

Weekly Wonders

Archetypes of Intrigue Volume II

Gentry

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*Necromancers
of the Northwest*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Introduction

Intrigue is a staple of the fantasy genre, and many players and GMs are drawn to the idea of a grand campaign of political intrigue, in which the players face the dangers of scheming politicians, backstabbing assassins, high-society soirees, and similar trials, instead of the usual drudging through moldy old dungeons, killing things and taking their stuff. A proper political drama or heist adventure can be hard to run and even harder to write, but perhaps the hardest is for players to get in the appropriate mindset, and deal with their problems with finesse, rather than a blunt weapon. One thing that can help players get in the mood—and get themselves an edge—when it comes to intrigue is having an archetype that kits their preferred class out a bit more for the type of adventure they'll be playing. Each installment of *Weekly Wonders: Archetypes of Intrigue* presents six new archetypes tied to a particular role common in intrigue adventures.

This book focuses on the gentry, who are important characters in any intrigue game. At the top of society, they have a lot more opportunity to get caught up in the machinations of various schemes, and are also the best positioned to do something about those schemes. The following archetypes take several classes, some of which are not typically thought of as high-class characters, and give them new abilities and alternate features which play up their noble aspects. From the royal bloodline to the genteel explorer archetype, these socially gifted members of the upper crust will be sure to give your players the upper hand.

New Archetypes

The following archetypes are presented in alphabetical order, based on the name of the class that they modify.

Royal Bloodline (Bloodrager)

Within you runs the blood of the kings and queens of old. Your family tree is filled with ancient might and the promise of restored glory flows in your veins. Many with the royal bloodline are the sons and daughters of princes and kings, but others merely share some ancient connection with nobility. Not all noble blood contains the potent magic that fuels bloodrage, but a very few special clans descended from the first kings and queens still carry a potent energy that can grant extraordinary power, and power that lives within you.

Bonus Feats: Combat Expertise, Combat Reflexes, Dazzling Display, Iron Will, Leadership, Silent Spell, Skill Focus (Intimidate).

Bloodline Spells: *charm person* (7th), *suggestion* (10th), *heroism* (13th), *fear* (16th).

Bloodline Powers: Your noble heritage allows you to more easily influence those around you.

Bloodgrace (Ex): You can channel your ancient blood to project the greatness of your forbearers. As a standard action, you can expend any number of rounds of bloodrage. You gain a bonus on Diplomacy and Intimidate checks equal to twice the number of rounds

of bloodrage expended in this way. This effect persists for 1 minute. You may use this ability even while you are not bloodraging.

Royal Blood (Ex): At 4th level, your proud lineage allows you to more readily strike fear or inspire obedience in others. The DC of any mind-affecting spell you cast is increased by 2. Additionally, 3 times per day, whenever you hit a character during a bloodrage, you may cast a mind-affecting spell with a casting time of 1 round or less as a free action, targeting that character.

Commanding Presence (Ex): At 8th level, your greatness is made manifest for all to see. While in a bloodrage, you can use Charisma-based skills other than Intimidate, and can make Diplomacy checks made to influence the attitude of characters as a full-round action. Finally, the duration of any mind-affecting spells you cast is increased by an amount of time equal to the number of rounds you were in a bloodrage before casting the spell.

Inspiring Presence (Ex): At 12th level, your royal presence inspires others on the battlefield. As a swift action, you can speak words of inspiration to a single creature within 30 feet. That character gains a bonus equal to your Charisma modifier on the next attack roll or saving throw she makes.

Royal Rage (Ex): At 16th level, when you enter a bloodrage, your body becomes wreathed in a shimmering golden light and an ethereal crown appears upon your head. While in a bloodrage, you gain a +4 enhancement bonus to your Charisma score and your caster level is considered to be 4 higher for the purposes of spells with the fear and charm descriptors.

Regal Presence (Ex): At 20th level, your implacable noble presence makes you impossible to domineer. You gain immunity to mind-affecting effects.

