

## THE PATRICIAN

The Patrician class reflects those of a wealthy and refined upbringing. While nobles commonly meet the description, rich and educated commoners can as well. Due to their extensive education, good diet, and reasonable medical care, Patricians possess a wide variety of skills, are reasonably tough, and possess familiarity with combat and martial weapons.

**Adventures:** Patricians adventure for a variety of reasons, ranging from chasing prestige, boredom, protecting their Lord or family's interests. There are as many reasons as there are aristocrats.

**Characteristics:** Charisma is the most important skill to Patricians as it covers their charm and grace and ability to handle themselves in court intrigue. Intelligence is a close second, providing them with good skills reflecting a sound education and the savvy required to stay ahead of rival families. High Dexterity is common, as many Patricians are capable with light weapons such as rapiers, especially in cultured societies where duelling is common to settle matters of honour. Patricians from families with military traditions tend to favour Strength instead as they follow family traditions of following service as Knights. Since in many noble families the eldest son is expected to take military service, and the youngest join the clergy, many Patricians multi-class as Clerics, Fighters, Paladins or Swashbucklers.

**Alignments:** Patricians value traditional customs, social prestige, court intrigue and family honour and so tend to more commonly favour Lawful rather than Chaotic alignment. The moral axis varies according to family values and the society. Most Patricians will adhere to a lack of care for the social classes, but with a respect for their role and thus commonly lead to Neutral alignments. In an oppressive society, they might be Evil, creating and abusing laws and rules to oppress the lower classes for their own enjoyment or gain. On the other hand, others Good Patricians may attempt to use their status to help those less privileged and make laws for the good of all in society.

**Religion:** Most Patricians will pay homage to a god of fortune, duty or nobility. Some, with chivalrous intent, may pay homage to gods of chivalry, valor or justice. Others, with less kindness in their heart, will worship gods of tyranny, justice or even cruelty. Finally, Patricians from merchant-oriented families, or those in financial trouble, may lean towards gods of luck and fortune.

**Background:** The main thing that Patricians have in common is a wealthy or prestigious background, but the means to this are as varied as the Patricians themselves. Many come from merchant families that have prospered and made their wealth, whilst others come from once-wealthy families that are now noble in name if not in deed. Characters with Patricians as their first class tend to originate from long-running noble families, whilst those who multiclass into aristocracy tend to come from merchant families that have struck it rich, or married into aristocracy – often by marrying the son or daughter of a noble house in financial difficulties.



**Races:** Patricians are most often humans or elves. Human and Elven kingdoms regularly have leaders, politicians and high society where prestige and nobility is important. Half-elves are less uncommon as there are few arranged unions between human and elven aristocrats, who see this merger as diluting the purity of their bloodline, and so most half-elven Patricians tend to be illegitimate. However there are many societies, usually in border regions, where elven and human families may inter-marry and in time the ruling nobility may be formed from half-elven aristocracy. Dwarves respect tradition and structure, but are usually too unrefined and martial-oriented for the Patrician lifestyle. Halflings tend to be too nomadic to maintain Patrician society, though their strong family kinship sometimes leads to village elders becoming aristocrats, though uncommon. Gnomes are likewise too carefree to care much about courtly intrigue and family honour to favour this class. Half-Orc children from Patrician parents are likewise usually the result of illegitimate or forced unions, or if raised in Orc society too barbaric and aggressive to favour the life of the aristocrat. In many societies, Tieflings and Aasimars form the aristocracy as their forefathers intermingled with celestial or fiendish lords that may have at one time lived among them. In Drow societies, more manipulative male drow with less martial bent, or consorts to clerics of the Spider-Queen may gear towards the aristocracy class, though their only true power is that allowed to them by their matriarchs.

**Other classes:** Their outlook of tradition, prestige and honour leads them to get along well with lawful, social or disciplined classes. Patricians often employ fighters or swashbucklers as guards and mercenaries. They often have strong religious beliefs and many families keep their own personal cleric on retainer, or frequently multiclass into clerics when they come of age. Patricians usually respect Bards for their interesting tales and social graces but sometimes clash with their often lack of respect for the right order of things in society. Patricians rarely get along with Barbarians (who they consider brutish and uneducated) and Druids (who they consider uncouth). Patricians usually respect the intelligence, skill and ability of Wizards but, depending on the opinion of magic in their society, Patricians may be fearful of them (and the possible threat to their status they represent) or revere them as wise men. Many noble and royal families employ “court magicians” for entertainment or sage advice. Patricians usually have high respect for Paladins, many of who come from Knightly Patrician families themselves. Rangers are respected for their abilities, and often find employ as huntmasters or scouts for noble families. Sorcerers and Rogues may be respected for their abilities, but their tendency towards chaos and larcenous pursuits often puts them on opposing sides. Monks are often respected for their ability and in many societies the widows of Patricians are often expected to join monastic orders for the remainder of their lives.

