

Politics and Power



PATHFINDER
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Politics & Power

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Politics & Power

This book weaves together three character classes into a tapestry of politics and power. The buck, a noble-born soldier, relies on his family name as much as his rifle to assure victory for himself and his squadmates. The courtier plays at being the power behind the throne and specializes in providing support for his lord (a chosen ally) both on and off the battlefield. Finally, the sycophant is a powerful spellcaster whose abilities are derived from his service to another being whom he worships like a god. When used together, they allow a GM to run a more politically-minded game. In such a game, backgrounds are brought to the forefront and combat is married to story. Remember, sometimes it is not about who is killed but who will care if he is killed...

The Buck

A Base Class for the Pathfinder Roleplaying Game

There are many colloquial terms for the landed nobility of various regions but all share some common distinctions. One common distinction is their military noblemen. Bucks, a slang term for young landed noblemen of the military profession, command an estate and have sworn their services to the crown. They have affluence, a proper lineage, and the trust of their peers. All bucks are officers who hold ranks above what they should be entitled to at their stages in life and are renown for their gentlemanly conduct, even in the face of overwhelming brutality. Their prowess comes from their regimented and strict adherence to military protocols and training. This makes them more mechanical and inflexible when compared to other combatants on the battlefield, but none can deny their effectiveness.

COMMON TITLES: Baronet (Britain), Junker (Prussia), Pomeshchik (Russia), Laird (Scotland), and Jagir (India).

HIT DICE: D10.

Role:

Bucks fill many of the same roles as other fighting men. They have elements in common with fighters, paladins, cavaliers, rangers, and even gunslingers. In a campaign setting, the GM should consider using bucks to replace one of the aforementioned classes. They can serve as excellent alternatives to paladins in a low magic setting due to their code of conduct, as more regimented fighters from a particularly military minded empire, as riflemen in an army setting, or even as a regular militia.

Table 1-1: The Buck

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+2	Gentleman, soldiering +1
2nd	+2	+3	+0	+3	Regimental bonus
3rd	+3	+3	+1	+3	Buck bonus feat
4th	+4	+4	+1	+4	Holdings
5th	+5	+4	+1	+4	Soldiering +2
6th	+6/+1	+5	+2	+5	Call to arms
7th	+7/+2	+5	+2	+5	Regimental bonus
8th	+8/+3	+6	+2	+6	Buck bonus feat
9th	+9/+4	+6	+3	+6	Holdings
10th	+10/+5	+7	+3	+7	Soldiering +3
11th	+11/+6/+1	+7	+3	+7	Call to arms
12th	+12/+7/+2	+8	+4	+8	Regimental bonus
13th	+13/+8/+3	+8	+4	+8	Buck bonus feat
14th	+14/+9/+4	+9	+4	+9	Holdings
15th	+15/+10/+5	+9	+5	+9	Soldiering +4
16th	+16/+11/+6/+1	+10	+5	+10	Call to arms
17th	+17/+12/+7/+2	+10	+5	+10	Regimental bonus
18th	+18/+13/+8/+3	+11	+6	+11	Buck bonus feat
19th	+19/+14/+9/+4	+11	+6	+11	Holdings
20th	+20/+15/+10/+5	+12	+6	+12	King and country, soldiering +5

Alignment: Any lawful

Starting Wealth: 5d6 × 10 gp (average 175 gp.).
In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The buck's class skills are Craft (Int), Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (history) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

SKILL RANKS PER LEVEL: 2 + Int modifier

Class Features

The following are the class features of the buck.

Weapon and Armor Proficiencies

The buck is proficient with all simple and martial weapons, light armor, medium armor, and shields (excluding tower shields). The buck is also proficient with all firearms of his choice fitting to the setting (early or advanced). If the setting does not use firearms, he is not proficient with them.

Gentleman (Ex):

Paramount to the conduct of the buck is his ability to retain his gentlemanly conduct and demeanor while on the battlefield. The buck loses access to all class features granted by this class, except weapon proficiencies and the holdings class feature, if he ever loses his lawful alignment or has a display of excessively intense emotion. Such displays include raging (as per the barbarian class feature or spell), spells like hideous laughter, failing to save against a fear effect as severe as panicked (but not shaken), benefiting from a morale bonus exceeding his buck level, or other aspects. In all instances but not in the event of an alignment shift, the buck can be restored the use of his class features with a formal apology once the effect ends. This can be done as a swift action. A buck who continually loses his class features by willingly violating this code of conduct (such as intentionally subjecting himself to a rage spell on a regular basis) may be unable to recover his class features until he has cleared his name.

At 1st level, the buck gains an insight bonus against all effects that would cause him to lose his composure (as described above), on Diplomacy checks, and Sense Motive checks equal to 1/2 his buck level. The bonus provided by the total number of ranks the buck has in the skill and the bonus provided by this class feature may never exceed his total character level.

Soldiering (Ex):

At 1st level, the buck can employ his military experience to aspects of war making. He gains a +1 competence bonus on damage rolls while in combat with any martial weapon or firearm*. At 5th level and every 5 levels thereafter, this bonus increases by +1 to a maximum of +5 at 20th level. Please note that this class feature does not apply to non-martial weapons such as improvised weapons, natural weapons, simple weapons, and exotic weapons.

FIREARMS VERSUS CROSSBOWS

In games that do not allow firearms, the buck replaces them with crossbows, and all bonuses that would apply to firearms instead apply to crossbows.

Regiment Bonus (Ex):

At 2nd level, the buck must select one regimental combat style to pursue. Once this choice has been made, it cannot be change. This greatly influences his approach to combat, and the influence he can have upon it. At 7th level and every 5 levels thereafter, the buck may select an additional benefit from his regimental bonus.



SCOUT

- **Scout Movement:** The buck's land speed increases by +10 feet. This regimental bonus may be selected multiple times, but each time after the first, it only increases the buck's base land speed by an additional +5 feet.
- **Woodland Stride:** The buck may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect him.
- **Regimental Ranger:** The buck gains a +2 insight bonus on damage rolls with ranged attacks that do not have an ability score modifier applied to them (such as firearms or crossbows). However, if the bonus from an ability score modifier is lower than +2, the buck may use this bonus instead.
- **Mobile Warfare:** The buck gains a +2 morale bonus on melee attack rolls so long as he has moved at least 30 feet prior to the attack.
- **Shot on the Run:** The buck gains the benefit of the Shot on the Run feat even if he does not meet the prerequisites. The buck must be at least 7th level to select this regimental bonus.
- **Parting Shot:** The buck gains the Parting Shot feat even if he does not meet the prerequisites. The buck must have the Shot on the Run feat to select this regimental bonus.



