

Power Classes

IV

Noble

The noble is the master of the social scene. Through his training and upbringing, together with his status he excels at taking command of any situation and turning it to his advantage. Nobles often function as leaders of society, the cream of the crop who direct others to carry out their goals, taking part themselves only when it is expedient or the matter is of some great concern to them. Their training in etiquette, hunting, tactics and the simple way of how their society hangs together makes them perfect leaders for adventuring parties.

This is the fourth book of the Power Classes series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduce an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns.

Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

FOR GAMES MASTERS AND PLAYERS ALIKE

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Noble

Power Classes



The Power Classes IV *Noble*

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INTRODUCTION

The noble is the master of the social scene. Through his training and upbringing, together with his status he excels at taking command of any situation and turning it to his advantage. Nobles often function as leaders of society, the cream of the crop who direct others to carry out their goals, taking part themselves only when it is expedient or the matter is of some great concern to them. Their training in etiquette, hunting, tactics and the simple way of how their society hangs together makes them perfect leaders for adventuring parties.

Whilst the status of the noble is his greatest asset, so it is also his greatest flaw. Nobles must constantly be on their guard both for the inevitable attempts to denigrate them by their rivals, as well as for their own actions, lest they imperil their standing with society and family. To the noble, family is all important for it is from their family and antecedents that they draw their position and privilege. Moreover it is through their family and the hopes of betterment that they remain in a position of strength, hoping to improve the lot of their next generation. The most experienced nobles are masters of the status game, currying and accruing favours with a ready ease so that they are seldom, if ever, without an asset or a method of turning a disadvantage into benefit.

A noble makes a truly dangerous enemy, able to draw upon his allies, family and retainers. An insult to one can become an insult to hundreds of individuals, all blood-sworn to avenge their lord. Perhaps even more dangerous than their command of others, is the ease with which a noble can destroy the reputation and standing of another individual. Well-respected, feared or even loved, a noble can wither another's reputation with a word. This, when combined with their position in society, makes the noble a deadly opponent.

USING POWER CLASSES

This is the fourth book of the Power Classes series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduce an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

Any player intending to play a noble character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special note should be made of the many new class features which will have a direct impact on the capabilities of any assassin character in the game.

THE NOBLE

Adventures: The noble might appear, at first, to be a poor candidate for adventures. Restricted by oaths of fealty and tradition, the noble would seem to be hidebound and moribund compared to less well-born adventurers. Nobles do not adventure - they quest, do daring deeds and more importantly get others to adventure for them. A noble character tends to lead adventuring parties, possibly all comprised of retainers, and has them undertake missions and quests to the betterment of the noble and his family line. A noble who is somewhat removed from his family, as the black sheep, has a somewhat easier time adventuring, although still restricted by the boundaries of society and propriety. He is just less expected to spend his days at court or improving the family estates. A good reason for a noble to quest might be marriage, whether to build his standing in the eyes of his bride-to-be and her family, or to escape an unwelcome marriage for as long as possible. Nobles excel at the social side of adventures and with their grasp for the political climate, they make excellent party leaders, if not the best combatants.

Characteristics: Social expertise is the main characteristic of every noble. They should excel at the social side of any game and bring a touch of the higher classes to any party. They are also effective at being skilful and well-rounded, as well as providing leadership and using their wealth and standing to the advantage of all.

Alignment: While a noble can be of any alignment, most, given their own place in society and need to defend 'the natural order', tend to be lawful neutral. Despite this tendency, there are a great many pious and moral nobles, as there are those ruthless and heartless. The latter tend to be found most often in less tolerant societies, though even the most refined and enlightened kingdom has its share of vultures nesting within it.

Religion: Most nobles tend towards a lawful religion, though this is by no means an absolute. If there is a state-sponsored church in their land then

they will, at least, pay lip service to it even if in secret they hold fealty to a different deity.

Background: All nobles come from an exalted background, that of the highest society and a position of power. While some might be impoverished compared to others, land is their strength and provides a ready buttress against hunger or need. A noble might be from a family recently raised to the peerage, and as such he will doubtless be looked upon with slightly less than awe by his fellow nobles, while some commoners might even still consider him to be 'one of them', though it would never do for nobles peers to find out.

