Racial Prestige: Noble Aspirant

Alexander Augunas





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About the Author

Alexander Augunas has been a freelance writer for various *PATHFINDER ROLEPLAYING GAME* compatible products since 2012. Alex is best known as the writer of Know Direction's tri-weekly blog, *Guidance*, as well as the *PACT MAGIC UNBOUND* series by Radiance House. In addition to writing for Everyman Gaming, LLC, Know Direction, and Radance House, Alex has worked with companies such as Raging Swan Press, Loius Porter Jr. Design, Amora Game, and Paizo Publishing. Alex is a known kitsune aficionado and hopes to be writing well past his death.

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Author Preface

Perhaps it is due to my relatively late entry into the world's greatest roleplaying game that I personally have not suffered the aliment that plagues the *PATHFINDER RPG* community called prestige class fatigue. From what others have told me, this airborne illness apparently causes those it infects to have an allergic reaction to prestige classes, special 3-to-10-level character options that allow players to show how their character's personal choices affect their fighting style and abilities.

I can understand the reservations that folks have towards prestige classes, after all, if you toss an older player-focused manual up into the air and read whatever page the book happens to open on, chances are you are either reading one of two things: a prestige class or the book's cover. But its been half a decade since the *PATHFINDER ROLEPLAYING GAME* was released and we still treat prestige classes like this toxic, archaic game mechanic that is fun to reminesce about but not to actually put into practice and use, similar to how adults today fondly remember waking up at seven in the morning to watch cartoons on their broadcast television when they were children, but no one actually wants to give up their cable landline or 700+ channels to go back to that time. To that, I ask, "Are we not blaming the car for the sins of the mechanic?"

I've always loved prestige classes, and now that its been five years before anyone took an honest stab at designing some decent ones because of a perceived lack of consumer interest, I feel that its time for someone (specifically, me) to take a crack at reminding people why prestige classes were so beloved to begin with, why we loved their inclusion beyond the game mechanics that they provided.

So of course, it's only natural that I start with a sadistic race that few players are ever allowed to play.

Consider *EVERYMAN ARCHETYPES: NOBLE ASPIRANT* an aspiring experiment, if you will. Drow have always been popular, so let's see if prestige classes are still popular too. I'd love to make more balanced, flavorful prestige classes for all of the Everyman Gamers out there, but I need to see that my time's being well-spent. Chances are that if you're reading this, you've already taken a big step to help showing the world that I'm right.

— Alexander Augunas, Everyman Gaming, LLC

Table of Contents

The following section appears in RACIAL PRESTIGE: NOBLE ASPIRANT.

Noble Aspirant (Pg 3): This section features a new 10 level prestige class for drow called the noble aspirant. This prestige class is designed to enhance the standard drow with eldritch powers, slowly transforming her into a drow noble. In addition, the noble aspirant gains increased mastery with her racial spell-like abilities and learns several dark techniques for manipulating her way to the top of her heirarchy. The noble aspirant uses the aligned class mechanic so every drow who gains levels in the prestige class can be radically different from one another in role and focus.

On Aligned Class

The noble aspirant prestige class includes a special class feature known as aligned class. When a character takes her first level in the prestige class, she is required to choose one class that she possesses at least one level in before taking the prestige class. As a passive bonus, the character adds the prestige class's level to her chosen class's level when determining all level-dependent effects of her aligned class's features. At certain, indicated levels, she also increases her class level in her chosen class by one for the purpose of determining which class features she gains from this class.

For the purpose of clarity, consider the following when viewing an Everyman Gaming prestige class with the aligned class ability.

Balance: The concept of a prestige class progressing an existing class's abilities isn't new. For instance, sorcerers who become dragon disciples enjoy increases to nearly all of their existing class features. As a result, prestige classes that possess the aligned class feature are balanced around the benefits provided by the dragon disciple prestige class. Similar to the dragon disciple, classes with the aligned class feature don't progress their aligned class's incremental abilities (see below) for three levels out of every time, ensuring that sacrifices are made in pursuit of the class's power.

Incremental vs. Level-Dependent: The aligned class feature distinguishes between incremental abilities and level-dependent abilities. For clarity, a level-dependent ability is any ability that is directly based upon her class level. For instance, both the trapfinding and bardic knowledge class features grant a bonus that equals half the character's level in its respective class. A paladin's damage bonus when she uses smite evil, the benefits provided by an inquisitor's judgment, the number of rounds of rage that a barbarian possesses, and the number of arcane points in a magus's arcane pool are all examples of level-dependent effects.