GRENADIER

- **Toughness:** The buck gains Toughness as a bonus feat.
- **Improved Toughness:** The buck gains +1 additional hp per 2 HD he has, in addition to what he would normally gain from the Toughness feat. The buck must have the Toughness feat before selecting this regimental bonus.
- **Struggle Onward:** The first time per day the buck is dropped below 0 hp, he automatically stabilizes at the start of his next turn. The buck must have the Toughness feat before selecting this regimental bonus.
- **Forlorn Hope:** The buck gains a +2 morale bonus on attack and damage rolls when making an attack on a charge.
- **Front Line Fighter:** The buck may deliver a full attack at the end of a charge if he does not move beyond his own base land speed during the charge. The buck must be at least 7th level to select this regimental bonus.
 - **Throw Anything:** The buck gains Throw Anything as a bonus feat.
 - **Grenades (Su):** The buck can create and throw grenades, as per the alchemist bomb class feature, a number of times per day equal to 1/4th his buck level (minimum 1). He uses his buck level to determine the damage his grenades do. If he has levels of alchemist, he may stack them for the purposes of determining the amount of damage his grenades do. The buck must have the Throw Anything feat before selecting this regimental bonus.

MARINE

- **Military Sailor:** The buck gains an insight bonus on all Profession (sailor) checks equal to 1/2 his buck level.
- **Amphibious Warfare:** The buck gains a swim speed equal to 1/2 his base land speed (minimum 5 feet).
- **Rigging Drills:** The buck gains an insight bonus on all Climb checks equal to 1/2 his buck level.
- **Raiding Tactics:** The buck gains +1 additional skill point per level. This is retroactive as well, granting him a +1 additional skill point for each level he had already taken in buck prior to him taking this regimental bonus.
- **Two-Weapon Fighting:** The buck gains the Two-Weapon Fighting feat even if he does not meet the prerequisites.
- **Improved Two-Weapon Fighting:** The buck gains the Improved Two-Weapon Fighting feat even if he does not meet the prerequisites (other than Two-Weapon Fighting). A buck must have the Two-Weapon Fighting feat before selecting this regimental bonus.

ANY

- **Hand-To-Hand Training:** The buck may apply his bonus from his soldiering class feature to combat maneuvers made with martial weapons or firearms. The buck may use a one-handed firearm as a club and a two-handed firearm as a greatclub.
- **Quick Draw:** The buck gains Quick Draw as a bonus feat.
- **Fistacuffs:** The buck gains Improved Unarmed Strike as a bonus feat.
- **Jr. Officer:** A buck gains the Jr. Officer feat.
- **Big Game Hunter:** A buck gains the Shikari feat.

Buck Bonus Feats:

At 3rd level, the buck receives a teamwork or combat feat as a bonus feat. He must meet the prerequisites for this feat. At 8th level and every 5 levels thereafter, he gains another. Additionally, the buck counts his class level as his fighter level -3 for the purpose of qualifying for feats.

Holdings:

A landed noble has many assets that he may call upon and ascertain in return for his service. At 4th level, the buck may select one of the following benefits. At 9th level and every 5 levels thereafter, he may select an additional benefit from his increasing standing.

- **Officer's Pay:** The buck gains a wage of 5 gp x his buck level per week. This money is delivered to him in a convenient manner (letter, at a bank, etc.), and its use is up to his discretion. This holding may be selected more than once. Each time it is selected, it increases the base pay (5 gp) by an additional +5 gp.
- **Noble Steed:** The buck gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the buck's level -3 as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. A Medium buck can select a camel or a horse. A Small buck can select a pony or wolf, but can also select a boar or a dog if he is at least 4th level. The GM might approve other animals as suitable mounts. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. The buck's mount does not gain the share spells special ability. The buck's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a buck's mount die, the buck may find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the buck gains a level.
- **Grant of Arms:** The buck gains a powerful weapon unique to his estate, family, and/or nation. Often times, a weapon granted by this holding has a special quality or relevance to the game world. This weapon has an enhancement bonus (or special abilities whose total bonus equal the enhancement bonus) that is not in excess of 1/5th his buck level (minimum +1).

The enhancement to this weapon may be changed when the buck gains a new level. (However, he should endeavor to keep a degree of consistency between his choices.) The buck gains a +2 on critical confirmation rolls with this weapon. This weapon does not grant the benefit to anyone else, except those who share his lineage. Should the weapon be destroyed or damaged, the buck loses the use of this weapon for 30 days or until he gains a level, whichever comes first. During this 30-day period, the buck takes a -1 penalty on attack and weapon damage rolls. After such time, he may claim a different weapon from his holdings. A buck who makes a habit of not being careful with his ancestral weapons may find himself prohibited from gaining a new one.

- **Purchase Commission:** The buck can use his holdings to secure a higher rank, position, or other sort of status that grants him military power. This affords him the trappings of the office, as well as the ability to issue orders. As a standard action, the buck can grant a single teamwork feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the buck possesses. Allies do not need to meet the prerequisites of these bonus feats.



- The buck can use purchase commission 2 times per day. The buck may select this holding more than once. Each time he takes it after the first, he gains 2 additional uses per day and his status climbs to a higher status (generally an increase in his rank).
- **Personal Charge:** The buck can use his holdings to secure a coat of arms and have it displayed when his presence is officially called for. In addition, when the buck is displaying his heraldry (either on his person, on a flag, etc.), he grants a morale bonus to all allies who can see him on Will saves against fear equal to 1/4th his buck level.
- **Writ of Bounty:** The buck can use his holdings to secure a writ of bounty. This affords him the ability to track, detain, and injure those whose apprehension has been requested by the buck's sovereign, a duly appointed agent of the sovereign, or the law (such as a police officer or local elected leader). In addition, this grants the buck a morale bonus on attack rolls against creatures who share the buck's own subtype equal to 1/4th his buck level.
- **Retinue:** The buck can use his holdings to retain the services of a few attendances and personal companions. This grants him the Leadership feat and a +2 bonus to his leadership score.

Call To Arms (Ex):

At 6th level, the buck and all allies within 30 feet of him gain a +2 bonus on Initiative checks. At 11th level, this bonus increases to a +4 bonus. At 16th level, the buck and his allies within 30 feet of him may always act during the surprise round.

King and Country (Ex):

At 20th level, the buck automatically confirms critical hits with martial weapons and firearms. In addition, all allies within 30 feet of the buck automatically stabilize.

Race, Societies, and Bucks

Not every society has the equivalent of a buck. They fit best in an ageing feudal society or other sorts of monarchy with a prominent upper middle class of military inclination. Humans, halflings, elves, dwarves, and even drow typically have bucks, but their roles vary. More socially fluid societies, such as gnomes, who tend towards chaotic alignments often lack bucks, and smaller tribal society are notably absent of them. A buck needs a large and entrenched upper middle class to exist. For example, a buck's holding class feature would not make as much sense in a small, nomadic, destitute, or tribal society. There is a tale of kings and courtly life held in contrast to the brutality of warfare and death.



