	Marquess, Marchioness	Markgraf, Markgräfin	Marquis, Marquise	Marqués, Marquesa	Marchese, Marchesa
Comes, Comitissa	Earl, Countess	Graf, Gräfin; Landgraf, Landgräfin; Pfalzgraf, Pfalzgräfin	Comte, Comtesse	Conde, Condesa	Conte, Contessa
	Viscount, Viscountess		Vicomte, Vicomtesse	Vizconde, Vizcondesa	Visconte, Viscontessa
	Baron, Baroness	Baron, Baronin; Freiherr, Freifrau	Baron, Baronne	Baron, Baronesa	Barone, Baronessa
	Baronet				
	Knight	Ritter	Chevalier	Caballero	Cavaliere

DESIGNER'S NOTES

This is it: my first foray into writing for the d20 system. Truth be told, it is also my first published book of any kind. Like many of my fellow Games Masters, I have a yearning to tell stories of heroes, villains, mystery, and magic. It was not without a little trepidation that I proposed this work to 'Mongoose Matt' more than a year ago after reading a post on the ENWorld message boards about why there weren't any books dedicated to the non-player character classes of adepts, experts, and aristocrats.

Since then, there have been two books published dealing with some of these other classes but there are still no books dedicated to playing the aristocrat in the d20 system: the wealthy, well-born, and educated members of society. The 11 standard classes all cover many fantasy archetypes, but I still felt there was something missing, and I felt that I had a unique take on the subject.

Matt allowed me the opportunity to be among his first guinea pigs, to help Mongoose build their line of PDF products. I happily accepted the offer, as I have been a huge supporter of the electronic book format since I bought my first d20 PDF more than two and a half years ago. I believe that this work complements the other printed books in the Collector's Series quite well.

The most fun parts for me were the creation of the Aristocrat Affiliations and the rules for Status. The chapter on Aristocrat Affiliations is a departure from the way that organisations are normally designed for the d20 system. I felt it necessary to provide the detail, while at the same time keeping the themes loose enough to fit in with any kind of organisation that a player or Games Master might wish to create. My goal was to provide a system to help boost the aristocrat class a little, enabling the class to compete on the same playing field with fighters, rogues, and wizards of similar level. The other classes have innate powers and abilities to accomplish their tasks; the aristocrat stands apart because his main power is his ability to command and lead others, getting them to do what he wants. Now with access to the wealth, contacts, and favours of an affiliation, the aristocrat has even more ways to exploit his abilities.

I also found the design of the prestige classes very enjoyable, especially the classes designed for the specific d20 character races. I've always felt that many of the published prestige classes are too general in theme, so I took a chance by creating a built-in role-playing theme with each of the racial prestige classes. Elven or dwarven governments in your world may not follow the

same systems I have used, but hopefully these will give you some ideas to stretch your imagination.

I can't finish this book without thanking several people who have helped me to reach my goal of getting my first book published. My wife, Jody, was a source of constant support, as well as the members of the group for which I am Games Master (Brian, Jay, Jonathan, Malinda, Scott, and Victor). I'd also like to thank the Boiespuds gaming group for getting me involved in role-playing again. Our Games Master, Cal Man, provided a lot of helpful suggestions on game balance and mechanics. To my two persistent editors, Christina and Robert, thank you for the late nights reading through my rough drafts. Lastly, I'd like to thank my parents, who always supported my interest in gaming, starting with my first fantasy role-playing game they gave me as an Easter present nearly 20 years ago. Thanks, everyone!

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I did a lot of research, both printed and online, to write this book. Several of the chapters, particularly Tricks of the Trade (specifically the information on 'Study and Education' and 'Family Icons'), Tools of the Trade (the sections on 'Clothing' and 'Games') Aristocratic Manors, and Aristocratic Titles owe much of their information to the sources below.

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