In contrast, any ability that improves when a specific level is attained, such as a rogue's sneak attack damage or a fighter's weapon training, is not level-dependent because the character's level does not directly play a role in determining the ability's effects; it merely determines when the next upgrade is unlocked. Such abilities are known as incremental abilities and they are not level-dependent. A ranger's favored enemy bonus, the number of times per day that a paladin can use her smite evil, a cleric's channel energy dice, and the level at which a cavalier unlocks his order abilities are all examples of incremental abilities.

Noble Aspirant

"Impudent whelp!"Vandressa's agonized wails echoed throughout the surface-world forest as Jewel buried her dagger, Mistfang, deep into the drow's chest. Her lungs convulsed wildly as the ethereal, spider being that she had summoned as armor slowly faded away, crawling back to whatever foul realm that the drow mage had summoned it from. Still clutching her weapon, Jewel savored her rival's final breathes as she lay on the ground, cursing Jewel in her final moments.

"Your ... your mother will not forgive this," she spat. Jewel laughed as she knelt down next to Vandressa.

"You should know better than anyone that I do not care what she will 'forgive.' She, who would forsake her own daughter." "Half-daughter," Vandressa corrected, malice shining in her eyes. Jewel ran Mistfang across her face in retort, deep enough to draw blood but not enough to hasten Vandressa's slow death. She cried out in pain.

"My 'mother," Jewel began, with emphasis. "Will learn soon enough of the folly that she has made. She exiled her strongest daughter and made an enemy of her, all because she favored my begger sisters."

"And what makes you think that you're better than your sisters? You have no divine favor among our ki—." Jewel had heard enough from her mother's lackey. She plunged Mistfang into Vandressa's flesh a final time, allowing the weapon to drink deep in drow blood. Its hilt, bearing a widow's iconography, glowed with pleasure as it sipped gurgles of wet blood as Vandressa's heart took its final beat and lay still. Pulling the weapon from its latest victim, Jewel watched with satisfaction as Vandressa's blood seeped into the blade like a sponge, vanishing from sight as if it had never tasted flesh. When it had finished its meal, Jewel stroked the blade fondly.

"Do not fear, my only love," she whispered. "I know you hunger for noble blood. In time, I will give it to you." Jewel took a final look at Vandressa, then glanced at her dagger. "But you deserve a reward after that battle, and I do not know when you will next receive the privledge of dining upon such exquisite blood. And our 'friend' has so much blood to spare."

Without another word, Jewel plunged Mistfang into Vandressa's corpse, watching with satisfaction as her flesh slowly took on the ashen gray features of a bloodless corpse. Jewel grinned as she watched her weapon devour her enemy.

Your fates are one and the same, mother, sisters. As she thought of Mistfang feasting upon the blood of her closest, most treacherous kin, a wicked smile grew across Jewel's face. They would rue the day that they banished the true heir of House Mistveil.

For the drow, power is not earned through trial and hardship. Power is a birthright. But even among the drow, power is a hierarchical beast. Those born into the upper class of drow society possess not only the material excess and social influence that characterizes aristocracy across most races, but also a suit of physical and magical powers that far exceeds that of ordinary drow. Using these powers as a sign of divine favor or a cosmic mandate to rule over others with both iron fist and cruel intent, drow nobles lord over both the lesser races and their poorly endowed kin, commanding drow society both from the shadows and in plain view. In effect, there is a glass ceiling for most drow in their society, a point of no return where a drow can no longer hope to amass the dark power that she craves, a limit not in personal power or ambition, but in birth.

But the most ambitious drow don't allow something as petty as heritage stand in the way of their overpowering need to dominate and subjugate others. Through sheer force of will, these rare drow, the noble aspirants, twist their bodies and minds into a paragon example of the drow race; they become faster, smarter, wiser, and crueler than even the most dedicated of their peers and in time they ascend into full-fledged members of the drow nobility. That is, if other established nobles don't manage to have their fledgling competitors executed out of jealousy or fear. In truth, a noble aspirant has fewer allies among her kin than most. Ordinary drow view her emerging gifts with envy enough to kill over while drow nobles see noble aspirants as threats to their sovereignty and will often arrange for the "unfortunate" death of a noble aspirant. As a result, those noble aspirants who manage to fully realize their birthright's powers and unlock the powers of a drow noble are often more powerful than even a naturally-born noble, having hardened her resolve and ambition with fire and blood.

