

Noble

“While I would like to explain to you how my House has plotted your downfall , it would be to far too complicated for something like that simple brain of yours to comprehend.”

CLASS TRAITS

Role: Controller. Through subterfuge, guile and treachery, you ensure that your enemies are positioned in a way to facilitate their eventual destruction.

Power Source: Martial. Using the influence of your Noble house, you maneuver your enemies into killing zones where your allies can despatch them with ease.

Key Abilities: Charisma, Intelligence, Dexterity

Armor Proficiencies: Cloth, Leather, Hide, Chain

Weapon proficiencies: All Simple and Martial Weapons

Implements: Reputation

Bonus to defense: +1 Will, +1 Reflex

Hit Points at 1st level: 10 + Constitution score

Hit Points per Level Gained:4

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Diplomacy. From the class list below, choose three more trained skills at 1st level.

Class Skills: Bluff(Cha), Intimidate(Cha), Streetwise(Cha),History(Int),Insight(Wis), Perception(Wis), Acrobatics(Dex), Stealth(Dex)

Build Options: Scheming noble, Rakish noble

Class Features: House Reputation, Battlefield Subterfuge, Courtly Intrigue, House Retinue

Creating a Noble

There are two possible kinds of Noble builds. All nobles rely on Charisma as a primary attribute and secondarily on Intelligence and Dexterity.

Scheming Noble

The scheming noble is a master of startegems and battle tactics and relies on his minions to get most of his work done on the battlefield. Charisma drives you major powers but Intelligence is required to optimize your minions in combat.

Suggested Feat: Sense Vulnerability (Human feat : Offensive training)

Suggested Skills: Insight, History,Intimidate,Perception

Suggested At-Will Powers: Blocking Assault, Slashing Assault

Suggested Encounter Powers: Defensive Formation

Suggested Daily Power: Personal Champion

Rakish Noble

A rakish noble is a flamboyant, wise-cracking saboteur who is a skillful user of poisoned blades and poisoned words. Charisma is your main attribute but your secondary attribute is Dexterity.

Suggested Feat: Unnerving Distraction (Human feat : Defensive Training)

Suggested Skills: Bluff, Streetwise, Acrobatics, Stealth

Suggested At-Will Powers: Taunting Remark, Poisoned Strike

Suggested Encounter Powers: Poisoned Darts

Suggested Daily Power: Sacrifice Pawn

IMPLEMENTS

Nobles rely on the wealth, influence and reputation of their house as implements.

Unlike magical items, it is very difficult to change the reputation of the House that a noble belongs to. The noble must succeed in changing the nature of the House that he belongs to to replace his House reputation with something else with the approval of the DM. A noble can choose a new reputation for his house at the start of every tier unlocking more powerful abilities for himself and his minions.

HOUSE REPUTATION

A 1st level noble begins with a Level 1 House reputation which enhances his skills and makes his minions more effective in combat. As nobles increase in levels, his House prospers and becomes more renowned within the realms, this allows a noble to upgrade his house reputation automatically when he gains a level to increase the enhancement bonus of the House Reputation.

BATTLEFIELD SUBTERFUGE

Choose one of the following forms of Battlefield Subterfuge which the noble has trained himself in:

Scheming Nobles gain the Sense Weakness class feature. Scheming nobles also gain +2 to all History checks.

Rakish Nobles gain the Unexpected Distraction class feature. Rakish nobles also gain +2 to all Streetwise checks.

COURTLY INTRIGUE

The Noble gains the Courtly Intrigue feat as a bonus feat, allowing the Noble to be able to perform some martial practices which influence the politics of the realms. The nobles begins with the knowledge of one intrigue and gains a new intrigue every level.

HOUSE RETINUE

The Noble will always have a retinue of bodyguards who will function as his allies in combat. Nobles will always have a number of slots worth of allies who functions as minions in combat.

Level 1 – 4	4
Level 5 – 9	5
Level 10 – 14	6
Level 15 – 19	7
Level 20 – 24	8
Level 25 – 29	9
Level 30	10

Minions killed in combat are not dead but are **defeated**, this ensures that the noble will be able to have a full set of retinue after every short rest. Some powers will allow a Noble to bring back a defeated minion by restoring 1 hit point, so do not remove the minion miniature from the battle-mat.