**Role:** Patricians play similar roles in an adventuring group as Bards. They usually serve as the primary diplomat and negotiator for the group, leading them to be the face-man for the group if not the group leader themselves. Many Patricians would find it beneath their status to be anything less than the group leader, even if this is only because they provide the gold coins that fund the group’s activities. Their martial training also allows them to hold their own in fights, making them good second-line fighters much like the Bard or Cleric, but not good enough to be one of the principal fighters for their group.

## GAME RULE INFORMATION

Patricians have the following game statistics.

**Abilities:** The Patrician depends on a high Charisma for many of her class skills. High Intelligence and Dexterity scores are also hallmarks of a successful aristocrat. Strength is not as important for a Patrician as it is for other melee combatants as they often rely more on Dexterity, often with the weapon finesse feat. Those from military backgrounds may favour Strength over Dexterity in combat. Due to overindulgence in sporting endeavours, attempts on their lives and the duels they often end up in, more than a few Patricians end up with above-average Constitution scores.

**Alignment:** Usually Lawful.

**Hit Die:** d8.

**Starting Funds:** 8d6x10 gp

### CLASS SKILLS

The Patrician's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge [History, Nobility & Royalty, Religion] (Int), Linguistics (Int), Perception (Int), Perform [all skills taken individually] (Cha), Ride (Dex), Sense Motive (Wis) and Swim (Dex).

**1st level Skill Choice:** 4 + Int Modifier.

**Table: The Patrician**

Level	BAB	Fort	Ref	Will	Special
1 <sup>st</sup>	+0	+0	+0	+2	Heritage Path, Heritage Combat Style, Heritage Talent
2 <sup>nd</sup>	+1	+0	+0	+3	Charm +1
3 <sup>rd</sup>	+2	+1	+1	+3	Heritage Talent
4 <sup>th</sup>	+3	+1	+1	+4	Patrician Focus
5 <sup>th</sup>	+3	+1	+1	+4	Bonus Feat
6 <sup>th</sup>	+4	+2	+2	+5	Heritage Combat Style
7 <sup>th</sup>	+5	+2	+2	+5	Charm +2
8 <sup>th</sup>	+6/+1	+2	+2	+6	Poise
9 <sup>th</sup>	+6/+1	+3	+3	+6	Prestigious Recognition
10 <sup>th</sup>	+7/+2	+3	+3	+7	Bonus Feat
11 <sup>th</sup>	+8/+3	+3	+3	+7	Heritage Combat Style
12 <sup>th</sup>	+9/+4	+4	+4	+8	Patrician Focus
13 <sup>th</sup>	+9/+4	+4	+4	+8	Charm +3
14 <sup>th</sup>	+10/+5	+4	+4	+9	Bonus Feat
15 <sup>th</sup>	+11/+6/+1	+5	+5	+9	Prestigious Recognition
16 <sup>th</sup>	+12/+7/+2	+5	+5	+10	Poise
17 <sup>th</sup>	+12/+7/+2	+5	+5	+10	Heritage Combat Style
18 <sup>th</sup>	+13/+8/+3	+6	+6	+11	Bonus Feat
19 <sup>th</sup>	+14/+9/+4	+6	+6	+11	Charm +4
20 <sup>th</sup>	+15/+10/+5	+6	+6	+12	Heritage Talent

## CLASS FEATURES

All of the following are class features of the Aristocrat.

**Weapon and Armour Proficiencies:** Patricians are proficient with all *simple* and *martial* weapons, *Light* and *Medium* armour and with shields (except Tower shields). Chosen Heritage (see below) may provide further proficiencies.

**Heritage Path:** at 1<sup>st</sup> level a Patrician must choose a Heritage path to reflect her background and lifestyle. Once this decision is made it cannot be changed. The path chosen immediately grants her an additional bonus class skill. In addition, the chosen Heritage Path defines which Heritage Combat Style feats can be chosen in addition to the Heritage Talents that are learnt as the Patrician progresses.