Role: Noble aspirants come from extremely diverse backgrounds, as virtually any drow with enough ambition or luck can undergo the physical and mental metamorphosis that ultimately transforms them into a drow noble. As a result, noble aspirants are able to fulfill whatever roles they previously occupied with similar proficiency and tend to be slightly more diversified drow who lack their latent heritage. But many noble aspirants are forced to temporarily abandon some of their prior training as they frantically rush to unlock this new power that is quickly revealing itself to them, resulting in decreased proficiency at their prior roles.

Alignment: As paragons of the drow, nearly all noble aspirants are irredeemably wicked and cruel, following their society's foul worship of demon lords and other dark entities. Drow who redeem themselves from their evil heritage are practically unheard of, and those who manage to throw off this taint while simultaneously becoming noble aspirants are rarer still, as part of the driving force behind their noble ascension is an unbridled need to acquire a noble's power at any price.

Hit Die: d8.

Table: Noble Aspirant

Level	BAB	Fort Save	Ref Save	Will Save	Special	Aligned Class
01	+0	+0	+1	+0	Aligned class, noble reservoir	—
02	+1	+1	+1	+1	Noble talent	+1
03	+2	+1	+2	+1	Noble heritage	+1
04	+3	+1	+2	+1	Noble talent	+1
05	+3	+2	+3	+2	Drow magic master +1	_
06	+4	+2	+3	+2	Noble talent	+1
07	+5	+2	+4	+2	Greater noble heritage	+1
08	+6	+3	+4	+3	Noble talent	+1
09	+6	+3	+5	+3	Drow magic master +2	
10	+7	+3	+5	+3	Noble apotheosis, noble talent	+1

Requirements

To qualify to become a noble aspirant, a character must fulfill all of the following criteria.

- Race: Drow (except drow nobles).
- **Feat:** Drow Nobility^{ARG}.
- **Special:** Any one of the following: base attack bonus +5, 5 ranks in any skill, or ability to cast 3rd-level spells.

Class Skills

The noble aspirant's class skills (and the key ability for each skill) are Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Perception (Wis), Profession (Wis), and Stealth (Dex).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

All of the following are class features for the noble aspirant.

Weapon and Armor Proficiency: Noble aspirants gain no proficiency with any weapons or armor.

Aligned Class: Noble aspirants have diverse backgrounds and show an unusual range of diversity. At 1st level, the drow aspirant selects one class that she belonged to before adding the prestige class to be her aligned class. She adds her noble aspirant level to her aligned class level when determining all level-dependent effects of her aligned class's features, such as the number of bardic performance rounds or rounds of rage that she possesses or her caster level when casting spells and spell-like abilities granted by her aligned class. This ability cannot raise the noble aspirant's level above her character level and she doesn't gain any other benefits a character of that class would have gained from acquiring a new level in her aligned class, including (but not limited to) additional spells per day, new class features, or incremental increases to her existing class abilities, such as additional sneak attack damage dice for a rogue or an increase to her weapon training bonus for a fighter.

At the indicated levels, a noble aspirant gains all the class features for her aligned class as if she had also gained a level in her aligned class. She gains all the class features for this class, essentially increasing her level in her aligned class by 1 to determine what class features she gains. She still retains the Hit Dice, base attack bonus, saving throw bonuses, and skill ranks of the prestige class, but gains all other class features of her aligned class as well as those of the noble aspirant prestige class.

Noble Reservoir (Su): A noble aspirant has an innate pool of magical energy that she can draw upon to cast and empower her spell-like abilities. The noble aspirant's reservoir has a number of points equal to 3 + half her prestige class level. This reservoir refreshes once per day when the noble aspirant regains her daily uses of her racial spell-like abilities.

As a swift action, a noble aspirant can regain a single use of a spell-like ability that she has cast by expending a number of points from her noble reservoir equal to the spell-like ability's level (minimum 1). She can only use her noble reservoir to regain spell-like abilities that she has gained from a racial trait or a feat that lists "drow" as a prerequisite.

Noble Talent: Starting at 2nd level and every two levels thereafter, a noble aspirant gains one of the following noble talents.

Drow Exemplar: A noble aspirant who selects this talent gains one of the following racial traits: ambitious schemer, ancestral grudge, blasphemous covenant, stalker, or seducer. If she selects a racial trait that she already possesses, the noble aspirant gains the racial trait that the selected trait replaces instead. For instance, if she selects the seducer trait and she already possesses it, the noble aspirant gains drow immunities instead. This talent can be selected multiple times. Each time it is selected, choose a different racial trait.

