

ARISTOCRAT

Hit Die: d8.

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).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following are the class features of the aristocrat PC class.

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

Demand Excellence: Beginning at first level, all followers of the aristocrat gain a +1 bonus on attacks and damage and a +2 bonus on certain skill checks (an aristocrat's class skills and any profession skill) when their services are needed by the aristocrat--whether in the aristocrats presence or not. At 5th, 10th, 15th, and 20th level this bonus goes up by 1 or 2 to a maximum of +5 for attacks and damage and +10 for skills at 20th level. Further, a number of times per day equal to bonus followers get on attacks, the aristocrat can grant this bonus for a number of

rounds equal to his charisma bonus (with a minimum of 1 round) to anyone acting in his interests, including PC companions and his cohort.

Leadership: At second level, the aristocrat gains the ability to gather followers as per the Leadership feat, but only followers. At sixth level, his leadership skills fully develop and the aristocrat may recruit a cohort as normal and at 12th and 17th levels, he gains a further +2 bonus on his leadership score. If the aristocrat selects Leadership as a regular or bonus feat, he gains an additional +2 bonus to his Leadership score. An aristocrat always has at least a number of 1st level followers equal to his leadership score divided by two, though he follows the leadership table found in the DMG in all other ways.

Profession Check DC	Armor Check Reduction (3rd)	AC Bonus (7th)	Arcane Spell Failure Reduction (11th)
15	-1	--	--
20	-2	+1	--
25	-4	+2	-5%
30	-6	+3	-10%
35	-8	+4	-15%
40	-10	+5	-20%

Squire: Beginning at 3rd level, an aristocrat may designate a commoner as her squire. Due to the strict training this commoner receives, if he aids the aristocrat in donning his armor the armor check penalty for that armor is reduced by a number depending on the commoners profession check as indicated on table 1.2. At 5th level, the time it takes a squire to aid the aristocrat in donning his armor reduces by half again what it would normally require. At 7th level, the training the squire has received allows him to make a second profession check after aiding the aristocrat to adjust the armor for best

Table: The Aristocrat

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Demand Excellence (+1 and +2)
2nd	+1	+0	+0	+3	Leadership (Followers)
3rd	+2	+1	+1	+3	Squire (armor check)
4th	+3	+1	+1	+4	Bonus Feat
5th	+3	+1	+1	+4	Demand Excellence (+2 and +4), Squire (time)
6th	+4	+2	+2	+5	Leadership (Cohort)
7th	+5	+2	+2	+5	Companion of Means, Squire (AC)
8th	+6/+1	+2	+2	+6	Bonus Feat
9th	+6/+1	+3	+3	+6	Elite Guard (2)
10th	+7/+2	+3	+3	+7	Companion of Breeding (+2), Demand Excellence (+3 and +6)
11th	+8/+3	+3	+3	+7	Squire (arcane spell failure)
12th	+9/+4	+4	+4	+8	Leadership +2, Noble Companions
13th	+9/+4	+4	+4	+8	Bonus Feat
14th	+10/+5	+4	+4	+9	Companion of Breeding (+4)
15th	+11/+6/+1	+5	+5	+9	Demand Excellence (+4 and +8)
16th	+12/+7/+2	+5	+5	+10	Elite Guard (5)
17th	+12/+7/+2	+5	+5	+10	Leadership +2, Court Magician
18th	+13/+8/+3	+6	+6	+11	Companion of Breeding (+6)
19th	+14/+9/+4	+6	+6	+11	Bonus Feat
20th	+15/+10/+5	+6	+6	+12	Demand Excellence (+5 and +10)

protection. This bonus may be equal to no more than half the total armor bonus granted by the armor (including enhancement bonuses.) Finally, at 11th level, the squire actually has the ability to adjust armor so precisely that the arcane spell failure of the armor is reduced accordingly. If this squire is killed, it takes a full month to train another follower to take his position. While the squire will willingly aid the aristocrat's cohort, it will not do so for others normally and cannot give these bonuses to any but the aristocrat and her cohort.

Companion of Means:

At seventh level, an aristocrat's cohort comes into greater wealth than is normal for an NPC, be it through inheritance, a windfall discovery of his own while out with the aristocrat, or any other means deemed fit by the DM. The cohort gains gear according to table 1.1, referring to the Companion of Means column with the aristocrat's level to determine where and on which wealth column to look for the cohort's wealth. From this point onward, the cohort demands no part of the party's treasure, but is generally unwilling to part with its own equipment permanently.

Elite Guard: Upon reaching 9th level, the aristocrat is gifted with two warriors of a level equal to that of his cohort to serve as his bodyguards. These guards initially have gear valued according to their level on the Normal NPC Wealth table, but must be equipped as normal by the aristocrat in the future. They are not generally willing to leave the aristocrat to perform missions or actions that would take them away from him for a prolonged period of time unless it is clearly the best means to protect his life. At 16th level, the aristocrat gains two more warriors equal to his cohort's character level and an NPC aristocrat to command them for a total of 2 warriors (max 7th level), 2 warriors (max 14th level) and 1 aristocrat (max 14th level).

Companion of Breeding: At 11th level, through long association with the aristocrat, the character's cohort is considered to have two virtual levels of aristocrat. At 14th level, this rises to 4 levels of aristocrat and at 17th level 6 levels of aristocrat, though the leadership abilities of the cohort never allow it to acquire a cohort of its own. Each virtual level grants the

special abilities and bonuses of the aristocrat class, but the cohort does not gain the hit dice, base attack, or base saves associated with the levels.

Level	Normal NPC Wealth	Normal Character Wealth	Companion of Means
1st	900		
2nd	2,000	900	
3rd	2,500	2,700	
4th	3,300	5,400	
5th	4,300	9,000	
6th	5,600	13,000	
7th	7,200	19,000	Normal NPC (+1 levels)
8th	9,400	27,000	
9th	12,000	36,000	Normal NPC (+2 levels)
10th	16,000	49,000	
11th	21,000	66,000	Normal NPC (+3 levels)
12th	27,000	88,000	
13th	35,000	110,000	
14th	45,000	150,000	
15th	59,000	200,000	Normal Character (-1 levels)
16th	77,000	260,000	
17th	100,000	340,000	
18th	130,000	440,000	
19th	170,000	580,000	
20th	220,000	760,000	Normal Character Wealth

Noble Companions: At 12th level, the aristocrat gains the ability to attract NPC aristocrats as followers without a penalty on their level as described in the epic level handbook.

Court Magician: At 17th level, the aristocrat gains the ability to attract adept followers without a penalty on their level as described in the epic level handbook.

Bonus Feats: At 4th level, an aristocrat gains a bonus feat that must be selected from the list below. He receives an additional feat at 8th, 13th, and 19th level that are selected in a similar manner. An aristocrat must still meet all prerequisites for a bonus feat, including character level, ability score, and base attack minimums.

These bonus feats are in addition to the feats that a character of any class gets every three levels. An aristocrat is not limited to the list of aristocrat feats when choosing these feats.

Bonus Feat List: Landlord (SBG), Battlefield Inspiration (MH), Daunting Presence (MH), Ancestral Relic (BoED), Cavalry Charger (CW), Elite Guard Inspiration*, Improved Elite Guard Inspiration*, Elusive Target (CW), Combat Expertise, Companion of Distinction*, Deceitful, Improved Feint, Improved Disarm, Improved Grapple, Improved Initiative, Leadership, Mounted Combat, Mounted Archery, Negotiator, Persuasive, Ride-by Attack, Skill Focus, Spirited Charge, Trample.