Fantasy Race Titles

Laird (Dwarven), Callo or Caun (Elven/ Drow), Schmit (Tao Reavæn), Lash Brandisher (Hobgoblin), and Baronet (Halfling)

Table 1-2: Buck Favored Class Bonuses

RACE	BENEFIT	SOURCE
Humans	+1/4 to attack rolls with soldiering weapons.	Core Rulebook
Dwarves	+1/4 to attack rolls with dwarven racial weapons.	Core Rulebook
Halfling	+2.5 feet to mount's base land speed from the holding class feature.*	Core Rulebook
Elf	+1/4 to hit with elven racial weapons.	Core Rulebook
Tao Reavæn	+1/4 to Fortitude saves.	Little Red Goblin Games Racial Guide I
Drow	+1/3 to confirm critical hits with soldiering weapons. (maximum bonus of +5). This bonus does not stack with Critical Focus.	Advanced Racial Guide
Hobgoblin	+1/4 to saves against fear and to the DC required for a creature to intimidate the hobgoblin.	Advanced Racial Guide
Dhampir	Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.	Advanced Racial Guide

*Please note that Pathfinder only recognizes increments of 5 feet (22.5 feet is the same as 20 feet in terms of movement).

The Courtier

A Base Class for the Pathfinder Roleplaying Game

Courtiers serve their lords unerringly with intelligence, valor, and astute devotion. These skilled retainers find themselves at the forefront of conflicts, either in the shadows or centerstage. While traditionally courtiers are not the focus of a story, they are often the powers behind their lords' thrones and facilitate the acts of greatness those in the limelight execute. They are expert managers, diplomats, and coordinators. Their loyalty is the stuff of legends, and many tales chronicle the gallant sacrifices courtiers suffered for their lords.

On the other hand, political schemers and ambitious, backstabbing courtiers exist. While they may want the power of the throne, these men understand the dangers that come with being in the spotlight. They prefer to make marionettes out of those with the power, and they see their lords as nothing more than pawns to be placated and used until they are no longer of any value to them.

HIT DICE: D8.

Alignment: Any Lawful

Starting Wealth: 5d6 × 10 gp (average 175 gp.)

In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The courtier's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Stealth (Dex).

SKILL RANKS PER LEVEL: 4 + Int modifier

Class Features

All of the following are class features of the courtier.

Weapon and Armor Proficiency

The courtier is proficient with all simple weapons and with light and medium armor. Additional proficiencies may be acquired through courtier paths.

Loyal Retainer (Ex):

The courtier serves a single lord. This can be another player character or an NPC. At 1st level, the courtier must select the lord he is following and swear an oath to serve him. In return, the lord is expected to take care of his retainer (the courtier), covering his room and board and any expenses he might incur while performing his required duties.

Should the courtier ever break his oath by acting in a manner that could cause harm to his lord (either politically or physically), his lord may dismiss him. A dismissed courtier loses access to his class features (other than bonus feats and proficiencies). The courtier is also dismissed automatically if his lord dies. One week after being dismissed, the courtier may seek to bind himself to the service of a new lord. A courtier who frequently switches his lord may earn a reputation for being unfaithful and may not be retained.

When within 30 feet of each other, both the courtier and his lord receive a morale bonus depending on the path the courtier chooses (listed as "retainer bonus"). This bonus is granted only while both the courtier and his lord are conscious.

Table 2-1: The Courtier

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Courtier path, courtier skill bonus, loyal retainer
2nd	+1	+0	+0	+3	Enhance status, path ability, path bonus feat
3rd	+2	+1	+1	+3	Favors, head down
4th	+3	+1	+1	+4	Loyalty, teamwork feat
5th	+3	+1	+1	+4	Pledged sword
6th	+4	+2	+2	+5	Fealty
7th	+5	+2	+2	+5	Path ability, teamwork feat
8th	+6/+1	+2	+2	+6	Loyalty
9th	+6/+1	+3	+3	+6	Power behind the throne
10th	+7/+2	+3	+3	+7	Teamwork feat
11th	+8/+3	+3	+3	+7	Shelter (1:1)
12th	+9/+4	+4	+4	+8	Path ability
13th	+9/+4	+4	+4	+8	Teamwork feat
14th	+10/+5	+4	+4	+9	Strength through loyalty
15th	+11/+6/+1	+5	+5	+9	Roszada
16th	+12/+7/+2	+5	+5	+10	Teamwork feat
17th	+12/+7/+2	+5	+5	+10	Path ability
18th	+13/+8/+3	+6	+6	+11	Shelter (1:2)
19th	+14/+9/+4	+6	+6	+11	Teamwork feat
20th	+15/+10/+5	+6	+6	+12	Loyalty beyond death

Courtier Paths:

At 1st level, the courtier determines the kind of services he can offer his lord. This helps establish roleplaying and grants abilities related to his chosen theme path. Any ability that replicates the effect of a spell uses his courtier level as his caster level.

The courtier can choose a theme from the following list.

HARLEQUIN

The harlequin serves his lord with cheer, humor, and lifts spirits with his nimble antics. He is an excellent distraction, spirit lifter, and morale officer. He can also make use of his dancer's grace to evade dangers and live to serve his lord another day.

- **Retainer Bonus:** +1/4 courtier level on Reflex saves
- **Bonus Feat:** Dodge
- **Skill Bonus:** Acrobatics and Perform (any). In addition, he treats both of these as class skills.

PATH ABILITIES

- **Dancer's Grace:** At 2nd level, the harlequin gains the evasion class feature of the monk.
- **Comic Relief (Su):** At 7th level, the harlequin gains the ability to tell a disruptive joke. As a swift action, he may cast *hideous laughter* as a supernatural ability by paying 2 loyalty points. The DC to save against this is 10 + the total ranks (not bonus) in his Perform (comedy) skill.
- **Swifter Grace:** At 12th level, the harlequin gains the improved evasion class feature.
- **Quipster:** At 17th level, the harlequin can use his comic relief ability to affect a 60 foot radius centered on him rather than a single target. If used in this fashion, it costs 3 loyalty points rather than 2. The harlequin can raise the cost to 4 loyalty points to target only enemies; otherwise, this affects all creatures within the radius.



SWORD

The sword of a lord is his personal protector and military advisor. In times of strife, the sword never leaves the sides of his charge and may become fast friends with his lord. The sword is specialized in personal security and is trained to toss himself on the blades of enemies rather than let his lord suffer a blow.

- **Retainer Bonus:** +1/4 courtier level on attack rolls
- **Bonus Feat:** Bodyguard
- **Skill Bonus:** Perception and Intimidate

PATH ABILITIES

- **Man-At-Arms:** At 2nd level, the sword gains a bonus combat feat. He may count his courtier level as his fighter level for the purpose of qualifying for combat feats. In addition, he becomes proficient with all martial weapons.
- **Royal Guard (Sp):** At 7th level, the sword may cast *shield other* at will. The sword may only target his lord with royal guard for an indefinite duration. If the sword pays 2 loyalty points, he may target any ally for a duration equal to 2 + his Charisma modifier (min 1) hours.
 - **Royal Retaliation (Ex):** At 12th level, the sword gains a bonus on damage rolls equal to his Charisma modifier against a creature who attacked his lord in the previous round.
 - **Sword of the King (Ex):** At 17th level, the sword automatically confirms critical hits against a creature who attacked his lord last round.

POLITICIAN

Embroided in the political turmoil of the realm, the politician is a powerful ally for a lord, working behind the scenes to get things done.

