

Noble

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	0	2	2	1	Fascinate, Inspire Courage +1, Recognition
02	1	0	3	3	1	
03	2	1	3	3	2	Inspire Competence
04	3	1	4	4	2	Line of Credit
05	3	1	4	4	2	Leadership
06	4	2	5	5	3	Impressive Argument
07	5	2	5	5	3	
08	6/1	2	6	6	3	Inspire Courage +2
09	6/1	3	6	6	4	Inspire Greatness
10	7/2	3	7	7	4	
11	8/3	3	7	7	4	
12	9/4	4	8	8	5	Inspirational Leader
13	9/4	4	8	8	5	
14	10/5	4	9	9	5	Inspire Courage +3
15	11/6/1	5	9	9	6	Inspire Heroics
16	12/7/2	5	10	10	6	
17	12/7/2	5	10	10	6	
18	13/8/3	6	11	11	7	Great Leadership
19	14/9/4	6	11	11	7	
20	15/10/5	6	12	12	7	Inspire Courage +4

A Noble, the upper crust of the world with great influences on society, they tend to not fight much as they have servants for these things. They are in ways a lot like bards but instead of performing they use their influence, power and money do their fighting.

Noble Performance - A Noble is trained to use the Perform skill to create effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a Noble can use Noble Performance for 2 additional rounds per day. Each round, the Noble can produce any one of the types of Noble Performance that he has mastered, as indicated by his level.

Starting a Noble Performance is a standard action, but it can be maintained each round as a free action. Changing a Noble Performance from one effect to another requires the Noble to stop the previous performance and start a new one as a standard action. A Noble Performance cannot be disrupted, but it ends immediately if the Noble is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A Noble cannot have more than one Noble Performance in effect at one time.

At 7th level, a Noble can start a Noble Performance as a move action instead of a standard action.

At 13th level, a Noble can start a Noble Performance as a swift action. Each Noble Performance has audible components, visual components, or both. If a Noble Performance has audible components, the targets must be able to hear the Noble for the performance to have any effect, and such performances are language dependent. A deaf Noble has a 20% chance to fail when attempting to use a Noble Performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to Noble Performances with audible components. If a Noble Performance has a visual component, the targets must have line of sight to the Noble for the performance to have any effect. A blind Noble has a 50% chance to fail when attempting to use a Noble Performance

with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to Noble Performances with visual components,

Fascinate - At 1st level, a Noble can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the Noble, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat, or other dangers prevents this ability from working. For every three levels the Noble has attained beyond 1st, he can target one additional creature with this ability. Each creature within range receives a Will save (DC 10 + 1/2 the Noble's level + the Noble's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the Noble cannot attempt to fascinate that creature again for 24 hours. If it's saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Notice checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Inspire Courage - A 1st-level Noble can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the Noble's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 8th level, and every six bard levels there-after, this bonus increases by +1, to a maximum of +4 at 20th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The Noble must choose which component to use when starting his performance.

Recognition - At 1st level and every level thereafter, Nobles can use their reputation to give bonuses to Diplomacy checks. A Noble can use their reputation bonus to influence the way he acts in social arguments, The higher the reputation the stronger their influence on people they approach in a diplomatic way.

Inspire Competence - A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the Noble. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the Noble's performance. This bonus increases by +1 for every four levels the Noble has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A Noble can't inspire competence in himself. Inspire competence relies on audible components.

Line of credit - At 4th level and every Level there after Nobles may rely on a line of credit. This allows the Noble to purchase food, items or even transportation when they don't have money on hand, This only works in areas that can be influenced as Neutral or Good relation to the Nobles home, Hostile Territories will not provide such an offer, it is up to the GM how much and when the purchases can be held off before this function is cut off and the Family may take more drastic actions (i.e. sending collectors after the character) the amount the Noble is able to take is on average (10,000 x the Noble's Level +Reputation)

Leadership - At Level 5 a Noble gains the Benefit of the Feat Leadership for free, granting them either a powerful Cohort or several weak Followers, For more on this feat see the chapter on Feats.

Impressive Argument - At level 6 and every level there after a Noble can expel a use of their Noble Performance to cause a target to make a Will Save (DC 10 + 1/2 nobles class level + CHA mod) command Fascinated targets. That target (if normally Hostile will either flee or surrender, if not Hostile they will be inspired to give aid in combat to the Noble)

Inspire Greatness - At Level 9 and every level thereafter, a Noble can use a use of their Noble Performance granting 2 extra hit die, +2 to hit, and +1 to Resistance saves to any ally within 30ft

Inspirational Leader – At level 12 and every level there after the Noble's using Noble Performance effect double the bonuses on Cohorts

Inspire Heroics – At level 15 and every level there after a Noble through a use of their Noble Performance grant an additional +4 Moral Bonus, +4 on PS to allies in 30ft.

Great Leadership – At level 18 A Noble is granted the ability to gain a second Cohort / more followers. This is normally denied by the rules.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Shield

Hit Die: 1d8

Skills: (points per level 50 + INT MOD), Animal Empathy, Bluff, Concentration, Craft, Diplomacy, Disguise, Drive, Gamble, Gather Info, Intimidate, Knowledge (all skills), Notice, Perform, Pilot, Profession, Ride, Seduction, Stealth, Swim, Taunt, Use Magic Device, Use Tech

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