Nobles also have a command radius which is equal to his Charisma bonus. The minion should always be placed within the command radius at the start of combat. A noble's command radius determines the effectiveness of many of his powers. As his command radius increases, it becomes easier to manipulate his minions across longer distances.

When the noble makes a move action, he can also move one minion within his command radius. This movement can come either before or after the noble's move action.

When the noble takes a standard action, he can also order one minion within his command radius to perform a standard action. This standard action can come either before or after the noble's move action.

At 1st level, use the following as a basic template:

Men-at-arms	Level 1 minion
Initiative:+0	Senses Perception +4
AC 15;Fortitude 13,Reflex 11, Will 11	
Speed 6	
Melee (standard;at-will). Weapon	
+4 vs. AC; 4 damage	
Alignment: Any	Languages: Common
Str 14 (+2) Dex 10 (+0) Wis 10 (+0)	
Con 12(+1) Int 9(-1) Cha 11(+0)	
Equipment : Varies	

At 1st level, the men-at-arms can be equipped in the following ways:

One-handed weapons and Shield : Add +2 to AC, +2 to Reflex.

Two-handed weapon : Add +2 to damage

Missile Weapon: Gain Missile (Ranged 10;standard;at-will). Weapon, +4 vs. AC, 3 damage

For every 2 levels you have, increase defenses and attack rolls by 1. Your house reputation will enhance your minions further based on its description.

Your unit will be upgraded at every tier.

CLASS FEATURES

Sense Weakness

You instinctly know the weaknesses of your enemy and can signal to your allies to take advantage of it.

Encounter

Martial

Minor Action

Ranged 10

Target: One creature

Effect: You find out the which is the lowest defense of this creature (AC, Reflex, Will or

Fortitude). Until the end of your next turn, all attacks from your allies gain a +2 bonus when attacking this creature .

Unexpected Distraction

By tossing a rock, making a offensive statement or acting in a highly unusual manner you distract your enemy and waste his precious time.

Encounter

Martial

Immediate Interrupt

Ranged 5

Trigger: A creature within 5 squares performs a minor action.

Effect: The minor action that is being being performed by the creature is cancelled.

POWER KEYWORDS

IMPLEMENT keyword rely on House Reputation of the noble for attack and damage modifiers. Many such powers target allies which could mean a minion or a fellow party member.

RETINUE keyword powers are powers which depend on your minions.

Damage inflicted by a power with the **NON-LETHAL** keyword cannot remove the last hit point from a target.

LEVEL 1 AT-WILL EXPLOITS

Slashing Assault

Your exhort an ally to perform a wild swing against all adjacent enemies

At-will

Martial, Implement

Standard Action

Ranged Burst 1 centered on an ally within command radius squares or closed burst 1 centered on yourself

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 1d6 + Charisma damage, the target is pushed 1 square from its center. This damage increases to 2d6 + Charisma damage at 21st level.

Blocking Assault

Your call upon an ally to impede the movement of enemies around him.

At-will

Martial, Implement

Standard Action

Ranged Burst 1 centered on an ally within 10 squares

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 1d4 + Charisma damage, the square becomes difficult terrain until your ally moves out from

the square or until the end of your next turn. This damage increases to 2d4 + Charisma damage at 21st level.

Taunting Remark

You enrage your opponent by making a cruel barb.

At-will

Martial, Implement, Non-lethal

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: The target chooses one effect:

- Target takes 1d10 + Charisma psychic damage and a -2 to all defenses until the end of your next turn. The damages increases to 2d10 + Charisma modifier at 21st level. Instead of removing the last hit point from the target, the target is dazed instead.
- Target is dazed until the end of your next turn.

Poisoned Strike

You attack your opponent with a poisoned weapon.

At-will

Martial, Weapon, Poison

Standard Action

Melee, Ranged

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] damage. The target takes 2 ongoing poison damage(save ends). The ongoing poison damage becomes 4 at 11th level and 6 at 21st level.

LEVEL 1 ENCOUNTER EXPLOITS

Demoralizing Proclamation

You call doom upon your enemies for they have incurred the wrath of your house.