Races: Humans are the most common nobles, with the preponderance within their societies for titles and status. Any race can, however, be a noble. Half-orcs are perhaps the least common. Most often the result of rape, a half-orc noble would have the greatest struggle to be accepted, and the greatest reward if they could attain such. Elves and half-elves make excellent nobles, whether within their



own communities, or raised as such by some deed for another society, and they present a fair and noble appearance to peers and commoners alike. Dwarves rarely have extended social structures, though in a large dwarven society there may be many clan-chieftains or battle-leaders who have the trappings of nobility. Those few gnomes and halflings who are born as nobles are an exception. Sometimes elevated as such for some great deed done by one of their forebears in a human culture, they are considered an oddity, albeit not so maligned a one as the half-orc.

GAME RULE INFORMATION

Abilities: Charisma is of paramount importance to the noble as it is used for his most important skill, Diplomacy. A high Intelligence is also extremely vital, allowing the noble to acquire a broad range of skills, follow his plans down to the final detail and ensure the best profit for his family. For the noble who frequently engages in battle, a high strength can ensure his first blow will be a telling one. Wisdom is useful to the noble to ensure his plans are complete and his mind can remain free of influence by others, whether mundane or magical. Finally, Dexterity is useful for a noble to ensure he appears graceful and composed at all times.

Alignment: Any, predominantly lawful.

Hit Die: d6.

Class Skills

The noble's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, Exclusive Skill), Diplomacy, Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (Etiquette, History, Local, Nobility and Royalty, Tactics, Heraldry), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Starting money: 6d6 x 10 gp.

Class Features

All of the following are class features of the noble.

Weapon and Armour Proficiency: A noble is proficient with all simple weapons, all martial melee weapons of medium size and all ranged martial weapons. He is also proficient with light and medium armour and all shields. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Title: The character bears a title of nobility within his native country. He comes of noble birth and family and if in the direct line of succession can expect to ascend to his father's title. If not in the direct line, he can still better his title by deeds of note, martial or diplomatic, and still retains his title and status. Sample titles suitable for a player character include:

Knight

Baronet

Lord (direct heir or child of a landed noble)

It is not recommended for a beginning player character to be a landed noble, such as a Baron, Count, Marquis, Earl, Viscount or Duke. A landed noble has little time for adventuring, being more concerned with their position in court and their lands. His relative, however, has far more freedom and mobility and makes an excellent adventurer, albeit one who is likely to look down on less than salubrious inns and taverns.

Rank Hath its Privileges: The character is a noble within his native land. As such he possesses all benefits and privileges entitled to one of noble birth and title. Such benefits might include the right to bear arms, the right to have armed and liveried retainers, the right of hospitality in another noble's domain, the right to attend the King's court, and the right of trial by peers. Along with these benefits, however, comes the responsibility to uphold them. The character is expected to uphold the nobility of the land and support the King (or Queen, Emperor, Shogun, Prince, Duke, etc). As such, he must behave in a manner fitting his station, to remain free of the suspicion of treason and to appear, in all ways, to be a peer of the realm. Should the character fail to uphold this status, then at the best he will become a social-outcast, at the worst be detained for treason.

Wealth: The noble starts with amazing wealth for a 1st level character. In addition to his normal starting money, the noble receives 50 gp for every point of Charisma modifier he possesses (if positive). This

money is a stipend from the noble's family and is provided to ensure the noble does not drag the family's name into the mud by appearing unkempt. Each year, the noble receives another allowance of the same amount. However, should the money be judged to be squandered then the noble will receive no more.

Iron Will: At 2nd level, the noble receives the Iron Will feat for free.

Gossip: A noble gains this ability at 3rd level. Nobles tend to hear a lot of rumours, gossip and general chatter about a great many subjects from both their social equals and the lower classes. A noble can make a Gather Information check concerning a place, item or individual that is associated within their native society (must be associated with the country of birth or title for the noble character).

DC Knowledge learned

- 10 Common and well known to the general population. Example: Simeon Snowlock is renowned as being the finest bowyer within the kingdom.
- 20 Known by many but not widely-spread. Example: Scathach the merchant used to deal in slaves before moving into the country.
- 30 A hidden secret. Example: Sir Wilhelm lost his mount and sword at the battle of Three Pines, he took the mount and weapons of a fellow knight and passed them off as his own.
- 35 Well-kept secret. Example: Scathach still deals in slaves, taking serfs from the lands of those who can no longer support them and sending them abroad for profit.
- 45 Very well-kept secret. Example: Baron Greythin, Scathach's liege lord supports his actions and receives a cut of the sales of the slaves.