Order of the Coin (Cavalier)

While many cavaliers are of noble descent and spend their lives in pursuit of spiritually noble or lofty ideals, those of the order of the coin choose to more fully embrace their heritage. These cavaliers are devoted to the preservation and the superiority of the aristocracy. Wealth is the mark of their pride and the only thing, apart from noble roots, that order of the coin cavaliers truly respect. Whatever each individual's motivation, nearly all members of this order fight to keep a clear separation between the haves and the have-nots.

Edicts: The cavalier must respect the nobility and aristocracy of any kingdom. He must obey without question the commands of those with a higher station. He should seek to advance his own standing. The cavalier must respect the rights of ownership and proper inheritance to the best of his ability. Finally, the cavalier must always try to advance the wealth of himself and his house.

Challenge: Whenever an order of the coin cavalier issues a challenge against an intelligent character whose outfit (including armor and jewelry) is worth less than half the value of his own outfit (including armor and jewelry), he gains a +1 bonus on damage rolls. This bonus increases by

+1 at 5th level and every 5 levels thereafter. This bonus to damage is doubled if the target's outfit is worth less than 1,000 gp.

Skills: An order of the coin cavalier treats Appraise and Knowledge (nobility) as class skills. Additionally, the order of the coin cavalier gains a bonus on Appraise checks made to learn the value of items worth 1,000 gp or more equal to 4 or 1/2 his class level, whichever is higher.

Order Abilities: The order of the coin cavalier gains the following abilities as he increases in level.

Social Challenge (Ex): Rather than issue a combative challenge, an order of the coin cavalier can attempt to undermine and humiliate his enemies. At 2nd level, the cavalier can expend 1 use of his challenge in order to select a single character within 30 feet. He gains a bonus equal to twice his challenge bonus on all Bluff, Diplomacy, and Intimidate checks made against that character for the next 10 minutes.

Display of Wealth (Ex): At 8th level, an order of the coin cavalier is expected to display his family's vast wealth, and the world acknowledges him for it. As long as the cavalier wears at least 1,000 gp worth of nonmagical clothing and jewelry (not including armor), he gains a +4 bonus on all Charisma-based skill checks. Additionally, intelligent enemies who display less wealth in nonmagical clothing and jewelry suffer a -1 morale penalty on attack rolls and damage rolls against the order of the coin cavalier.

Clear Rabble (Ex): At 15th level, whenever an order of the coin cavalier confirms a critical hit, he may make an Intimidate check to demoralize each opponent within 30 feet. Any character that is demoralized in this way also becomes frightened for 1 round.

Doge Spirit (Medium)

The doge is a rarely encountered type of spirit that the medium can channel, the epitome of social grace and cunning manipulations. Often encountered in palaces, salons, and other places where wealthy and influential individuals gather to converse, the doge is a very charming spirit who lends its acumen and social skills to those that channel it. The doge, however, doesn't abide humiliation, and carries with it an air of subtle danger.

Spirit Bonus: When you channel the doge, you apply your spirit bonus on all Charisma-based skill checks, as well as on Charisma checks and Sense Motive checks.

Séance Boon: The DC of any charm spell you cast is increased by 1.

Favored Locations: Ballrooms, courts, embassies, mansions, palaces.

Influence Penalty: You are plagued by unseen enemies and see them everywhere. Your paranoia causes you to suffer a penalty equal to your spirit bonus on checks made to improve the attitude of another character. Additionally, your body to be more susceptible to cunning forms of execution, causing

you to suffer a penalty equal to your spirit bonus on saving throws against poisons and traps.

Taboos: Choose one: you abstain you may not make weapon attack rolls unless you suffer damage from the target of your attack first; you must not willingly associate with anyone who does not have an outfit (including armor and jewelry) worth at least 200 gp; or you cannot consume meals that cost less than 10 gp and cannot consume potions unless they were created at a higher caster level than the minimum caster level required to cast that spell.

Doge's Grace (Lesser, Su): People respond more pleasantly towards you. Characters whose starting attitude towards you would be unfriendly are instead indifferent, while characters whose starting attitude towards you would be indifferent are instead friendly towards you.