- **Retainer Bonus:** +1/4 courtier level on Will saves
- **Bonus Feat:** Persuasive
- **Skill Bonus:** Knowledge (nobility) and Linguistics

PATH ABILITIES

- **Social Reprieve (Ex):** At 2nd level, once per day per point of Charisma modifier, the politician may reroll a failed Diplomacy check. This may never be used more than once on a single roll.
- **Blackmail (Su):** At 7th level, by paying 2 loyalty points, the politician can cast *suggestion* using his courtier level as his caster level.
- **Play a Player (Su):** At 12th level, the politician gains the benefit of *discern lies* when he is within 30 feet of his lord. This only affects communication to and from his lord.
- **Damning Blackmail (Su):** At 17th level, by paying 5 loyalty points, the politician can cast *dominate monster* using his courtier level as his caster level.

ENFORCER

Part spy and part thug, the enforcer is the man who will do what his lord is too soft to do. He carries out assassinations, seductions, and intimidations to ensure that people stay quiet. There is often blood on the enforcer's hand and, should it ever be discovered, it becomes the enforcer's problem, so his lord remains unblemished.

- **Retainer Bonus:** +1/4 courtier level on Initiative checks
- **Bonus Feat:** Weapon Focus (any)
- **Skill Bonus:** Sleight of Hand and Stealth

PATH ABILITIES

- **Dagger in the Darkness (Ex):** At 2nd level, the enforcer gains the ability to use the sneak attack class feature of a rogue equal to 1/2 his courtier level. An enforcer who flanks with his lord counts his rogue level as being equal to his courtier level for the purpose of determining sneak attacks. In addition, the enforcer becomes proficient in all martial weapons.
- **Pernicious (Ex):** At 7th level, the enforcer becomes skilled in the use of poisons and never risks accidentally poisoning himself. Additionally, poisons crafted by an enforcer have their DC increased by +2.
- **Contract Killing (Ex):** At 12th level, the enforcer can kill a creature whom his lord deems a threat. To attempt to assassinate the lord's target, the enforcer must first pay 3 loyalty points and declare his target as a swift action. The next sneak attack the enforcer makes within 3 rounds against the target he declared has the additional effect of possibly killing the target. If the sneak attack is successful and the target of this attack fails a Fortitude save, it dies. The DC of this save is equal to 10 + 1/2 the courtier's level + his Charisma modifier. If the save is successful, the target still takes the sneak attack damage as normal, but it is immune to that enforcer's contract killing ability for 1 day.
- **Lord's Shadow (Ex):** At 17th level, so long as he is within 30 feet of his lord, the enforcer can use his Contract Killing class feature when delivering any normal attack.

Courtier Skill Bonus:

At 1st level, the courtier gains a competence bonus equal to 1/2 his level on two specific skills as defined by his chosen path (see Courtier Paths above).

Path Bonus Feat:

At 2nd level, the courtier gains a bonus feat depending on what path the courtier chooses (see courtier paths above). He gains this feat regardless of if he meets the prerequisites.

Enhance Status (Ex):

At 2nd level, while within 30 feet of his lord, the courtier provides his lord with a +4 morale bonus on all Diplomacy and Intimidate checks.

Favor (Ex):

At 3rd level, the courtier begins to learn the subtle art of leveraging favors. By making a Diplomacy check, he can redeem the favors he is owed, employ subtlety, or charm his way to achieve his goals.

The courtier does not start knowing how to use all the available favors. At 3rd level, the courtier knows 2 chosen favors. At 6th level and every 3 levels thereafter, he learns an additional favor.

At 3rd level, the courtier can request a favor only once a week. At 4th level and every 4 levels thereafter, he may request an additional time per week to a maximum of 6 times per week at 20th level. It takes 1d6 hours to claim a favor and may require additional roleplaying. Creatively stacking favors or combining them may provide a greater benefit. Favors may be combined; though they require different Diplomacy rolls (for example: securing the sale of an object and establishing a safe house for the sale).

The courtier can learn the following favors:

- **Loan:** The courtier can acquire a loan of up to 1000 gp x his courtier level (DC 10 + 1 per 500 gp). However, not paying back the loan has its own consequences. It may have an interest rate or a steep penalty for failure to pay on time.

- **Secure Sale:** The courtier can secure the sale of an object that cannot normally be purchased, such as the crown of a king, an ancient relic, etc. (DC 10 + 1 per HD of the creature with the highest HD who is in charge of the object). This favor does not purchase the object; it only makes it available for sale through back channels. The selling price may be modified by the danger involved in the sale (up to 50 x if it is highly illegal). Even with this favor, there is no 100% guarantee of delivery of the item.
- **Safety:** The courtier can find a discreet and safe lodging for the night (DC 20). The price for the lodging must still be paid, but no trace or word of the location of those inside will be leaked.
- **Escape:** The courtier can guarantee safe and discreet passage for a number of people equal to his courtier level x 2, including himself (DC 20). The traveling party cannot be tracked and information about their movements will not reach other people's ears. This generally costs 10 gp per 5 miles of travel per person.
- **Equipment:** The courtier can procure the sale of weapons and armor, even in a hostile environment where normally selling such things to the courtier would be treasonous (DC 20). This favor allows the courtier the opportunity to buy items of value for survival and defense.
- **Allies:** The courtier can gain the services of normally unwilling allies. This favor may only be used on creatures who would normally not work with the courtier due to some moral, magical, or even more primal motivation. An exchange of goods or other form of payment for this mercenary service is common. The DC is based on the attitude of the creature. Unfriendly creatures have a DC of 10 + HD + Wisdom modifier; meanwhile, hostile creatures have a DC of 20 + HD + Wisdom modifier. A creature immune to mindless effects is still immune to this ability (such as most undead).

- **Passage:** The courtier can obtain passage into a restricted area (DC 20). Examples of such areas are a sealed crypt of past kings, a restricted district, a confidential military area, a prison, a quarantine zone, etc.
- **Meeting:** The courtier can conduct a meeting with a person or organization that is not normally in the habit of giving meetings (DC 10 + 1 per HD of the creature or of the creature with the highest HD who is in charge of the organization). Examples of some of these meetings are meetings with a thieves' guild, a tribe of xenophobic savages, a demon lord, etc.
- **Message:** The courtier can send a secret message that will securely and discretely reach his intended target with the greatest haste (DC 20). The message will reach the target within 1d6 days. This guaranteed delivery also includes the message being received by people who may not normally be open to receiving a message or may normally ignore the courtier. There may be fees associated with the transmission of the message because the favor only allows the courtier to assure the message will reach the intended target in the designated time. Even extreme isolation (such as being cloistered on another plane) cannot hinder this sort of message.
- **Detract:** The courtier can cause political trouble for a single creature within his surrounding area (DC 10 + 1 per HD of the target creature). Examples of what the political trouble could entail are random inspection by the town guard, heckling by peasants, being trailed by private investigators, adventurers falsely seeking them for some information, petty thieves believing they have something of great value, or being called before the local governance to answer for trumped-up charges. The courtier cannot determine what method is used, only to whom it happens. The methods cannot be deadly or physically harming to the target, but will harass the target. It may however cause political, financial, or legal troubles for the person.

