

## 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 or protecting their Lord or family's interests. There are as many reasons as there are Patricians.

**Characteristics:** Charisma is the most important skill to Patricians as it covers their charm and grace and ability to handle themselves in high society 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. Due to appreciation for the arts, more than a few multi-class as Bards. In knowledgeable societies, some also study limited amounts into the Arcane arts and become Wizards.

**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 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 guides, 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 RULES INFORMATION

Patricians have the following game statistics.

**Abilities:** The Patrician depends on a high Charisma for many of her class skills and special abilities. High Intelligence scores are also hallmarks of a successful aristocrat. Strength is not usually as important for a Patrician as it is for other melee combatants as they often rely more on Dexterity, often paired with the weapon finesse feat. Those from military heritage 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	Chosen Region , 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	Bonus Feat
4 <sup>th</sup>	+3	+1	+1	+4	Dabbler
5 <sup>th</sup>	+3	+1	+1	+4	Heritage Combat Style, Born to Lead
6 <sup>th</sup>	+4	+2	+2	+5	Prestigious Recognition
7 <sup>th</sup>	+5	+2	+2	+5	Charm +2
8 <sup>th</sup>	+6/+1	+2	+2	+6	Bonus Feat
9 <sup>th</sup>	+6/+1	+3	+3	+6	Poise
10 <sup>th</sup>	+7/+2	+3	+3	+7	Heritage Talent
11 <sup>th</sup>	+8/+3	+3	+3	+7	Prestigious Recognition
12 <sup>th</sup>	+9/+4	+4	+4	+8	Charm +3
13 <sup>th</sup>	+9/+4	+4	+4	+8	Bonus Feat
14 <sup>th</sup>	+10/+5	+4	+4	+9	Dabbler
15 <sup>th</sup>	+11/+6/+1	+5	+5	+9	Heritage Combat Style
16 <sup>th</sup>	+12/+7/+2	+5	+5	+10	Prestigious Recognition
17 <sup>th</sup>	+12/+7/+2	+5	+5	+10	Charm +4
18 <sup>th</sup>	+13/+8/+3	+6	+6	+11	Bonus Feat
19 <sup>th</sup>	+14/+9/+4	+6	+6	+11	Poise
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.

**Chosen Region:** at 1<sup>st</sup> level a Patrician must choose a region in which her status is acknowledged. This is usually her home region, but in the case of diplomats, bureaucrats, ambassadors or nobles with land grants it may be a different region. Once this decision is made it cannot be changed unless the DM allows it due to exceptional circumstances (such as being granted land). Many Heritage Path talents only function within your chosen region.

**Heritage Path:** at 1<sup>st</sup> level a Patrician must choose a Heritage Path (see below for details) 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. The default Heritage Path for most Patricians is that of the *Courtesan*.

- *Artiste:* You have risen to prestige by your artistic or creative skills. You may be an actor, sculptor, performer or composer.
- *Courtesan:* You are a social butterfly that has risen to prestige by your ability to manipulate others in high society.
- *Dilettante:* Born with a silver spoon in your mouth and more money than sense, you live to excess and wallow in hedonism.
- *Diplomat:* You hold prestige by having a title of responsibility. You may be an ambassador, mayor, judge or the King's advisor.
- *Merchant:* Your family gained prominence by earning it through sweat and toil. Though frowned on by some Patrician's as not of proper breeding, your family is respected by the masses from where it came, and prospers nonetheless. Your family owns a vineyard, or land, a shipping or trading company or some other endeavour to which you are very familiar.
- *Scholar:* You believe the pen is mightier than the sword, and have gained prestige due to your knowledge. You may be a scribe, historian, librarian or court registrar.

Expanded information as well as class bonus skill, combat style feats and heritage paths abilities given at the end of this chapter.

**Heritage Combat Style:** Patricians all learn some martial prowess to better defend themselves at a young age, and often have to stave off attempts on their lives or fight duels. 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 levels 5<sup>th</sup> and 15<sup>th</sup>.