Doge's Voice (Intermediate, Sp): Once per day, you can spend 1 minute talking with someone in order to gain influence over him or her. If you do, the target is affected as though by the spell *charm monster*, except that the saving throw DC is equal to 10 + 1/2 your level + your Charisma modifier, and a character charmed in this way does not remember being charmed if his initial attitude was indifferent or better.

Doge's Cunning (Greater, Sp): Whenever you successfully increase a character's attitude by 1 or more steps, you can influence him to perform a single favor for you. This functions identically to the spell *suggestion*, except that the target receives no Will save to resist the effect. Instead, he must succeed on a Will save (DC = 10 + 1/2 your level + your Charisma modifier) or he is not aware that he was magically manipulated in this fashion.

Doge's Command (Supreme, Sp): You can allow the doge to gain 1 point of influence over you in order to enslave the mind of a helpful character. This functions identically to a *dominate person* spell, except that the saving throw DC is equal to 10 + 1/2 your level + your Charisma modifier and the effect lasts only for 1 hour. A character that fails his saving throw by 5 or more also has his memory altered, causing him to believe the time he spent dominated was spent engaged in normal social activities. This later effect functions in a similar fashion to a *modify memory* spell.

Communication Discipline (Psychic)

Your psychic energies are closely attuned with your personality and tend to resonate with others. You are easily able to reach others' hearts and minds, allowing you to win friends and influence people through the force of your willpower.

Phrenic pool ability: Charisma.

Bonus Spells: *Charm person* (1st), *suggestion* (4th), *matchmaker*^{UI} (6th), *lesser geas* (8th), *telepathy* (10th), *battlemind link*^{UM} (12th), *pox of rumors*^{UI} (14th), *mass charm monster* (16th), *overwhelming presence*^{UM} (18th).

Discipline Powers: Your powers allow you to better read and communicate with people.

Empathic Whispers (Su): You hear the whisperings of other people's minds. Your constant ability to hear the dim echoes of others' thoughts make it very difficult to lie to you, granting you a +3 bonus on all Sense Motive checks. Additionally, if you spend at least 1 minute conversing with another character, you begin to gain a grasp of her desires and fears, granting you a +3 bonus on Bluff, Diplomacy, and Intimidate checks made against that character. For each additional minute of conversation you have with that character, you gain an additional +1 bonus to these skill checks, to a maximum bonus of your level +3. Finally, if you spend at least 10 minutes conversing with a character, you can hear her surface thoughts just like with a *detect thoughts* spell. You must use a standard action to focus on a character's thoughts in this way and when you do, you can hear her thoughts for 1 round.

Project Mind (Su): At 5th level, you can project your thoughts to another willing creature, allowing you to communicate silently for a brief period. You can speak to a character within 30 feet using only your thoughts, directly communicating information to the character. If you do, the target becomes aware that you are trying to communicate with her telepathically and may choose to telepathically converse with you. If she is willing, this ability allows you to converse with one another as though you had the telepathy universal monster ability. At 8th level, and every 3 levels thereafter, you can attempt to communicate with an additional character in this fashion at the same time. Since you can relay thoughts from one individual to another, all characters involved in this ability can speak telepathically to one another.

Exploit Charms (Ex): At 13th level, you are easily able to recognize the thought patterns of a charmed or compelled character and can more easily work your magic upon them. You gain a +4 bonus on caster level checks made to dispel charm and compulsion effects. Additionally, charmed characters suffer a -4 penalty on all saving throws against your mind-affecting spells and abilities.

Genteel Explorer (Ranger)

Genteel explorers are socialites with a passion for outdoor adventure and visiting exotic places. Often found in clubs or societies with a focus on swapping stories of their travels, these bold individuals are willing to risk their lives for the sake of impressing their friends and colleagues. Experts at wilderness survival, the genteel explorer prefers to see the world for himself, believing that the most impressive tales are told from a place of experience. While genteel explorers are among the most gifted survivalists, their abilities come at the expense of some of the ranger's more traditional combat training and a more limited command of wild beasts.