Taunt: As a full round action, the noble can taunt and demean his opponents, highlighting their weaknesses and faults. One enemy per three class levels of the noble is affected as if by a *doom* spell. The affected opponents must be able to both see and hear the noble, as well as understand him. This spell-like effect is treated as if cast by a sorcerer of the noble's class level. If the noble is attacked while using this ability, he must make a concentration check (DC + damage received) or the taunt is ineffective.

Social Skills: The noble receives a social ability from the list below at 5th, 10th, 15th and 20th level. All

such abilities must be supported by roleplaying and cannot be chosen without the approval of the Games Master.

Ally: You have a close relationship with a powerful individual who will go out of his way to aid you. Your ally holds some position of power, whether a noble title, by influence within a church or guild, or some other rank that gives him strength over others. To gain the ally's aid you must address him personally, or get word to him of your need for assistance. The Games Master makes an Ally check based on 1d20 + your Charisma modifier + any applicable circumstance modifiers. Circumstance modifiers might include whether you have recently assisted your ally (+2), whether you have risked your life for your ally (+4) or whether you have personally saved your ally's life (+6 or higher).



The DC for the check depends upon the time of assistance requested. If it is a simple request, such as for an invitation to a social function, loan of a small amount of money or the like, the DC will be 10. Asking your ally to introduce you to someone of equal status to your ally might be a DC 15. A request for physical aid, such as soldiers loyal to your ally to come to your aid might be DC 25 or higher. The Games Master is the final arbitrator as to the DC of any Ally check.

You may request aid from your ally once per month, however, for each request in successive months the DC rises by two.

Comeliness: You take a pride in your appearance and are naturally well-dressed and groomed. You receive a +2 circumstance bonus to all Charisma-based skill checks in situations where your appearance plays a part.

Etiquette: You may attempt to smooth over bad feelings from a social faux pas or vulgar breach of etiquette, committed either by you or your companions. You cannot undo the mistake, but you can erase the social stigma from whoever committed the error.

For example, if Lord Stephens accidentally insulted Baroness Demarque by mistaking her for the serving wench, you can step in to keep tempers from rising

or tarnished pride causing an over-hasty response by delivering a discourse on the merits of rational thought and forgiveness over hot-headed action.

If someone is intentionally trying to cause a social incident, make opposed Diplomacy checks. Those with the Etiquette ability gain a +2 bonus to this check. You can use your Etiquette ability a number of times per day equal to your Charisma modifier.

Family Ties: You have strong ties to your blood kin, such that they would delay important tasks to come to your aid. Of course, this cuts both ways and if someone kills your brother, you will be expected to hunt him down to the furthest reaches of the realm and beyond. To gain your family's aid, you must address a member personally or get a message to him. The Games Master makes a Family Ties check based on 1d20 + your Charisma modifier + any applicable circumstance modifiers. If you have recently done a favour for your family, you might get a +2 circumstance bonus to the check. If you have recently risked your life for them, you might get a +4 or +6 bonus to the check (Games Master's discretion).

The DC for the check is based on the type of aid asked for. Asking to stay at a relative's house while you and your companions recover from an adventure might be a 10 or 15, depending on how well you know them. Requesting a cousin to meet you

The Noble

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Title, Rank Hath its Privileges, Wealth
2	+1	+0	+0	+3	Iron Will
3	+2	+1	+1	+3	Gossip
4	+3	+1	+1	+4	Taunt
5	+3	+1	+1	+4	Social Skills
6	+4	+2	+2	+5	Bonus Feat, Enhanced Leadership
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	Lead by Example +4
9	+6/+1	+3	+3	+6	Rally
10	+7/+2	+3	+3	+7	Social Skills
11	+8/+3	+3	+3	+7	Do you know who I am?
12	+9/+4	+4	+4	+8	Bonus Feat
13	+9/+4	+4	+4	+8	Lead from the Front
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	Social Skills
16	+12/+7/+2	+5	+5	+10	
17	+12/+7/+2	+5	+5	+10	Lead by Example +6
18	+13/+8/+3	+6	+6	+11	Bonus Feat
19	+14/+9/+4	+6	+6	+11	Power Corrupts
20	+15/+10/+5	+6	+6	+12	Social Skills, Absolute Power

with armed retainers for a midnight raid on a bandit camp might be a 15 or 20, depending on whether the bandits affected your cousin personally. Asking them to help you kidnap a baron and hold him for ransom would be a 35 to 40 and might get you, and them, disowned and attainted if you fail.

Your family might not have the high status or power that the Ally provides but they tend to be more loyal and persistent.