**Heritage Combat Style:** Patricians all learn some martial prowess to better defend themselves. At 1<sup>st</sup> level a Patrician may choose a feat from her Heritage Path's combat style list, subject to meeting all the prerequisites. She may choose additional feats at level 6, 11 and 17.

**Heritage Talent:** Patricians come from varying backgrounds which affects their skills and special abilities. At 1<sup>st</sup> level a Patrician gains a special ability based on their chosen Heritage Path. They gain additional Heritage Talents from their Heritage list at levels 3, 9, 12, 15 and 20.

**Charm:** Patricians are masters of glib tongues and social grace. At 2<sup>nd</sup> level they get a permanent +1 increase to their Charisma score. This rises by an additional +1 at level 7, 13 and level 19.

**Patrician Focus:** Patricians often spend much of their time in pursuit of their interests and become masters of what they focus on, or learn to master new pursuits. At level 4 the Patrician may *either* choose a non-class skill to permanently make a class skill, *or* gain the Skill Focus feat for one Class skill with which she does not already have Skill Focus. She can choose a further class skill or skill focus at level 12.

**Poise:** At 8<sup>th</sup> level the Patrician's experience and development grant her an innate +2 bonus to a saving throw of her choice. A further +2 bonus is gained at level 16 but must be placed on a different saving throw. This bonus stacks with the benefits of the Great Fortitude, Iron Will and Lightning Reflexes feats.

**Prestigious Recognition:** At 9<sup>th</sup> level and again at 15<sup>th</sup> level you gain recognition of your status in society or come into your inheritance. You immediately gain one of the following benefits:

- **Land Grant:** You gain a large estate and the leadership feat to represent the people you have manning it (or add your Charisma score to your leadership score if you already have the leadership feat). Your estate provides a free weekly income equal to 10x 1d20+Patrician level+Charisma bonus. For example a 9<sup>th</sup> level Patrician with Charisma 14 (+2 bonus) would make roll 1d20 and add +11 (Charisma mod +2, Patrician level +9) gaining between 120 and 320 gold pieces. This is in addition to any Profession, Craft or Perform checks you may make of your own accord. This ability can be retaken at level 15, doubling the income provided by your estate.
- **Title:** You receive a title of prestige, such as Knight, Mayor or Count. Double your Charisma bonus to skill checks when dealing with people from your region.
- **Family Legacy:** You receive a valuable family heirloom passed down for generations in your family. This heirloom comes in the form of a magical weapon, armour or wondrous item with a value equal to your Patrician level x1000 gp. For example a 9<sup>th</sup> level Patrician would receive an item worth up to 9000 gp. Your DM may deem some items inappropriate for selection as a family heirloom and is final arbiter in your choice. You should work with your DM to choose an heirloom and background story for it.
- **Prestigious Vessel:** You gain a prestigious sea vessel with a value up to your Charisma Modifier+Patrician level x1000 gp. For example a 9<sup>th</sup> level Patrician with Charisma 14 (+2 bonus) could afford a sea vessel worth up to 11,000 gp – allowing the purchase of a ship such as a Catamaran (2000 gp), Keelboat (10,000 gp) or Sailing Ship (10,000 gp). Taken at 15<sup>th</sup> level the choice may be greater. Taking this benefit at 9<sup>th</sup> level and again at 15<sup>th</sup> level allows you to upgrade your transport by the value of the 15<sup>th</sup> level benefit. For example A 15<sup>th</sup> level Patrician with Charisma 16 (+3 bonus) would get 12,000 gp at 9<sup>th</sup> level, and a further 18,000 gp at 15<sup>th</sup> level to invest in a ship, for a total value of 30,000 gp. This would allow the Patrician to upgrade their 9<sup>th</sup> level Catamaran, Keelboat, Longship or Sailing Ship to either a Warship (25,000 gp) or Yacht (30,000 gp). The ship comes with appropriate crew of average quality for the type. You are assumed to be able to cover the costs of ship maintenance and crew, although you are expected to finance cargo, repairs, upgrades and crew training out of your own funds.