Additionally, the DC of the Diplomacy check should be modified based on the difficulty or dangers someone involved in the execution of a favor would have to suffer.

Table 2-2: Loan Danger DC

Modifications

DANGER	EXAMPLE	DC MODIFICATION
None or Minimal	Secure the sale of weapons in a friendly town if the rogue made a fool of himself earlier and the blacksmith is holding a grudge.	+0
Casual	Leave a door unlocked to the castle to let the party in at night.	+2
Illegal	Offer refuge to an escaped prisoner.	+4
Dangerous	Sell the courtier the king's signet ring.	+10
Deadly	Convince an imp to steal a demon lord's crown.	+20

A favor that would enable a character (or party) to circumvent an adventure should always be unavailable to the character, regardless of the results of his Diplomacy check. The DM should carefully monitor the courtier's use of favors to ensure that this ability is not abused. The success or failure of a mission should not hinge on the use of a favor, and calling in favors should not replace good roleplaying or the use of other skills. The DM may disallow any favor deemed to be disruptive to the campaign.

Head Down (Ex):

At 3rd level, the courtier learns how to walk without attracting attention and pass as a nobody when he needs to. He gains a +4 insight bonus on Disguise and Stealth checks to avoid attracting attention.

Loyalty (Ex):

At 4th level, the courtier gains a pool of loyalty points equal to his courtier level. He regains these points after 8 hours of rest. Additionally, he regain 1 point if he performs an act of extreme selflessness for his lord, though never more than his Charisma modifier per day. He may spend these loyalty points in the following ways:

- **Expert Aid (1 Points):** The courtier can automatically succeed on an aid another check for an ally.
- **Self-Sacrifice (1 Point):** The courtier can transfer one negative, non-magical condition currently afflicting an ally to himself. The courtier must be adjacent to the afflicted ally in order for this transfer to work. This takes a full-round action and provokes an attack of opportunity. The target he takes the condition from must be willing or unconscious. The duration of the effect is also transferred.
- **Tactical Management (2 Points):** The courtier can extend the use of one teamwork feat he possesses to all allies who can see and hear him for a number of rounds equal to his Charisma modifier as a swift action. This affects up to 5 creatures, in addition to the courtier and his lord.

At 8th level, the courtier can additionally expend loyalty points on the following new use for loyalty points:

- **Rally (3 Points):** The courtier may provide succor to his lord or an ally as a standard action. This provides an amount of temporary hit points equal to his courtier level + his Charisma modifier. A creature cannot be restored above his maximum hit points in this fashion. Any additional temporary hit points are wasted. These temporary hit points last for rounds equal to the courtier's Charisma modifier.

(RALLY, CONT)

A creature can only be affected by this class feature once per day. If the courtier is targeting his lord with this ability, the number of temporary hp granted is equal to 2 x his courtier level + his Charisma modifier.

Teamwork Feat:

At 4th level, the courtier receives a teamwork feat as a bonus feat. At 7th level and every 3rd level thereafter, the courtier gains additional teamwork feats. If the courtier's lord is within 30 feet of the courtier, the lord also gains use of these bonus feats. The courtier must meet the prerequisites for each feat, but his lord does not.

Pledged Sword (Ex):

At 5th level, if the courtier hits a creature, his lord gains a +2 morale bonus on damage rolls against that creature until the start of the courtier's next turn. In addition, if the courtier's lord strikes a creature, the courtier gains a +2 morale bonus on damage rolls against that creature until the start of the lord's next turn.

Fealty (Ex):

At 6th level, the courtier can purge himself of all fear by shouting an oath of fealty to his lord as a swift action. If he does so, he becomes immune to all fear effects for a number of rounds equal to his Charisma modifier. He must be within 30 feet of his lord to activate it and remain within 30 feet of his lord to maintain this effect. Should he ever end his turn more than 30 feet away from his lord, this effect ends. Additionally, when the courtier makes this oath, all allies (including the courtier's lord) within 30 feet of him gain a +4 morale bonus on their Will saves against fear effects for a number of rounds equal to the courtier's Charisma modifier.

Power Behind the Throne (Ex):

At 9th level, the courtier improves his lord's reputation score (for the Leadership feat) by +4. Alternatively, the courtier can grant himself and his lord a single re-roll each per day on a failed Charisma-based skill check. Once the benefit granted by this class feature has been chosen, it cannot be changed.

Shelter (Su):

At 11th level, the courtier's bond with his lord becomes so strong he can supernaturally shelter him from harm. Whenever his lord is reduced to 0 hp or lower, the courtier can sacrifice any number of hit points as a free action. Each hit point sacrificed in this manner prevents 1 point of damage to the courtier's lord (for a 1:1 ratio). The courtier can only sacrifice hp in this manner if he is adjacent to his lord. A courtier cannot reduce himself below 0 hp by using shelter. The courtier must be within 30 feet of his lord for this class feature to work.

At 18th level, each hit point sacrificed prevents 2 points of damage to the courtier's lord (for a 1:2 ratio).

Strength Through Loyalty (Ex):

At 14th level, the courtier's dedication to his lord allows him to resist even the worst forms of mental influence (mundane or magical). If he makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. In addition, as long as he is within 30 feet of his lord he becomes immune to charm spells and spell-like abilities.

Roszada (Su):

At 15th level, by paying 3 loyalty points, the courtier can swap places with his lord as a swift action. The movement does not provoke attacks of opportunity and may only be done if both the lord and the courtier are conscious, within 60 feet of each other, and able to see one another. The lord does not need to be willing. Roszada can be used as an immediate action in response to an attack roll against the courtier's lord. If used in this manner, the attack resolves against the courtier instead.

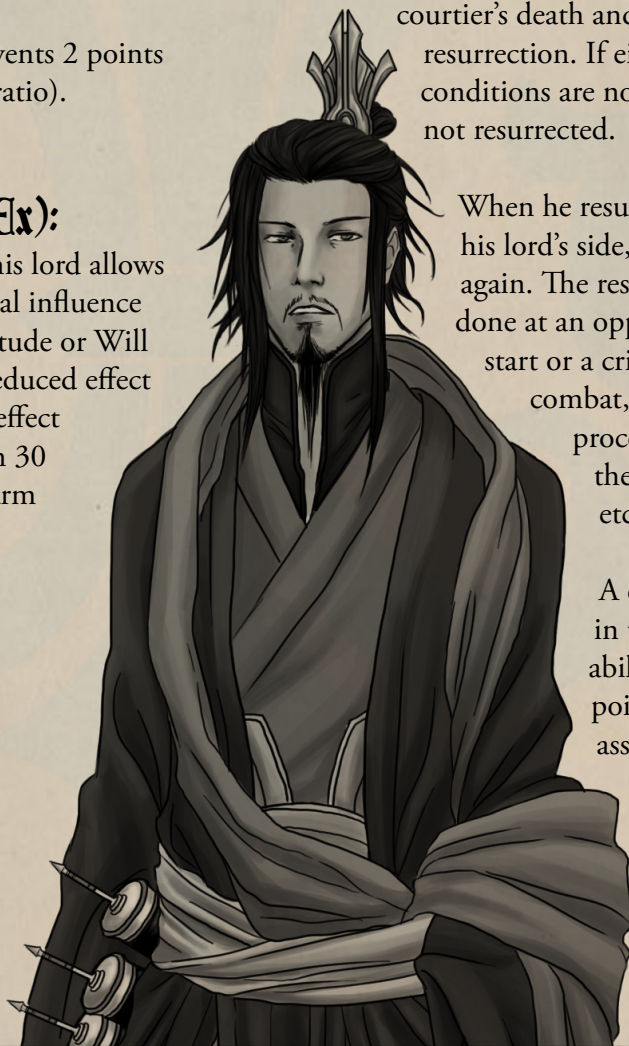
(Roszada is the Polish term for "castling" in chess.)