Drow Feat: A noble aspirant who selects this talent gains a bonus feat. She must choose her bonus feat from among the following: Improved Umbral Scion^{ARG}, Shadow Caster^{ARG}, Shadow Shroud^{MC}, Skill Focus (either of her aspirant's skills), Spider Step^{ARG}, Spider Summoner^{ARG}, Sniper's Lantern^{MC}, Umbral Scion^{ARG}. The noble aspirant must meet all of her chosen feat's prerequisites, if any. This talent can be selected multiple times.

Expanded Reservoir (Su): A noble aspirant who selects this talent adds two points to her noble reservoir. She can select

this talent multiple times. Its effects stack, granting the noble aspirant an increase to her noble reservoir each time she takes this talent.

Feat Reservoir (Su): A noble aspirant who selects this talent can spend 2 points from her noble reservoir as a swift action to regain a single use of a feat she possesses. She cannot use this talent to regain uses of any spell-like abilities that her feats grant her.

Improved Weapon Familiarity (Ex): A noble aspirant who selects this talent gains Weapon Focus with one weapon from the light blades or crossbow fighter weapon group of her choice. In addition, a noble aspirant's level stacks with any fighter levels she possesses for the purpose of meeting the prerequisites for feats that specifically select the chosen weapon, such as Weapon Specialization. This talent can be selected multiple times. Each time it is selected, choose a different weapon.

Infuse Racial Magic (Su): A noble aspirant who selects this talent gains the ability to enhance her racial spell-like abil-



ities. Select one of the following metamagic feats: Disruptive Spell^{APG,} Enlarge Spell, Extend Spell, Piercing Spell^{UM}, Quicken Spell, or Widen Spell. As a swift action, a noble aspirant can apply the benefits of the selected metamagic feat to one of her racial spell-like abilities (including one that she has gained from a feat that lists "drow" as a prerequisite) as she casts it by expending a number of points from her noble reservoir equal to the metamagic feat's level increase (+1 for Disruptive Spell, +4 for Quicken Spell, and so on). This use of her noble reservoir ignores the usual restrictions against applying the benefits of metamagic feats to spell-like abilities. This talent can be selected multiple times. Each time it is chosen, select a different metamagic feat to which it applies.

Poison Lore (Ex): A noble aspirant who selects this talent can spend 1 minute physically examining a poison in order to attempt a Knowledge (nature) check to identify any natural poison or a Knowledge (arcana) check to identify any magical poison (DC equals the poison's saving throw DC). Once the poison has been identified, she can spend 1 minute and attempt a Craft (alchemy) check (DC equals the poison's saving throw DC) to neutralize 1 dose of the poison. Success renders the dose harmless. The drow aspirant has no chance of accidentally poisoning herself when examining or attempting to neutralize a poison. The noble aspirant must possess the poison use ability to select this talent.

Poisoner's Discovery (Su): A noble aspirant can select one of the following alchemist discoveries in place of a noble talent: concentrate poison^{APG}, poison conversion^{UC}, or sticky poison^{APG}. She must be of a high enough level to qualify for that discovery, using her noble aspirant level as her alchemist level to determine if she qualifies. The noble aspirant must possess the poison use ability in order to select this talent.

Swift Poisoning (Ex): A noble aspirant who selects this talent can apply a dose of poison to a weapon as a swift action. The noble aspirant must possess the poison use ability to select this talent.

Noble Heritage: At 3rd level, a noble aspirant's powers grow stronger. She gains Improved Drow Nobility^{ARG} as a bonus feat. If she already possesses Improved Drow Nobility, she gains a noble talent instead.

Drow Magic Mastery (Su): At 5th level, a noble aspirant gains a +1 bonus on caster level checks made to overcome a creature's spell resistance when casting her racial spell-like abilities (including those received from any feat that lists "drow" as a prerequisite). This bonus increases to +2 at 9th level.

Greater Noble Heritage: At 7th level, a noble aspirant gains a drow noble's superior spell resistance. She gains Noble Spell Resistance^{ARG} as a bonus feat. If she already possesses Noble Spell Resistance, she gains a noble talent instead.

Noble Apotheosis (Ex): Upon reaching 10th level, a noble aspirant fully attains her birthright, gaining the superior physique and mental facilities of her noble kin. She gains Greater Drow Nobility^{ARG} as a bonus feat as well as a +2 racial bonus to her Dexterity, Intelligence, and Wisdom scores.

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