

# Aristocrat

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Table: Aristocrat

Lvl	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Privilege	-	-	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3		-	-	-	-	-	-	-	-	-	-
3	+2	+1	+1	+3	Authority +2	-	-	-	-	-	-	-	-	-	-
4	+3	+1	+1	+4	Inspire +1, 1/day	-	-	-	-	-	-	-	-	-	-
5	+3	+1	+1	+4		-	-	-	-	-	-	-	-	-	-
6	+4	+2	+2	+5	Authority +3	-	-	-	-	-	-	-	-	-	-
7	+5	+2	+2	+5		-	-	-	-	-	-	-	-	-	-
8	+6	+2	+2	+6	Inspire +2	-	-	-	-	-	-	-	-	-	-
9	+6	+3	+3	+6	Authority +4	-	-	-	-	-	-	-	-	-	-
10	+7	+3	+3	+7	Inspire 2/day	-	-	-	-	-	-	-	-	-	-
11	+8	+3	+3	+7		-	-	-	-	-	-	-	-	-	-
12	+9	+4	+4	+8	Authority +5, Inspire +3	-	-	-	-	-	-	-	-	-	-
13	+9	+4	+4	+8		-	-	-	-	-	-	-	-	-	-
14	+10	+4	+4	+9		-	-	-	-	-	-	-	-	-	-
15	+11	+5	+5	+9	Authority +6	-	-	-	-	-	-	-	-	-	-
16	+12	+5	+5	+10	Inspire +4	-	-	-	-	-	-	-	-	-	-
17	+12	+5	+5	+10		-	-	-	-	-	-	-	-	-	-
18	+13	+6	+6	+11	Authority +7	-	-	-	-	-	-	-	-	-	-
19	+14	+6	+6	+11		-	-	-	-	-	-	-	-	-	-
20	+15	+6	+6	+12	Inspire +5, 3/day	-	-	-	-	-	-	-	-	-	-

## Description

The upper class is typically composed of aristocrats, experts and warriors, depending on the focus of the individual. This class represents those who emulate the ideals of their station, skilled in both war and peace.

## Class Features

**Hit Die:** d8.

**Skill Points:** 4 + INT bonus, x4 at 1<sup>st</sup> level.

**Class Skills:** The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Survival (Wis).

**Weapon and Armor Proficiency:** The aristocrat is proficient in the use of two weapon groups and with all types of armor and shields.

### Privilege (Ex)

Aristocrats tend to favor one another over non-aristocrats as a general rule, and no specific rules are required to represent that. In general, treat aristocrats as friendly towards one another unless there is a specific and strong reason for it to be

otherwise. Thus, they are typically willing to host one another, help out with a tight spot, lend cash on good terms and so on; and if there is a choice between given a benefit to an aristocrat and a non-aristocrat, they will tend to favor the aristocrat.

### Authority (Ex)

At 3<sup>rd</sup> level, aristocrats gain a +2 bonus on Diplomacy and Gather Information checks with any members of the aristocracy, upper class, wealthy middle class, artisans and other professionals who work for the upper class, royalty, and all similar individuals. This is partially predisposition of these individuals, and partially the aristocrat's deep familiarity with such people and how to work with them. This bonus increases by +1 every 3<sup>rd</sup> class level thereafter.

### Inspire (Ex)

At 4<sup>th</sup> level, aristocrats gain the ability to inspire a group of people to greater and better effort. Once per day, the aristocrat can take a full round action to inspire any number of people (so long as they can hear and see him clearly) to a specific goal or task. Inspired individuals gain a +1 competency bonus to all checks related to the task (if it is combat, they gain a +1 to hit, morale checks, and saves) for one hour or until the task is done, whichever comes first. Every 4 levels thereafter, the bonus increases by +1. The aristocrat can not inspire himself. Alternately, the aristocrat may take a full minute to inspire, in which case the effects last for a full day.

At 10<sup>th</sup> level and 20<sup>th</sup> level, the aristocrat gains the ability to inspire one more time per day.