Loyalty Beyond Death (Su):

At 20th level, if at any time the courtier dies, as long as his lord survives and the courtier has at least 1 loyalty point at the time of his death, he is resurrected (as per true resurrection) 24 hours later. The courtier's lord is required to be alive both at the time of the courtier's death and at the time of his resurrection. If either of these conditions are not met, the courtier is not resurrected.

When he resurrects, he appears by his lord's side, ready to serve once again. The resurrection is generally done at an opportune time (the start or a critical moment during combat, during a court proceeding where he needs the aid of his courtier, etc).

A courtier resurrected in this fashion loses the ability to use loyalty points for 24 hours (He is assumed to have 0 during this time).



The Sycophant

An Archetype for Inquisitors for the Pathfinder Roleplaying Game

"You shall mark many a duteous and knee-crooking knave, who (doting on his own obsequious bondage) wears out his time, much like his master's ass, for nought but provender, and when he's old, cashiered."
- Iago, Othello

Sycophants, obsessive devotees of a charismatic leader, gain enhanced arcane might through their fervor. Eternal yes-men, they see their leaders as being able to do no wrong and fawn on their every word as if it were holy scripture. Sycophants lose a bit of their identities, choosing instead (consciously or unconsciously) to define their existences by their relationships to their leaders. Kobolds who worship tyrannical dragons, political party members in extreme military-states, freedom fighters who follow a revolutionary rebel leader, zealous crusaders following a benevolent king, the attendants of an elder vampire, and even the mewling disciples of a lich could become sycophants. Not all are evil as they generally adopt (or attempt to adopt) the alignment of their lords. Unfortunately, those who would make use of the psychological tactics that produce sycophants are not always of good alignment.

When adventuring, sycophants tend to do so expressly for the benefit of their lords and may even be under orders. They may also regularly donate a portion of their wealth gained through adventuring to their lords' cause or institution. Sycophants are easy to integrate into any game provided the lords would have vested interest in such affairs that adventuring provides.

Weapon & Armor Proficiency

Because the sycophant has no deity, he gains no favored weapon from a deity, and he is not proficient in medium armor or shields.

Spells:

The sycophant is a spontaneous caster that casts spells from the magus spell list. His spells are arcane in nature, and his spell casting is Charisma-based, rather than Wisdom-based.

This ability modifies the inquisitor's spells.

Cantrips:

The sycophant casts cantrips drawn from the magus spell list.

This ability replaces the inquisitor's orisons.

Arcane Gesture Training (Ex):

The sycophant can cast sycophant spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, if the sycophant is wearing medium or heavy armor, he incurs a chance of arcane spell failure if the spell he casts has a somatic component. A multiclass sycophant still incurs the normal arcane spell failure chance for arcane spells received from other classes.

This ability replaces the inquisitor's monster lore.

Judgment (Su):

The bonuses granted by the sycophant's judgment are always morale bonuses. He treats the DR from the resiliency judgment as though he were neutral. This ability modifies the inquisitor's judgment.

Lord's Power (Su):

The sycophant's lord influences what magic he can perform, his values, and how others see him. At 1st level, the sycophant selects one of the following aspects that matches his view of his lord. This grants him a number of abilities, as well as bonus spells added to his spell list and spells known.

This ability replaces the inquisitor's domains.

Domains

Arcane

Your lord is a powerful arcane spellcaster, such as a sorcerer, dragon, wizard, or lich.

LORD SPELLS: 1st-*Identify*, 2nd-*Arcane Lock*, 3rd-*Dispel Magic*, 4th-*Dimension Door*, 5th-*Spell Resistance*, 6th-*Contingency*.

ARCANE BOLT (SP): At 1st level, as a standard action, the sycophant may fire a ray of energy at one target within 30 feet as a ranged touch attack. This ray deals 1d4 points of damage + 1 point per 2 sycophant levels. He may use arcane bolt a number of times per day equal to 3 + his Charisma modifier.

ARCANE GUARD (SP): At 1st level, the sycophant may sheath himself in magical armor as an immediate action. He gains a deflection bonus to his AC equal to 1/4th his sycophant level (minimum 1) until the start of his next turn. He may use arcane guard a number of times per day equal to 3 + his Charisma modifier.

ARCANE POWER (SU):

At 10th level, the sycophant gains Arcane Blast^{APG} and Arcane Shield^{APG} as bonus feats. When using Arcane Blast, he may spend one use of arcane bolt as a free action to increase the range of the ray provided by Arcane Blast by 30 feet + 5 feet per 4 sycophant levels, and the damage dealt by Arcane Blast increases by +1 point per die rolled. When using Arcane Shield, he may spend one use of his arcane guard as a free action to increase the deflection bonus granted by Arcane Shield by +2 and gain a 25% chance to negate critical hits while the shield is active. At 15th level, the chance to negate critical hits improves to 50% and to 75% at 20th level; these bonuses do not stack with the light, medium, or heavy fortification armor properties.

Draconic

Your lord is a dragon or someone with significant draconic ancestry.

LORD SPELLS: 1st-*Mage Armor*, 2nd-*Resist Energy*, 3rd-*Draconic Reservoir*^{APG}, 4th-*Dragon's Breath*^{APG}, 5th-*Treasure Stitching*^{APG}, 6th-*Form of the Dragon I*.

DRACONIC WISDOM (EX): At 1st level, the sycophant adds 1/2 his level to checks made to identify dragons and their special abilities, as well as to Appraise checks made to identify the value of items. The sycophant may make checks to identify the value of an item or the most valuable item in a treasure hoard as a free action.

DRACONIC CONSTITUTION (SU): At 1st level, the sycophant gains darkvision 60 feet, immunity to sleep effects, and immunity to paralysis effects. If the sycophant already has darkvision, its range improves by +30 feet.

DRACONIC MAGIC (SU): At 8th level, the sycophant selects one type of energy damage done by his lord's breath weapon. Whenever the sycophant casts a spell that deals hit point damage, he may choose to split the spell's damage in half: one half would be the chosen type of damage and the other half would be the spell's normal type. If the spell already deals the chosen type of damage, he may instead increase that spell's caster level by one.

Nobility

Your lord holds a title of nobility.

Lord Spells: 1st-*Command*, 2nd-*Enthrall*, 3rd-*Heroism*, 4th-*Lesser Geas*, 5th-*Greater Command*, 6th-*Geas*.