Safari (Ex): A genteel explorer prefers to see the world for himself and gains his experience by undertaking elaborate

expeditions called safaris. While in an urban setting, the genteel explorer can plan a safari. When he does, he must spend 1 week making arrangements and plans. This process, while time consuming, does not prevent the genteel explorer from conducting other business, provided he spends at least 1 hour each day planning his safari. By spending 8 hours doing nothing but planning, the genteel explorer can reduce the amount of time required to plan the safari from 1 week to 1 day. When the allotted time is finished, the genteel explorer chooses a single type of terrain from the favored terrain list and makes a special Knowledge (geography) check.

While in the chosen terrain type, the genteel explorer is considered to be on safari. While on safari, the genteel explorer gains a +2 competence bonus on Survival checks, Initiative checks, and all saving throws made against natural hazards, as well as against the special abilities of creatures native to that terrain. Additionally, the genteel explorer can substitute the result of the special Knowledge (geography) check for any Knowledge skill check he makes relating to natural phenomenon encountered in the terrain in which he is on safari, or relating to creatures native to the area on which he is on safari. The benefits of a planned safari last for 1 month, or until the genteel explorer spends at least 1 full day in an urban environment. At 5th level, and every 5 levels thereafter, these bonuses increase by an additional +2. Additionally at 5th level, and every 5 levels thereafter, when the genteel explorer plans a safari he may choose an additional terrain from the favored terrain list for which to apply these benefits. Finally, at 10th level, when planning a safari the genteel explorer can choose a single plane of existence other than the Material Plane in place of a terrain type in which to gain these benefits.

This ability replaces the favored enemy class feature.

Traveler's Tales (Ex): A genteel explorer spends much of his time swapping stories with like-minded individuals and enjoys conversation. The genteel explorer adds 1/2 his level to all Knowledge (geography) checks and to his choice of Bluff, Diplomacy, or Intimidate checks. The bonus on Bluff, Diplomacy, or Intimidate granted in this way is doubled while the genteel explorer is referencing his last safari.

This ability replaces the track and wild empathy class features.

Eminent Hunter (Ex): At 2nd level, the genteel explorer is such an accomplished hunter that he can easily track any quarry and quickly dispatch his chosen target. Once per day per ranger level, the genteel explorer can designate a creature he sees, hears, or whose tracks he discovers as his mark. The genteel explorer gains a bonus equal to 1/2 his level on Survival checks made to track the mark and on Perception checks made to discover his mark. Additionally, he gains a +2 bonus to damage rolls made against his mark. At 6th level, and every 4 levels thereafter, this bonus damage increases by +2.

This ability replaces combat style bonus feats.

Explorer's Companion (Ex): At 4th level, the genteel explorer earns the service of a faithful companion. He gains his choice of a dog, riding dog, pony, light horse, or heavy horse as an animal companion. He treats his druid level as though it were 2 levels lower than his ranger level for the purposes of determining the abilities of his animal



companion. Additionally, his animal companion uses the genteel explorer's base attack bonus against the genteel explorer's mark and benefits from the damage bonus granted by the eminent hunter class feature against the genteel explorer's mark.

This ability replaces the hunter's bond class feature.

Genteel Conduct (Ex): By 8th level, the genteel explorer is so seasoned in his explorations that he can easily conduct himself as a high class socialite even while abroad. While on safari, the genteel explorer can take 10 on Bluff, Diplomacy, and Intimidate checks. Additionally, while relating tales of his last safari, he may take 10 on the Charisma-based skill to which he receives a bonus due to his traveler's tales class feature.

This ability replaces the swift tracker class feature.

Master Explorer (Ex): At 20th level, the genteel explorer is a master of his craft. While on safari, the genteel explorer gains the benefits of his favored terrain class feature even if the environment he chose for his safari is not one of his favored terrains. Additionally, while on safari, the genteel explorer can take 10 on Survival checks, initiative checks, and saving throws made to resist natural hazards and the special abilities of creatures native to the chosen terrain.