Refuge: You have some hidden place where you will be welcomed and can feel safe. Your refuge might be the home of another noble, within a travelling merchant caravan or just a cave outfitted for your comfort. Whatever the case, it is almost always open to you – unless someone else gets there first.

Reputation: Most adventurers eventually build up a reputation. Your reputation, however, becomes more important the higher up the social ladder you climb. While most in your homeland might recognise you as a hero, there are certainly some who see otherwise and hate you for your deeds of note. Likewise a cad may be acclaimed as such, but also respected for his dashing wit.

If you have a good reputation, you gain a +2 bonus to any Charisma checks you make to determine or change others' attitudes towards you, or when trying to gain a 5% discount on any merchandise you purchase.

If you are known as a cad, however, you gain a +2 bonus on Charisma checks to Intimidate others into doing what you want them to, or to keep them from alerting the authorities when you help yourself to a 5% discount on their merchandise.

Reputation may be selected more than once and its effects are stackable. For example, when chosen twice, your Charisma check bonus is +4 and the merchandise bonus will be 10%.

Savoir-Faire: You have a certain flair, dashing style, élan, or bravura that marks you as someone special. Everything you do is done with style, whether it be entering a room and turning heads, carving your initials into a tapestry with your rapier, or even savouring a meal at a banquet to impress your host.

You can intentionally attempt to impress others with your style in any task. You may make any required checks normally, but if your result is five or more levels higher than the required DC to succeed at the task, you have performed the deed with stunning flair. The Games Master is free to dictate any rules effects from this but possible outcomes may be gaining an Initiative bonus on successive actions, or a bonus to your Charisma-based skills to further impress those who witnessed your deed.

It is very hard to embarrass you, for you can turn even a fall into an elegant dance. Anytime you fail badly at something, you can make a Bluff skill check as a free action to mitigate the failure and make it look intentional. The DC depends on the nature of what you've done wrong, but will usually be 15 or 20. The higher your result, the better your reaction to failure appears.

As a free action, you may make a Diplomacy check to oppose anyone trying to embarrass you, even if you are unaware of what is going on (the Games Master will make the check in secret for you).

Smear Others: You can attempt to ruin another's good name or instil hostility toward him with certain people. It usually takes at least one night of socialising with the targeted audience, similar to a Gather Information check in order to change their minds concerning the object of your smear campaign. Characters normally make Charisma checks to alter



someone's attitude for the better. You can alter it for the worse with your own Charisma check, using the DC listed on the table below. Whenever the object of your smear campaign arrives, people's initial attitude toward him are whatever you influenced them toward. The audience does not need to know the person personally; reputation and name is enough.

Smear Others					
Initial Attitude	New Attitude				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Unfriendly	15	-	-	-	-
Indifferent	20	15	-	-	-
Friendly	25	20	15	-	-
Helpful	30	25	20	15	-

Add +5 to the DC if people in the crowd know the target of the smear personally.

Enhanced Leadership

Score	Level	Cohort	
		1st	2nd
1 or less	-	-	-
2	2 nd	-	-
3	3 rd	-	-
4	4 th	-	-
5	4 th	-	-
6	5 th	-	-
7	5 th	-	-
8	6 th	-	-
9	6 th	3	-
10	7 th	6	-
11	7 th	9	-
12	8 th	12	1
13	9 th	15	1
14	10 th	20	2
15	10 th	25	2
16	11 th	30	3
17	12 th	35	3
18	12 th	40	4
19	13 th	50	5
20	14 th	60	6
21	15 th	75	7
22	15 th	90	9
23	16 th	110	11
24	17 th	135	13
25+	17 th	150	15

The noble's Leadership score is modified as normal, as detailed in *Core Rulebook II*.

Bonus Feat: A noble character receives a bonus feat at 6th, 12th and 18th level. This feat must be chosen from the following list: Alertness, Armour Proficiency (heavy), Dodge, Expertise, Improved Initiative, Mounted Combat, Skill Focus. These bonus feats are in addition to the feat that a character of any class gains every three levels. A noble is not limited to feats from this list when choosing their normal feats.

Enhanced Leadership: The noble character receives the Leadership feat for free. However, given his natural status as a leader of men and peer of the realm, the noble character uses the leadership table below, rather than the one presented in *Core Rulebook II*.