**Bonus Feats:** At 5<sup>th</sup> level a Patrician gains a bonus feat in addition to those gained from normal advancement. Further bonus feats are gained at 10<sup>th</sup>, 14<sup>th</sup> and 18<sup>th</sup> level. These bonus feats must be selected from the following list:

*Agile Maneuvers (PRPG), Alertness (PRPG), Athletics (PRPG), Caught Off-Guard (Combat; PRPG), Combat Expertise (PRPG), Courage (Rav), Dabbler (HoL), Deadly Aim (PRPG), Deceitful (PRPG), Defensive Combat Training (PRPG), Dodge (Combat; PRPG), Double-Slice (Combat; PRPG), Endurance (SRD), Exotic Weapon Proficiency (SRD), Far Shot (PRPG), Force of Personality (CA), Great Fortitude (PRPG), Greater Two Weapon Defence (CW), Greater Two Weapon Fighting (SRD), Heavy Armour Proficiency (PRPG), Improved Critical (SRD), Improved Disarm (PRPG), Improved Feint (SRD), Improved Initiative (PRPG), Improved Precise Shot (PRPG), Improved Two Weapon Defence (CW), Improved Two Weapon Fighting (SRD), Iron Will (SRD), Jaded (Rav), Knowledgeable (HoL), Leadership (SRD), Lightning Reflexes (SRD), Mobility (Combat; PRPG), Open Mind (Rav), Persuasive (PRPG), Point Blank Shot (PRPG), Precise Shot (PRPG), Quick Draw (SRD), Run (SRD), Spring Attack (Combat; PRPG), Toughness (PRPG), Two Weapon Defence (SRD), Two Weapon Fighting (SRD), Two-Weapon Rend (Combat; PRPG), University Education (VrA), Weapon Focus (SRD), Weapon Swap (Combat; PRPG).* A Patrician must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

Sources: **HoL** – Heroes of Light. **Rav** – Ravenloft Player's Handbook 3.5. **VrA** – Van Richten's Arsenal vol 1.

## HERITAGE PATHS

### ARTISTE

*Your family are local celebrities that have reached prestige due to their artistic skills, be it poetry, acting, sculpting or other form of artistic expression. You were raised with an artistic flair and this manifests itself with your creativity.*

**Heritage Class Skill:** Craft (any art)

**Heritage Combat Style feats list:** Combat Expertise, Exotic Weapon Proficiency, Dodge, Improved Unarmed Strike, Quick Draw, Weapon Finesse, Weapon Focus

**Heritage Talents:**

*Born Artist (Ex):* At 1st level you can choose a number of additional Perform or art-oriented Craft skills (e.g. Craft [Sculpting], Craft [Painting], Perform [Acting] or Perform [Dancing]) equal to your Intelligence. For these additional skills you treat each skill as having the same number of ranks as your highest Perform (or Craft) skill. In addition, you receive a bonus to these skills equal to half your Patrician level (rounded down, minimum 1).

*Captivating (Su):* Starting at 3rd level the Patrician has enough raw charm and experience that she can give a rousing speech, performance or display of skill to captivate others. She can make a Perform, Craft or Bluff check to cause one or more creatures within 90 feet to be fascinated with her. For every three levels a Patrician obtains beyond 3rd she can target one additional creature with a single use of this ability. Each creature within range receives a Will save (DC 10+½ Patrician's level+Cha modifier) or be enraptured by the Patritian's charm and take no other actions for as long as the Patrician continues charming them (up to a maximum of 1 round per Patrician level). Whilst charmed targets take a -4 penalty on reaction-based skill checks. This ability can be used 1/day for every three Patrician levels (rounded down).

*Idol (Su):* At 20th level the fame and popularity of the Patrician are such that lesser people fawn over themselves to get into their good graces. A number of times per day equal to your Charisma modifier you may use spend a full-round action to place a Suggestion on others (Will DC 10+½ Patrician level+Charisma mod) as per the spell (Caster Level 12). You may use up 2 daily uses to instead cast a Mass Suggestion, but this takes a full minute of appealing to your fans to apply.



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## COURTESAN

*High society is your plaything. You spend time in court and know all the major players and dance around like a social butterfly. You know the city and local politics better than anyone. Perhaps you may even be the lover of a noble or royal.*

**Heritage Class Skill:** Knowledge (Local)

**Heritage Combat Style feats list:** Combat Expertise, Dodge, Improved Initiative, Two-Weapon Fighting, Two-Weapon Defence, Weapon Finesse, Weapon Focus

**Heritage Talents:**

*Social Butterfly (Ex):* At 1st level your ability to say the right words, and read others' true motives are your greatest weapons and are more deadly in court than any blade. You gain a bonus to Bluff, Diplomacy, Intimidate and Sense Motive checks equal to half your Patrician level (rounded down, minimum 1). In addition, you can always take 10 on any Bluff, Diplomacy, Intimidate or Sense Motive checks.