This ability replaces the master hunter class feature.

Grace Spirit (Shaman)

A shaman who selects the grace spirit is almost supernaturally beautiful, with a melodious voice and graceful movements. When she calls upon one of this spirit's abilities, a golden light seems to shine around her face, leaving little doubt as to her noble status.

Spirit Magic Spells: *charm person* (1st), *hideous laughter* (2nd), *suggestion* (3rd), *lesser geas* (4th), *smug narcissim*^{UM} (5th), *veil* (6th), *circle of clarity*^{UM} (7th), *mass charm monster* (8th), *dominate monster* (9th).

Hexes: A shaman who chooses the grace spirit can select from the following hexes.

Clothed in Wonder (Su): The shaman can produce a wondrous outfit for herself or for another character. As a full-round action, the shaman can touch a character in order to instantly clothe him in fashionable and attractive garments. The created garments can be in any style of the shaman's choosing, but are always of the highest quality and in the very finest fit and cut. The outfit appears to be worth 1,000 gp and, while worn, has the effects of such a garment for the purposes of spells and abilities which reference the value of a character's clothing. Additionally, while worn, the garment provides its wearer with a +4 bonus on the first Diplomacy check he makes against a given character each day. If removed, the garment immediately loses its value, falling to a pile of ashy dust.

Graceful Words (Su): The shaman can use this hex whenever she makes a Bluff or Diplomacy check in order to weave her words with subtle magic. When she uses this hex, she never suffers negative consequences from a failed Bluff or Diplomacy check, with the target assuming that she either meant something else or was merely mistaken. Additionally, when she uses this hex, if the result of her Bluff or Diplomacy check is successful, the target's attitude is automatically improved by 1 additional step (or by 1 step, in the case of a use of either skill which does not normally improve the target's attitude), to a maximum of helpful.

Kiss of Death (Su): Three times per day, the shaman can place a special kiss upon a target that causes assassin's blades to more easily find him and deadly fates to more readily cross his path. The shaman must succeed on a touch attack to use this hex if the target is unwilling. The target must attempt a Will save; if he fails, then for the next 10 minutes he suffers a -2 penalty on saving throws against traps and against poison, including poison spells and effects. Additionally, for the next 10 minutes, all attacks that deal precision-based damage made against the target gain a +2 bonus.

Social Talent (Ex): The shaman can use her magic to assume the privileges of an individual of wealth and standing. Once per day, the shaman may choose a single social talent for which she qualifies from the vigilante's list of social talents. For the purposes of qualifying for social talents, she is considered to be a vigilante of her class level. She retains the chosen social talent until she uses this ability to gain a new social talent in its place.

Token of Favor (Su): The shaman can bestow a token of her favor upon an individual in order to lend her power to them. Once per day, the shaman can enchant a trinket worth at least 1 cp to be a token of her favor. She can then present the token to another character. While the token is in that character's possession, he gains a +1 luck bonus on attack rolls, saving throws, and skill and ability checks. Additionally, the shaman treats her caster level as though it were 2 higher than it actually is for the purposes of spells and spell-like abilities cast on a character in possession of her token of favor.

Spirit Animal: The shaman's spirit animal is attractive and well groomed. It gains a +2 enhancement bonus to its Charisma score and an additional +2 bonus on Charisma-based skill checks.

Spirit Ability: A shaman who chooses the grace spirit as her spirit or as a wandering spirit gains the following ability.

Charming Touch (Su): The shaman can influence the attitude of others with a mere touch. As a standard action, the shaman can touch a character in order to make him helpful for 1 minute. If the target is unwilling, this requires a melee touch attack that provokes attacks of opportunity. If the touch is successful, the target must succeed on a Will save (DC = 10 + 1/2 your level + your Charisma modifier) or immediately regard the shaman as a trusted friend and confidant, treating her as though he had an attitude of helpful. A hostile character automatically succeeds on this Will save. During the 1 minute the target is helpful, the shaman may choose to take no other action other than to talk with the

target; if she does, she may make a special Diplomacy check with a DC of 10 + the target's Hit Dice, which, if successful, causes the target to remain friendly after the effect wears off. In such cases, the target is unaware he was supernaturally manipulated. The shaman can use this ability a number of times each day equal to 3 + her Charisma modifier.