AIR OF GRANDEUR (EX): At 1st level, the sycophant gains a bonus equal to his Wisdom modifier when making a Charisma check or Charisma-based skill check against a creature that shares his creature type.

WEIGHTY WORDS (SU): At 1st level, as a standard action, the sycophant may make a declaration towards a specific goal ("Charge!" "The queen falls now!" "Hold the gates!"). Until the start of the sycophant's next turn, any of the sycophant's allies who act in a way that they believe will lead towards the spoken result gain a +2 morale bonus on ability checks, attack rolls, saving throws, and skill checks they make towards the specified result. More general declarations ("Stay alive!") should be interpreted alongside the GM.

DIVINE SERVANTS (SU): At 8th level, as a standard action, the sycophant may call upon one or more divine servants composed of the focused energy of his faith. These servants act as the unseen servant spell but last until the sycophant rests or until the divine servants leave the spell's area. He may have a number of divine servants active at once equal to 1/2 his sycophant level. As a free action, the sycophant's divine servants may move with him at the same speed and in the same direction whenever he moves or is moved. Also as a free action, he may grant any one of his divine servants a bonus to its effective Strength score; however, all his improvements combined may only amount to a maximum of his sycophant level.

At 12th level, as a swift action, the sycophant can see and hear from any space any of his divine servants occupy. He may also speak as though he occupied the space of the divine servant.

At 16th level, the sycophant may cast a spell from a space that a divine servant occupies, provided that he has line of effect to the divine servant. Doing so dispels the divine servant. He may not make touch attacks in this way.

At 20th level, as a full-round action, the sycophant's divine servants may pick up and bring any object they can lift within range to a square adjacent to the sycophant. Divine servants may move beyond the spell's range for up to 1 hour, as long as they perform a task the sycophant designated. If a divine servant moves beyond the spell's range but has no task, it is still dispelled as normal. Finally, the sycophant may switch places with any of his divine servants as a swift action once per day.

Otherworldly

You serve powers beyond the mortal plane who hold sway over reality itself.

Lord Spells: 1st-*Protection from Chaos/Evil/Good/Law**, 2nd-*Align Weapon*, 3rd-*Magic Circle against Chaos/Evil/Good/Law**, 4th-*Lesser Planar Ally*, 5th-*Life Bubble*, 6th-*Planar Ally*.

*The sycophant selects one of these spells based on his lord's alignment.

HEED THE CALL (SU): At 1st level, the sycophant can communicate with outsiders with an Intelligence of at least 3 who share one or more of his lord's creature subtypes (other than the extraplanar subtype) as though he spoke those creatures' languages. If a creature the sycophant can communicate with in this way is summoned or bound to service, the sycophant may attempt a caster level check as a full-round action against a DC of 11 + the caster level of the spell affecting the outsider to either dispel the effect or instead bring the outsider under the sycophant's command for 1 minute. An outsider being commanded in this way will obey orders other than self-destructive orders or directions opposing its nature. The sycophant can only make this attempt once per day on a given outsider.

CRUSH OPPOSITION (SU): At 1st level, the targets of spells the sycophant casts take a -1 penalty on saving throws for each component of their alignment that opposes the sycophant's. True neutral sycophants treat targets who have no neutral alignment component (CE, CG, LE, LG) as opposing their alignment with both components. Vice versa, a true neutral sycophant does not provide a penalty to targets with a partially neutral alignment component.

GLIMPSE OF WORLDS (SU): At 8th level, the sycophant may make a touch attack as a standard action to assail a creature with sudden visions of the lands, people, and wonders of the places the sycophant's lord rules over. The target becomes staggered for 1 round and must make a Will save (DC 10 + 1/2 sycophant level + Charisma modifier) or become dazed until the end of the sycophant's next turn. If the creature's dazed condition ends or is removed, the target moves at half speed, may not make attacks of opportunity, and is staggered until the end of its next turn. Creatures affected by glimpse of worlds may thereafter gain a result of higher than 10 on Knowledge (planes) checks about any locations or creatures the sycophant's lord rules over even if untrained. This is a mind-affecting divination effect. The sycophant may use glimpse of worlds once per day, and an additional time per day every 4 levels after 8th.

Personality

Your lord is a someone with significant charisma, such as a cult leader, celebrity, or performer.

LORD SPELLS: 1st-*Charm Person*, 2nd-*Hideous Laughter*, 3rd-*Suggestion*, 4th-*Charm Monster*, 5th-*Dominate Person*, 6th-*Mass Suggestion*.

NOT IN THE FACE (SU): At 1st level, the sycophant may attempt to ward an attacker away from himself by pretending to be helpless and not worth the time to attack. As an immediate action, he blocks his face, whimpers, and releases a small wave of emotional energy. The target must succeed a Will save (DC 10 + 1/2 sycophant level + Charisma modifier) or not attack the sycophant that round. This does not affect the target's turn any further than deciding that the sycophant is not a target worth attacking; he may attack other targets within range. This is a mind-affecting effect. The sycophant may use not in the face once per day. At 4th level and every 4 levels thereafter, he gains an additional use per day.

RAISE MORALE (SU): At 1st level, as a standard action, the sycophant can dismantle and release the arcane energies contained in a prepared spell to boost the morale of his allies and of creatures that are friendly towards him within 20 feet + 10 feet per spell level sacrificed. Affected creatures gain a morale bonus on attack rolls, saves, skill checks, and ability checks equal to 1 + 1/2 the spell level sacrificed for a number of rounds equal to the sycophant's Charisma modifier.

LORD'S ASPECT (SU): At 8th level, once per day as a standard action, the sycophant can make himself as imposing as he feels his lord is. All allies within 60 feet of the sycophant become immune to fear, and the sycophant gains a +2 bonus on his caster level for a number of rounds equal to his Charisma. At 14th level and 20th level, the sycophant gains an additional use of lord's aspect per day.

Swindler

Your lord is the master of a thieves' guild, a mafia capo to a godfather, or some other extralegal organization.

LORD SPELLS: 1st-*Vanish*, 2nd-*Invisibility*, 3rd-*Shrink Item*, 4th-*Greater Invisibility*, 5th-*Possess Object*^{UM}, 6th-*Getaway*^{APG}.

SECRET SPACE (SU): At 1st level, the sycophant gains a hole in space into which he can secret away items no larger than his palm. The sycophant may use this ability on a handheld item that can be held in one hand, weighing no more than 10 lbs. + 1 lb for every 2 sycophant levels. Storing or retrieving an item in the secret space is a free action. While inside the secret space, all effects currently affecting the item are suppressed as though not subject to time while inside. The sycophant may hold 1 item in his secret space, but at 4th level and every 4 levels thereafter, he can store an additional item. The secret space is not in space and is not considered any plane for the purposes of divination effects or effects that locate items.