*Uncanny Dodge (Ex):* Starting at 3rd level Patricians have learnt that they often make enemies who rely on underhanded tactics and dark alleys and must be prepared for anything. The Patrician gains the Uncanny Dodge (Ex) ability. She retains her Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. If she already has uncanny dodge from a different class she automatically gains improved uncanny dodge instead.

*Uncanny Mind (Su):* At 20th level you are so sharp to the machinations of others that you function as though permanently under the effect of a Discern Lies spell (CL 12), although it also reveals intentional falsehood and evasion attempts.

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## DILLETANTE

*You were born and raised with a silver spoon in your mouth and have never had to do an honest day's work in your life. Used to living in excess on your family's money, you see life and everyone around you as one big means to eternal enjoyment. Some may call you hedonist, or a ne'er-do-well, but none can deny that you live the kind of adventurous, romantic life that many can only dream about.*

**Heritage Class Skill:** Survival

**Heritage Combat Style feats list:** Combat Expertise, Deadly Aim, Dodge, Improved Initiative, Mounted Combat, Weapon Finesse, Weapon Focus

**Heritage Talents:**

*Pennies from Heaven (Ex):* At 1st level you rely on your family's incredible wealth to fund your endeavours. Once per month when in your home region (or if you have a way of contacting your home region, such as a courier) you can re-roll your starting funds and receive this as bonus funds. These funds arrive in any way deemed appropriate by the DM within 2d4 days (1d4 weeks if used outside of home region). In addition, you receive a free masterwork weapon on character creation that does not count towards your starting equipment funds.

*Seduction (Su):* Starting at 3rd level the Patrician knows how to use her charm and wiles to influence others. If a patrician spends a minute applying her charms to someone who could possibly be physically attracted to her, she can influence that individual (Will DC 10+½ Patrician level+Charisma mod) as if under a Charm Person spell with indefinite duration. There is no limit to how many times this can be used, but only one such individual can be Charmed at any one time. Attempting to use Seduction on an individual in front of a currently Charmed person immediately breaks the previous effect and renders the previously charmed person's attitude unfriendly towards the Patrician.

*Incredible Luck (Su):* At 20th level your uncanny ability to get yourself out of the trouble you get yourself into is legendary. A number of times per day equal to your Charisma modifier you can re-roll any attack roll, saving throw, skill check or damage checks made by yourself or made against you. You may declare this after the initial roll is made, but the results of the second roll are kept.

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## DIPLOMAT

*Your family hold a position of power in your home city. Perhaps they serve a noble, run an office such as a Mayor, or act as seneschal for an estate. You are knowledgeable in the ways of the city and politics and are proud of the fact you earn your living and place in high society.*

**Heritage Class Skill:** Knowledge (Geography)

**Heritage Combat Style feats list:** Combat Expertise, Defensive Combat Training, Dodge, Great Fortitude, Improved Unarmed Strike, Quick Draw, Weapon Focus

**Heritage Talents:**

*Master of Tongues (Ex):* At 1st level you begin with double the normal number of bonus starting languages for a high Intelligence score (if you have no intelligence bonus you still gain one free language). Additionally, whenever you spend ranks on Linguistics you gain two bonus languages per rank (instead of the normal one per rank). You gain a bonus on Linguistics checks equal to half your Patrician level and can even use the skill if untrained.

*Power Plays (Ex):* Starting at 3rd level when in your home/selected region you gain a bonus equal to half your Patrician level (rounded down, minimum 1) on any Charisma-based checks when dealing with officials. In addition, the initial attitude towards you of any region officials you meet (such as militia) is always Friendly.

*Diplomatic Immunity (Ex):* By 20th level your influence and popularity is so great that whilst in your home/selected region you cannot be arrested, fined or charged for any crime that you commit short of High Treason. In addition, with a successful Bluff check (DC 20 for minor crimes, 25 for moderate crimes and 30 for major crimes) you can frame someone of your choice for the crime. In addition, the initial attitude of all law-enforcement officials in your region towards you is set to Helpful.