Greater Spirit Ability: A shaman who chooses the grace spirit as her spirit or as a wandering spirit gains the following ability upon having access to the greater version of that spirit.

Social Grace (Su): The shaman is exceptionally skilled in social settings. She may reroll a number of Bluff, Diplomacy, and Intimidate checks each day equal to her Charisma modifier. She must use the second result, even if it is worse. She may use this ability after the roll is made, but before it is known whether the result is a success or failure. Additionally, she receives a +4 bonus to her initiative in social conflicts.

True Spirit Ability: A shaman who chooses the grace spirit as her spirit or as a wandering spirit gains the following ability upon having access to the true version of that spirit.

Charming Voice (Sp): The shaman can enthrall others with just her voice. As a full-round action, the shaman can make a toast or begin a speech addressing a number of people up to her character level + her Charisma modifier. All affected characters must succeed on a Will save (DC = 10 + 1/2 the shaman's level + the shaman's Charisma modifier) or be fascinated for as long as she continues to do nothing other than speak. Any Bluff, Diplomacy, or Intimidate checks she makes during this time gain a +4 bonus against characters fascinated in this way. Hostile characters are unaffected by this ability.

Manifestation (Su): Upon reaching 20th level, the shaman becomes the epitome of charm and grace, beloved by all. She can take 20 on all Bluff, Diplomacy, and Intimidate checks. Additionally, once per day, she can cast *dominate monster* as a spell-like ability. Her caster level for this effect is equal to her class level.

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Better than the Rest!

Intrigue is a staple of the fantasy genre, and many players and GMs are drawn to the idea of a grand campaign of political intrigue, in which the players face the dangers of scheming politicians, backstabbing assassins, high-society soirees, and similar trials, instead of the usual drudging through moldy old dungeons, killing things and taking their stuff. A proper political drama or heist adventure can be hard to run and even harder to write, but perhaps the hardest is for players to get in the appropriate mindset, and deal with their problems with finesse, rather than a blunt weapon. One thing that can help players get in the mood—and get themselves an edge—when it comes to intrigue is having an archetype that kits their preferred class out a bit more for the type of adventure they'll be playing. Each installment of *Weekly Wonders: Archetypes of Intrigue* presents six new archetypes tied to a particular role common in intrigue adventures.

For this book, we focus on archetypes of gentry and nobility. No matter the setting, even in those without an official nobility or aristocracy, the rich and the powerful always set themselves apart, always delight the lesser folk with their extravagant balls and sordid soirees, and usually, they are the ones whose plots and schemes are what sets plots of intrigue in motion. Each of the archetypes in this book focus on the ability to manipulate and influence others, social and physical grace that set aristocrats apart from others, and the power of wealth. This book includes the following archetypes:

- The royal bloodline, a bloodrager bloodline for scions of royal lineages, granting the bloodrager a natural grace and a commanding presence.
- The order of the coin, a cavalier order exclusive to the crème de la crème, who is at home in verbal duels as those of steel, and draws strength directly from his wealth.
- The doge spirit, a medium spirit that is the epitome of social grace and cunning manipulations, granting the power to influence and outmaneuver foes.
- The communication discipline, for psychics, which allows them to empathically read the hearts of others, and gain greater power over charmed creatures.
- The genteel explorer, a ranger archetype with a passion for safari, whose tales of adventure are the life of any party.
- The grace spirit, a shaman spirit that bestows social grace and charm upon those who commune with it.

Whether you're about to embark on a campaign of courtly intrigue (such as one of multiple official Paizo adventure paths), or you just want to play a character with a political bent, this book has lots of tantalizing options to offer. Even GMs can get in on the fun, as several of the archetypes here are perfect for NPCs tied to royal courts as well, and can make for exciting and memorable encounters.