**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 10<sup>th</sup> and 20<sup>th</sup>.

**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<sup>th</sup>, 12<sup>th</sup> and level 17<sup>th</sup>.

**Bonus Feats:** At 3<sup>rd</sup> level a Patrician gains a bonus feat in addition to those gained from normal advancement. Further bonus feats are gained at 8<sup>th</sup>, 13<sup>th</sup> and 18<sup>th</sup> level. These bonus feats must be selected from the following list:

*Agile Manoeuvres (PRPG), Alertness (PRPG), Ancestral Legacy (VrA), Athletics (PRPG), Caught Off-Guard (Combat; PRPG), Combat Expertise (PRPG), Courage (Rav), Dabbler (HoL), Deadly Aim (PRPG), Deceitful (PRPG), Defensive Combat Training (PRPG), Dodge (PRPG), Eidetic Memory (HoL), Equestrian (CoD), Exotic Weapon Proficiency (PRPG), Far Shot (PRPG), Force of Personality (CA), Great Fortitude (PRPG), Greater Two Weapon Defence (CW), Greater Two Weapon Fighting (CW), Haunted (Rav), Heavy Armour Proficiency (PRPG), Improved Critical (PRPG), Improved Disarm (PRPG), Improved Feint (PRPG), Improved Initiative (PRPG), Improved Precise Shot (PRPG), Improved Two Weapon Defence (CW), Improved Two Weapon Fighting (CW), Iron Will (PRPG), Jaded (Rav), Knowledgeable (HoL), Library (HoL), Lightning Reflexes (PRPG), Literacy (HoL), Logical Mind (VrA), Machiavellian (CoD), Mesmerizing (CoD), Mobility (Combat; PRPG), Muse (VrA), Open Mind (Rav), Persuasive (PRPG), Point Blank Shot (PRPG), Precise Shot (PRPG), Quick Draw (PRPG), Reincarnated (Rav), Secret Society (HoL), Skill Focus (PRPG), Smitten (VrA), Spring Attack (Combat; PRPG), Sworn Enemy (VrA), Two Weapon Defence (PRPG), Two Weapon Fighting (PRPG), University Education (HoL), Weapon Focus (PRPG), Weapon Swap (Combat; PRPG), Wealth (HoL).* A Patrician must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

Sources:

**CA** – Complete Adventurer

**CoD** – Champions of Darkness (Ravenloft)

**CW** – Complete Warrior

**HoL** – Heroes of Light (Ravenloft)

**PRPG** – Pathfinder Role-Playing Game

**Rav** – Ravenloft Player's Handbook 3.5

**VrA** – Van Richten's Arsenal (Ravenloft)

**Dabbler:** 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 4<sup>th</sup> level the Patrician may choose a non-class skill to permanently make a class skill. She can choose a further class skill at level 14<sup>th</sup>.

**Poise:** At 9<sup>th</sup> level the Patrician's experience and development grants her an innate +2 bonus to a saving throw of her choice. A further +2 bonus is gained at level 19<sup>th</sup> but must be placed on a different saving throw. This bonus stacks with the benefits of the *Great Fortitude*, *Iron Will* and *Lightning Reflexes* or similar feats.

**Prestigious Recognition:** At 6<sup>th</sup> level and again at 11<sup>th</sup> and 16<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:

- *Ancestral 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 an 11<sup>th</sup> level Patrician would receive an item worth up to 11,000 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. This quality cannot be retaken (once the heirloom has been passed to you, it is yours – there are no more heirlooms).

- *Born to Lead:* You gain a cohort and followers as if you had the Leadership feat. If you choose to purchase the Leadership feat separately at any stage, it grants you a +2 bonus to your leadership score to attract followers and cohort. This quality cannot be retaken.

- *Land Grant:* You gain a large estate and the people necessary to maintain it. This does not function the same way as the leadership feat, but if you have the Leadership feat this quality grants you a +2 bonus to your leadership check to attract followers and cohorts due to the prestige of your estate. Your estate provides a free weekly income equal to 10x 1d20+(Patrician level+Charisma bonus). For example a 6<sup>th</sup> level Patrician with Charisma 14 (+2 bonus) would make roll 1d20 and add +8 (Charisma mod +2, Patrician level +6) gaining between 90 and 280 gold pieces. This is in addition to the income of any Profession, Craft or Perform checks you may separately make. This quality can be retaken further times, each adding +2 to your effective Patrician level to determine the income provided by your estate and adding +1 to the bonus of the leadership score.

