

## Noble

Nobles are illustrious because of their rank, title or birth. Nobles have the ability to use their background, education, natural charm and skills in social maneuvering to their advantage in their day to day lives. Nobles come from all manner of races and walks of life and what one culture

considers noble another culture may not. An elven princess, the lord of Alexandria, the chief of an Orc Warrior-House may all be examples of nobility. From the dwarven thanes that sit upon the high council of Khazad



Duin to the masters and members of mercantile families and large organization. Motivations, origins, goals and such may vary widely but each is often capable of masking his true intentions behind the veil of etiquette and using his charm and wit to get what he desires.

Nobles tend to represent the ruling echelon of a given culture. In lands like Charn, the Byzantine layers incorporate numerous advisors, political puppets, supposedly elected officials, and scheming nobles that all think they have the upper hand. Corruption and cold ambition is ever present at every twist and turn. Longtime players within Charnese politics are ruthless survivors that either find a stable niche or take risks to step on their adversaries. There are no royal families amongst the Tsurai clans, though an influential clan leader might borrow the title of Prince or Princess as an embellishment. The demands of life on the Vast prevent the formation of ruling bloodlines, and the most experienced and wise, so the concept of steady rulership is a foreign one to them votes large decisions on.

**Adventurers:** Adventuring nobles are often abroad at the behest of their families or a powerful lord. They work well as effective diplomats and military commanders as well as politicians and merchants. In some cases a noble might be rebelling against his or her heritage and responsibilities and thus is working towards more personal goals or is attempting to find a life free from his or her obligations. In other cases a noble is adventuring to use his or her position and image to bring about change in a social structure or a local area. Nobles tend to feel a sense of responsibility for those in their company.

**Characteristics:** Nobles are trained to defend themselves and their ideals but their true battlefields are in the throne room and ballrooms, counsel chambers and parlors. His wit and charm are his true weapons and they tend to prefer civilized areas to the more rugged advance of exploration of the wild. They tend to enjoy the finer things in life, based upon how their culture perceives such things and even when impoverished attempt to look their best. They tend to exist

as the leaders in their given culture and so often attempt to embody the best (and sometimes worst) traits that the leaders of their people have to offer.

**Alignment:** Nobles tend towards lawful alignment, as they prefer to work within the rules for personal gain, be it good or evil.

**Religion:** Nobles revere any number of deities as they come from any number of different cultures. Any deity that matches that particular Nobles moral alignment and whose motivations match their own may be appropriate. Nobles may be found worshipping Eduriel and Maugrim as much as Mariel and Taara or Reos and Vardama.

**Background:** Almost every society has an upper class, even with the emergence of the new 'middle class' group of people. Some Noble characters are born into a long line of wealth and into a family with influence in the local regions politics and histories. Other Nobles are married into a family, knighted or may earn rank in other ways. Regardless the Noble represents the aristocracy of a given society.

**Races:** Nearly all of Gaea's races have some sense of defined aristocracy though some races place more emphasis on them than others. From Orcish Warchiefs to the leaders of the elven houses, Nobles can emerge from nearly anywhere. Races that have a shifting or non-existent social order or structure will rarely produce Nobles.

**Other Classes:** Nobles work well with the learned and educated such as Wizards, knightly orders, clerics and bards. They sometimes have difficulty seeing eye to eye with and adjusting to members of cruder races or classes such as Barbarians and Rogues.

**Role:** Nobles are an excellent support class option. While they can handle themselves in a fight they work best when allowed to put their talents and contacts to use, making things easier for them and their allies and inspiring them in combat with tactical choices and well placed words. They are very much a support class and so alone or paired with an individual such as a Bard, they can work wonders for the morale and resources of a given adventuring party.

## Game Rule Information:

Nobles have the following game statistics:

**Abilities:** Nobles tend to emphasize their Charisma first and foremost, as that governs their ability to influence others and to position themselves as leaders. Intelligence and Wisdom are important for nobles who have a sense of responsibility and obligations towards greater purposes. Nobles who function as military leaders benefit from high strength and constitution. and potential of their inventions, as well as the skills that they possess. A high Constitution helps when a catastrophic failure occurs, so they survive to test again.