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## MERCHANT

*Your family were not born wealthy, but earned it with hard work and good fortune. Or perhaps you recently married into nobility. Regardless you are now considered one of society's elite and your family's fortune is assured, though many frown at you as not being a "true noble." You have a knack for profitable endeavours and taking advantage of your wealth.*

**Heritage Class Skill:** Profession

**Heritage Combat Style feats list:** Caught Off-Guard, Combat Expertise, Dodge, Exotic Weapon Proficiency, Heavy Armour Proficiency, Point Blank Shot, Weapon Focus

**Heritage Talents:**

*Goldfinger (Ex):* At 1st level you have a knack for making money. You gain a bonus to Appraise and Profession checks equal to half your Patrician level (rounded down, minimum 1). You always sell loot for 75% of their value and purchase items at a 25% reduction in cost.

*Sweeten the Deal (Ex):* At 3rd level the Patrician has learnt that a few well-placed coins can help smoothen many situations. When making Diplomacy checks to improve others' attitudes she may spend a number of gp equal to 10x the HD of those she is dealing with and automatically shift their attitude one step in their direction in addition to any result of the Diplomacy check.

*Uncanny Intuition (Su):* By 20th level your natural instincts for gauging situations are so great that you can feel your way in a situation as if casting Augury at will (Caster Level 12).

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## MILITARY

*Your family has a strong military background or perhaps you were the eldest son and expected to become a warrior. You have received more military training than most Patricians and can stand arm-to-arm with Fighters and Paladins in the field.*

**Heritage Class Skill:** Craft (any weapon)

**Heritage Combat Style feats list:** Great Fortitude, Heavy Armour Proficiency, Mounted Combat, Power Attack, Toughness, Weapon Focus, Weapon Specialization

**Heritage Talents:**

*Born Warrior (Ex):* At 1st level you have received the best possible tutoring and training in the art of war so as to fight wars by leading your men from the front. Your Base Attack Bonus and Hit Dice are calculated as if you were a Fighter (+1 Base Attack Bonus per level and d10 HD per level).

*Defensive tactics (Ex):* At 3rd level combat experience has taught the Patrician the importance of reliance on defence. When using medium or heavy armour, shields or two-weapon defense the Patrician gains DR 2/- against melee attacks.

*Warlord (Su):* By 20th level you have become a master of tactics and inspiring troops. Before entering combat you may take a full-round action to make a rousing speech (Diplomacy DC 20 against lesser forces, 25 against even forces, or 30 against notably superior forces) to grant yourself and all allies with a bonus on Fear checks, attack rolls and damage checks equal to your Charisma modifier (minimum 1). This bonus applies to a number of allies equal to your Patrician level x your Charisma modifier and lasts for a number of hours equal to your Intelligence modifier.

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## SCHOLAR

*Your family values a strong education. Perhaps your parents are architects, book-keepers, professors, scribes or surgeons. Your mind is your most prized asset and you hold firmly to the belief that the pen is mightier than the sword.*

**Heritage Class Skill:** Knowledge (any one)

**Heritage Combat Style feats list:** Combat Expertise, Defensive Combat Training, Dodge, Exotic Weapon Proficiency, Improved Unarmed Strike, Weapon Finesse, Weapon Focus

**Heritage Talents:**

*Loremaster (Ex):* At 1st level all Knowledge skills become class skills for you and can be rolled even if untrained. In addition you gain 1 extra skill point per Patrician level which must be spent on a knowledge skill of your choice. Pick a number of knowledge skills equal to your intelligence modifier (minimum 1). For these skills you gain a bonus equal to half your Patrician level (rounded down, minimum 1).

*Arcane Dabbler (Sp):* At 3rd level you unlock some of the secrets of the arcane arts. You gain the ability to cast spells just as Bards do. At 3rd level your caster level is equal to that of a 1st level Bard. You gain an extra Bard Caster Level every third level after 3rd (6th, 9th, 12th, 15th and 18th level respectively).

*Mind over Muscle (Ex):* At 20th level your incredible array of knowledge allows you great ability to predict how others will act. A number of times per day equal to your Intelligence modifier when in combat you can perform a True Strike as a standard action although you must still roll for critical threat. If successful this attack adds a bonus equal to your Intelligence modifier to the roll to confirm the critical hit. This can only be used on a foe you have observed for at least one round.