Lead by Example: When performing the aid another action, the noble character performs particularly well. If the noble character's attack roll is

— Number of Followers by Level —

3rd	4th	5th	6th
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
1	-	-	-
1	-	-	-
1	1	-	-
2	1	-	-
2	1	1	-
2	2	1	-
3	2	1	1
3	2	2	1
4	3	2	1
5	3	2	1
6	4	2	2
7	4	3	2

successful, the ally of the noble may receive a +4 bonus to their attack, or a +4 bonus to their defence (noble character's choice). At 17th level, this bonus increases to +6 to attack or defence.

Rally: As a full round action, the noble character can rally his allies. Allies within a 30-foot radius are affected as if by a *bless* spell and may remake any saving throws against fear-type effects currently affecting them. The spell-like effect is treated as if cast by a sorcerer of the noble's class level. If the noble is attacked while using this ability, he must make a concentration check (DC + damage received) or the rally is ineffective.

Do you know who I am? The noble receives this ability at 11th level. As a full-round action the noble character may loudly declare his name, titles and heritage to all who listen. Following this declaration any who wish to attack the noble character, whether physically or verbally must make a Will save (DC 10 + the noble character's class level + his Charisma modifier). Should they fail this Will save then they are unable to assault the noble character. Those affected must be able to see, and hear the noble for this extraordinary ability to take effect. Furthermore, those affected must have some reason to be afraid of the power of the noble. Bandits, humanoid ruffians and the like should all have some fear for the rule of law within the noble's native land and rightfully be concerned about the consequences of assaulting him. However, confirmed traitors to the throne or agents of a foreign power might well have little to fear, or at least little more to fear when adding the death of the noble character to their list of crimes. The Games Master decides on whether a listener is affected by this power or not.

Lead from the Front: Should another character attempt to replicate a task already undertaken by the noble in the same round, that character receives a +2 bonus to their attempt as the noble has already 'shown the way'. Such tasks might include attacking an opponent (in the same manner as the noble, either with a martial or a ranged weapon depending on the noble's method of attack), bargaining with a merchant or riding across a narrow log.

Power Corrupts: The noble character is now able to convince others to do his bidding with but a few words. Once per day the noble may sway individuals to his cause by speaking a few honeyed words into their ear. This attempt functions as per a *charm person* spell cast by a sorcerer of the noble's class level. The noble character may affect multiple individuals with this spell. However, for each

individual beyond the first that the noble tries to affect, the save DC drops by one.

Absolute Power: The noble character is now in such a position of power as to be all but inviolate. The noble receives the benefits of the 11th level ability *Do you know who I am?* without having to spend the full-round action to declare his name and heritage. This is an extraordinary ability.

Ex-nobles

Ex-nobles retain all class features and special abilities and may use them without penalty, except that if a noble is ever attainted for treason or publicly exiled from the land his titles stem from, he loses all class features.



New Magical Item

Blade of Nobility

This near-mythical blade, forged for a battle leader who was less than skilled at court once his fighting days were behind him, has long been found in the hands of one noble family or another, each eager to retain the blade to pass on to their descendants. Strangely, however, no family has yet managed to retain the blade for more than two generations, it has been lost, stolen or taken in battle so many times that it is often called the sword of fallen nobility, three noble households have fallen entirely after gaining the blade. Forged from a bluish-white steel, said by scholars to be a mixture of platinum, mithral and star-metal the +2 Keen longsword confers a +4 enhancement bonus to the bearer's charisma. Furthermore, once per week the bearer may call upon the sword to gift him with an aspect of its radiance. If scabbarded the bearer will appear to glow with a light-blue aura, sufficient to grant light in a 5-ft radius around the character. This glow lasts for 1d4 hours and, whilst in effect, grants the bearer the effects of an armour spell and a +2 enhancement bonus to all bluff, diplomacy and sense motive checks. If the blade is drawn and called upon, the bearer receives a +4 bonus to ride checks and is treated as if possessing the mounted combat and ride by attack feats. These effects last for 1d6 turns, or until the blade is sheathed, whichever is sooner.

Once per year a calamity will affect the bearer and his family, this is at the Games Master's discretion.

Caster level: 18th
Minor Artifact.

New Feat

Well-Heeled Family

Even amongst the rarefied heights of nobility, your family is noted as standing out from the crowd for past deeds and endeavours.

Prerequisites: Noble class level 1+, Games Master's approval

Benefit: Your family is particularly exalted in your homeland, this feat grants you a +2 bonus to all Diplomacy checks when interacting with Non-Player Characters who know of your family homeland and improves the reaction of all residents of your homeland by 1 step. Lastly, you gain a +2 modifier to any attempts to call upon your allies or family using the ability of the noble class.

Notes: May only be taken at 1st level.

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