**Alignment:** Any

**Hit die:** d8

**Skill points at first level:** 6 + Intelligence modifier x 4

**Skills per level:** 6 + Intelligence modifier

The Noble's class skills and the key ability for each one is: Appraise (Int), Bluff (Cha) Diplomacy (Cha), Knowledge/Arcana (Int), Knowledge (All), Listen (Wis), Perform (Cha), Ride (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int)

## Class Features:

All of the following are class features of the noble.

**Weapon and Armor Proficiency:** The Noble is proficient in the use of all simple and martial weapons, light armor, and shields.

**Bonus Class Skill:** First level nobles may select a single cross-class skill and make it a class skill for the life of the class.

**Call In A Favor:** – Nobles may call in favors a number of times a week equal to ½ their noble class levels. This check is a straight d20 modified by the favor bonus. DCs are set by the arbitrating DM though a dc of 10 is recommended for relatively simple requests and as high as 25

for truly difficult/illegal favors. The bonus to this check begins at +1 and it increases gradually as the Noble levels. A favor should help advance a given plot or an adventure. A favor that would enable a character to circumvent an adventure would be unavailable, regardless of the check. Each use of the ability per week symbolizes the Noble contacting a different individuals, thus a first level noble can attempt to call in a single favor per week while a 7<sup>th</sup> level can call in favors as many as three times from different contacts.

**Inspire confidence 1/day:** A noble may inspire confidence in his allies by giving a rousing oratory. An ally must listen to and observe the noble for a full round for the inspiration to take hold. This grants a +1 morale bonus to attack/dmg rolls and a +2 to saves vs fear effects. This bonus lasts for five rounds.

**Resources:** Once per day the noble may call upon resources not available to your average commoner. The returned value of this check is equal to 1d20 + Cha x Noble class level x 10 in equivalent gold pieces. This virtual gold may be spent on goods and services, perhaps to include the loan of artifacts provided the price is right. As always this ability must be arbitrated by a DM

**Coordinate:** A noble is a master of coordinating efforts. As such when using the aid another action the benefit is increased by the value noted. At 4<sup>th</sup> level this allows a bonus of +3 to aided checks. This ability may not be used in combat. This is in addition to the usual bonus given by aid another.

**Bonus Feat:** Beginning at 6<sup>th</sup> level, a Noble receives a Bonus Feat. This must be selected from the following: Alertness, Deceitful, Diligent, Investigator, Leadership, Negotiator, Nobody's Fool, Persuasive, Skill Focus. The noble continues to gain a bonus feat every four levels.

**Inspire Greatness:** At 11<sup>th</sup> level a noble may inspire greatness in an ally (but not himself). An ally so inspired gains 2D6 temporary hit points, a +2 competence bonus to saves and a +2 competence bonus to attack rolls. This ability may be used once per day and lasts 5 rounds.

## The Noble

Level	Attack Bonus	Fort	Ref	Will	Special
1	-	-	+2	+2	Bonus Class Skill, Favor +1
2	+1	-	+3	+3	Inspire Confidence 1/day
3	+2	+1	+3	+3	Favor +2, Resources
4	+3	+1	+4	+4	Coordinate +1
5	+3	+1	+4	+4	Inspire Confidence 2/day
6	+4	+2	+5	+5	Bonus Feat
7	+5	+2	+5	+5	Favor +3
8	+6/+1	+2	+6	+6	Coordinate +2
9	+6/+1	+3	+6	+6	Inspire Confidence 3/day
10	+7/+2	+3	+7	+7	Bonus Feat
11	+8/+3	+3	+7	+7	Inspire Greatness
12	+9/+4	+4	+8	+8	Favor +4
13	+9/+4	+4	+8	+8	Coordinate +3, Inspire confidence 4/day
14	+10/+5	+4	+9	+9	Inspire greatness (2 allies), bonus feat
15	+11/+6/+1	+5	+9	+9	
16	+12/+7/+2	+5	+10	+10	Favor +5
17	+12/+7/+2	+5	+5	+10	Inspire confidence 5/day, Inspire greatness (3 allies)
18	+13/+8/+3	+6	+6	+11	Coordinate +4, Bonus feat
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	Coordinate +5, Inspire greatness (4 allies)