- *Prestigious Vessel:* You gain a prestigious sea vessel (or various if you can afford it) with a total value up to your current Charisma Modifier+Patrician level x1000 gp. For example an 11<sup>th</sup> level Patrician with Charisma 14 (+2 bonus) could afford a sea vessel worth up to 13,000 gp – allowing the purchase of a ship such as a Catamaran (2000 gp), Keelboat (10,000 gp) or Sailing Ship (10,000 gp). If this quality is retaken, it then allows you to upgrade your transport(s) by the total value as if you had just taken this quality. For example an 11<sup>th</sup> level Patrician with Charisma 16 (+3 bonus) would get 9,000 gp at 6<sup>th</sup> level, and a further 14,000 gp at 11<sup>th</sup> level to invest in a ship, for a total value of 28,000 gp. This would allow the Patrician to upgrade their 9<sup>th</sup> level Catamaran, Keelboat, Longship or Sailing Ship to a Warship (25,000 gp). At higher levels or higher Charisma modifier it may be possible to gain a 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 additional cargo, repairs, upgrades and crew training out of your own funds. A Patrician may instead buy various lesser vehicles, such as stagecoaches or catamarans if desired – this is quite common for Merchant Patricians who often have fleets of small trading vessels as opposed to Courtesans and Diplomats who often just have one luxury vessel.

- *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 home/chosen region. If this quality is retaken it counts in all ways exactly as if you had taken the *Born to Lead* quality instead.

## ARTISTE

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

**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 1<sup>st</sup> 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). Finally, you can *Fascinate* creatures as if using the Bardic Performance effect 1/day with a Bard level equal to your Patrician level. Patricians with Bard levels get an additional use of the *Fascinate* Bardic Performance ability per day.

*Captivating (Su):* Beginning at 10<sup>th</sup> 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 Charmed with her as per the spell *Mass Charm* (Caster Level is the Patrician's level and the DC is modified by her Cha modifier). This ability can be used a number of times per day equal to the Patrician's Charisma modifier. The effects last only whilst the *Charmed* persons are in the Patrician's presence and for Charisma Mod minutes afterwards.

*Idol (Su):* At 20<sup>th</sup> 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.

**Ravenloft:** Artiste Patricians are common in Borca, Dementlieu and Richemulot.



## COURTESAN

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*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 1<sup>st</sup> 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 10<sup>th</sup> 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. She also gets a bonus to Initiative checks equal to her Intelligence modifier.

*Uncanny Mind (Su):* At 20<sup>th</sup> 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.

**Ravenloft:** Courtesan Patricians are common everywhere as they are the most traditional type of Patrician, but are especially pronounced in Borca, Mordent and Barovia.



## DILETTANTE

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*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 1<sup>st</sup> level you rely on your family's incredible wealth to fund your endeavours. Once per month when in your chosen region (or if you have a reliable way of contacting your chosen 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 your chosen 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 10<sup>th</sup> 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 person per point of Charisma modifier may be Charmed at any one time. Attempting to use Seduction on an individual in front of an already-Charmed person immediately allows the Charmed person to have a Will save to break the previous effect. If this Will save is passed then the previously Charmed person becomes resentful and their attitude unfriendly towards the Patrician.

*Incredible Luck (Su):* At 20<sup>th</sup> 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.



**Ravenloft:** Dilettante Patricians are common everywhere that there is a strong economy, but especially in Dementlieu and Richemulot.

## 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 1<sup>st</sup> 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 10<sup>th</sup> level when in your chosen 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 officials you meet whilst within your chosen region (such as militia) is always considered Friendly. In effect, your status is so great that you can order around Town Guard, Militiamen and others of similar station lower than yourself. The DM is the final arbiter of this effect.

*Diplomatic Immunity (Ex):* By 20<sup>th</sup> level your influence and popularity in your chosen region is so great that you cannot be arrested, fined or charged for any crime that you commit, except for High Treason. In addition, 1/month you may attempt to use your influence and make a Diplomacy/Bluff check to influence the courts towards your interest as per the table below. In addition, the initial attitude of all law-enforcement officials in your region towards you is automatically set to Helpful.