SAFEHOUSE (SU): At 1st level, the sycophant may, once per week, declare a location to be a safehouse. The area of the safehouse and the structure itself, while occupied, is considered to be under nondetection. Creatures and objects inside require a caster level check (DC 11 + sycophant level) to be located with a divination spell. At 8th level, the DC increases to 15 + sycophant level. While in his safehouse, the sycophant may sacrifice a spell as an immediate action to increase the DC to use divination magic within the area by an amount equal to the level of the sacrificed spell and may automatically detect scrying attempts into his safehouse for 1 hour. Subsequent sacrifices overwrite each other and do not stack; instead they reset the effect's duration and use the level of the newly sacrificed spell.

MANA THIEF (SU): At 10th level, twice per day as a standard action, the sycophant may attempt to steal a magical effect or a spell by making a caster level check and may add any bonuses to overcoming spell resistance against a DC of 10 + the caster level of the target. When targeting an existing spell effect, the effect is dispelled, and the sycophant is able to prepare a copy of the spell. When targeting a spellcaster, he may force him to lose 1 spell or spell-like ability of 4th level or lower, and he may immediately prepare a spell of the same level or lower. The maximum spell level increases by +1 for every 2 by which he beats the DC. The sycophant may only prepare a spell of a level he could normally cast. The sycophant gains an additional daily use of mana thief every 5 levels after 10th.

Undead

Your lord is a vampire lord, a lich, or some other powerful undead creature.

LORD SPELLS: 1st-*Restore Corpse*^{UM}, 2nd-*Spectral Hand*, 3rd-*Animate Dead*, 4th-*Enervation*, 5th-*Slay Living*, 6th-*Unwilling Shield*.

NECROMANTIC AURA (SU): At 1st level, the sycophant gains the ability to emit an aura of negative energy as a standard action for a number of rounds equal to his sycophant level. This aura has a radius of 10 feet + 5 feet per 5 sycophant levels. Creatures other than the sycophant who end their turn in this aura take an amount of negative energy damage equal to 2x the sycophant's level. A successful Will save (DC 10 + 1/2 sycophant level + his Charisma modifier) halves this damage. The duration of necromantic aura need not be consecutive, but it must be used in one round increments.

NECROMANTIC AEGIS (SU): At 1st level, the sycophant gains an amount of negative energy resistance equal to 5 + his sycophant level. Once per day as an immediate action, he may choose to become damaged by positive energy and healed by negative energy as though he were undead for one round. At 4th level and every 4 levels thereafter, he gains an additional use of necromantic aegis per day.

SOULSHATTER (SU): At 8th level, the sycophant can infuse his spells with negative energy, causing them to eat away at the souls of living creatures. When casting a spell that deals hit point damage, he may choose to split the spell's damage in half: one half negative and the other half the spell's normal type. In addition, if a target fails a save against such a spell, he gains 1 negative level. If the spell does not allow a save, the target can make a Will save (DC equal to the spell's DC) to negate the negative level. This negative level disappears after 1 minute and has no chance of becoming permanent. The sycophant may use soulshatter a number of times per day equal to 3 + his Charisma modifier.

Warrior

Your lord is someone with significant combat prowess, such as a war hero or an arena champion.

LORD SPELLS: 1st-*Moment of Greatness*, 2nd-*Bestow Weapon Proficiency*^{UC}, 3rd-*Force Punch*, 4th-*Telekinetic Charge*^{UC}, 5th-*Wall of Force*, 6th-*Transformation*.

ARMS TRAINING (EX): At 1st level, the sycophant gains proficiency in all simple and martial weapons.

ARCANE BOND (EX): At 1st level, the sycophant gains an arcane bond, using his sycophant level as his wizard level. This bond must be a with a weapon; the sycophant is always proficient with his bonded weapon.

IMPROVED ARCANE GESTURE TRAINING (SU): At 8th level, the sycophant becomes proficient in medium armor and can cast sycophant spells while wearing medium armor without incurring the normal arcane spell failure chance.



New Feats

Shameless Flattery (Ex):

When dealing with creatures similar to his lord, the sycophant gains a +1 morale bonus on Diplomacy and Bluff checks; at 3rd level and every 3 levels thereafter, this bonus increases by +1.

This ability replaces the inquisitor's cunning initiative, detect alignment, and track.

Channel Zeal (Su):

At 3rd level, the sycophant may, as a standard action, whip his allies into a frenzy. All willing creatures within 30 feet gain a +1 morale bonus to AC or 10 temporary hit points, chosen by the sycophant. In either case, this bonus lasts for a number of rounds equal to the sycophant's Charisma modifier. At 6th level and every 3 levels thereafter, the amount of AC and temporary HP granted by this ability increases by +1 and 10 respectively. The sycophant may use channel zeal once per day and gains an additional use per day at 6th level and every 3 levels thereafter.

This ability replaces the inquisitor's teamwork feats and solo tactics.

True Judgment (Su):

The DC for true judgement is Charisma based, rather than Wisdom-based.

This ability modifies the inquisitor's true judgment.

Cross-Training

In warfare, to be stagnant is to be dead.

Prerequisites: Buck, 7th Level.

Benefit: A buck gains a regimental bonus from a single regiment he does not belong to. This may not be taken multiple times.

Jr. Officer

Behind ever good officer there is a better Jr. Officer covering for their mistakes.

Prerequisites: Buck, Knowledge (nobility) 5 ranks.

Benefit: Define a single willing ally as your lord when you select this feat (see the courtier's entry in this book for more information on lords). When you are within 30 feet of him, you both gain a +1 morale bonus on all saves. Furthermore, you receive a +2 competence bonus on all aid another checks that would result in a direct benefit to your lord.

Master & Servant

The report you have with your lord on the battlefield is second to none.

Prerequisites: Pledged sword class feature.

Benefit: If you flank a target with your lord and successfully strike the creature, you may make a free dirty trick, disarm, sunder, or trip combat maneuver. This may occur no more than once per turn.

Pledged Revenge

Loyalty in life is worth its weight in gold. Loyalty after death demands a price to be paid in blood.

Prerequisites: Pledged sword class feature.

Benefit: Should your lord die or at least be reduced to 0 hp or lower, you may chose to throw yourself into a sorrow-fueled state of rage as a free action. For the next 4 rounds, you gain a +4 morale bonus on attack and damage rolls but a -4 penalty to your AC.

Specialized Unit Training

You have received special training in a specific weapon that allows you to carry out a task that is not normally assigned to a soldier of your type.

Prerequisites: Soldiering, base attack bonus +5.

Benefit: Select a weapon that is not a martial weapon or a firearm. This weapon counts as a martial weapon for the purposes of buck class features.

Shikari

A good big game hunters never fails to kill his prey before it kills them. That is why there are only "good" big hunters remaining.

Prerequisites: Point Blank Shot, Weapon Focus (any firearm), Survival 3 ranks

Benefit: You gain a +1 bonus on damage rolls when within 30 feet with firearms. This bonus on damage rolls doubled (+2) if you are attacking an animal or magical beast within 30 feet with a firearm. In addition, you gain a +2 insight bonus on Survival checks to track a creature.

Regimented Discipline

When you call "Hold the Line!", no one dares move.

Prerequisites: Soldiering class feature

Benefit: As a swift action, you grant yourself and all allies within 30 feet of you a +2 morale bonus against fear effects until the start of your next turn.

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