Action	Roll
<i>Having someone charged for a minor crime they did not commit</i>	Bluff DC 20+target's Charisma Mod
<i>Having someone charged for a moderate crime they did not commit</i>	Bluff DC 25+target's Charisma Mod
<i>Having someone charged for a major crime they did not commit</i>	Bluff DC 30+target's Charisma Mod
<i>Having charges for a minor crime dropped against someone</i>	Diplomacy DC 20-target's Charisma Mod
<i>Having charges for a minor crime dropped against someone</i>	Diplomacy DC 20-target's Charisma Mod
<i>Having charges for a minor crime dropped against someone</i>	Diplomacy DC 20-target's Charisma Mod
<i>Having a minor law amended</i>	Diplomacy DC 25
<i>Having a moderate law amended</i>	Diplomacy DC 30
<i>Having a major law amended</i>	Diplomacy DC 35

**Ravenloft:** Diplomat Patricians are common anywhere that ambassadors are sent or there is a defined societal structure. In many domains where there is no longer any true nobility, where there is a large mix of races or where the economy is weak, Diplomat Patricians form the leadership structure from government officials, such as Barovian Boyars and Burgomasters, or Mordentish landholders. Most common in Barovia, Mordent, Lamordia and Nova Vaasa.

## MERCHANT

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*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 of proper breeding. You have a knack for profitable endeavours and taking advantage of your wealth.*

**Heritage Class Skill:** Profession (any)

**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 1<sup>st</sup> level your family's long association with a Profession have conferred in you a natural ability for recognising ways in which to prosper. Choose a Profession skill to reflect your family trade and gain an additional skill rank for free. At every additional Patrician level this Profession skill gains an extra free rank. Additionally, you gain a bonus to all Appraise and Profession checks equal to half your Patrician level (rounded down, minimum 1). Finally, you can always sell goods for 75% of their value and purchase items at a 25% reduction in cost and may take 10 on any Appraise checks.

*Sweeten the Deal (Ex):* At 10<sup>th</sup> 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 the result of the actual Diplomacy check. This allows her to effectively shift the attitude by two steps at once. She can always take 10 on any attempts to improve the attitudes of others.

*Uncanny Intuition (Su):* By 20<sup>th</sup> 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).

**Ravenloft:** Merchant Patricians are common where there is a strong economy or where those with wealth can rise to prestige, such as Borca, Darkon, Mordent and Nova Vaasa.



## MILITARY

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Your family has a strong military background. Perhaps your kingdom has a long history of war with hostile neighbours and you are no stranger to combat; or you are the daughter of a famous Paladin and taught the art of war along with the social graces of a Patrician. Despite your privileged upbringing you are capable of standing toe-to-toe in the field with any Fighter or Paladin.

**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 to Fight (Ex):* At 1<sup>st</sup> level you have received the best possible tutoring and training in the art of war that money can buy and believe in 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 10<sup>th</sup> level combat experience has taught the Patrician the importance of reliance on defence. When using any kind of armour, shields (including bucklers) or using two-weapon defence the Patrician gains DR 2/- against any melee attacks. Additionally, enemies only get half the normal bonus for flanking her (though she may be caught flat-footed as normal).

*Warlord (Su):* By 20<sup>th</sup> 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.

**Ravenloft:** Military Patricians are common everywhere that there is a strong military tradition, but especially in Falkovnia, Darkon and Barovia



## 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 1<sup>st</sup> level all Knowledge skills become class skills for you and can be rolled even if untrained. In addition you gain 1 extra skill rank 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 10<sup>th</sup> level you have dabbled a little in some of the secrets of the arcane arts. You gain a limited ability to cast arcane spells just as Bards do. At 10<sup>th</sup> level your caster level is equal to that of a 1<sup>st</sup> level Bard. You gain an extra Caster Level every third level after 10<sup>th</sup> (13<sup>th</sup>, 16<sup>th</sup> and 19<sup>th</sup> level respectively). If you have Bard class levels already then these levels stack with your existing Bard levels. For example a 13<sup>th</sup> level Patrician/4<sup>th</sup> level Bard would have an effective Caster Level as if a 6<sup>th</sup> level Bard.

*Mind over Muscle (Ex):* At 20<sup>th</sup> level your incredible array of knowledge allows you great ability to predict how others will act in combat. By spending at least one round observing an opponent in combat you can figure out the best way to get past his defences. A number of times per day equal to your Intelligence modifier 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.

**Ravenloft:** Scholar Patricians are common everywhere that there is a strong drive for lore and education, but especially in Darkon, Lamordia and Hazlan.