Encounter

Martial, Implement, Non-Lethal

Standard Action

Range Burst 1 within 10 squares

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: Target chooses an effect:

- Target takes 1d10 + Charisma psychic damage. Target makes saving throws at -2 until the end of your next turn. Instead of removing the last hit point from the target, the target is dazed instead.
- Target gains Vulnerability 5 until the end of your next turn.

Savage Beatdown

You order members of your retinue to charge the enemy.

Encounter

Martial, Retinue

Standard Action

Range 10

Target: An enemy within line of sight.

Effect: All your minions within your command radius may perform a charge attack against the target enemy.

Attack: As performed by unit. Units armed with two-handed weapons deal one additional point of damage.

Hit: As performed by unit.

Reinforce Position

You order members of your retinue to hold the line to restrain the enemy.

Encounter

Martial, Implement

Standard Action

Ranged Burst 1 centered on an enemy that is adjacent to at least one ally.

Target: All enemies within the burst.

Attack: Charisma vs. Fortitude

Hit: 1d6 + Charisma damage. The target is slowed until the end of your next turn.

Effect: Allies with shields within the burst gain a bonus to AC and Reflex equal to your Intelligence modifier. If you are a **Scheming Noble**, you may shift such allies by 1 square.

Poisoned darts

You hurl a series of poisonous darts at the enemy.

Encounter

Martial, Implement

Standard Action

Ranged 10

Target: Target up to three enemies within range.

Effect: Retinue members with missile weapons do one additional point of poison damage until the end of you or next turn.

Attack: Charisma vs. Reflex

Hit: 1d6 + Charisma modifier damage. The target takes ongoing poison damage equal to your Dexterity modifier (save ends). If you are a **Rakish Noble**, add one to the ongoing damage that you inflict.

LEVEL 1 DAILY EXPLOITS

Personal Champion

A member of your retinue will be given the honor of becoming your personal champion in this encounter.

Daily

Martial, Implement

Minor Action**One minion within command radius**

Target: One minion under your control

Effect: A minion becomes your personal champion for the duration of the encounter. The minion gains temporary hitpoints equal to twice the value of your healing surge. You can give a special command to your personal champion shown below. On the turn this power is used, you can give that command as part of this special power.

Standard action: Melee 1; targets one creature; Charisma vs. AC; 1d8 + Charisma damage, another enemy adjacent to the target and the personal champion takes Charisma damage.

Instinctive Effect: Your personal champion can act independently if you do not issue a command to him. Your personal champion will use its special power to attack any adjacent enemy focusing its attacks on an enemy it has attacked in the previous round if possible. If no enemy is adjacent to your champion, it moves towards the enemy that is closest to you and if it can become adjacent to the target, it will perform special power on that enemy.

Sacrifice Pawn

A member of of your retinue sacrifices himself to prevent harm from coming to you and makes a last ditch attempt to bring your enemy down with him.

Daily**Martial, Implement****Immediate interrupt****One minion within command radius**

Trigger: You are hit by a melee, close burst or close blast attack or a minion within your command radius is destroyed by a melee, close burst or close blast attack which targets you as well.

Effect: Destroy the minion. You take no damage from the triggering attack but suffer all other effects of that attack including ongoing damage if it hits. Perform an attack against the enemy which has just acted against you.

Attack: Charisma vs. AC

Hit: 2d8 + Charisma modifier damage.

LEVEL 2 UTILITY EXPLOITS**Intimidating Swordplay**

You brandish your weapon in an intimidating manner to force your opponents to surrender to you.

Encounter**Martial****Minor Action****Special**

Effect: An intimidate check to force your bloodied opponents to surrender will cost you a minor action instead of a standard action. **Rakish nobles** gain a +2 to this intimidate skill check.

Change Formation

You issue a series of quick orders to re-position your minions.

Encounter**Martial**

Minor Action**All minion within command radius**

Effect: Shift all your minions within your command radius 3 squares. **Scheming nobles** can shift their minions a number of squares equal to his Intelligence modifier + 2.

Be a Man !

You admonish a defeated minion of yours to recover and carry on fighting.

Encounter**Martial****Minor Action****Defeated minion within command radius**

Effect: A defeated minion (Minion with 0 hit points) within your command radius recovers 1 hit point and stands up immediately.

LEVEL 3 ENCOUNTER EXPLOITS**How Dare You !**

You shout at the top of your voice, heaping scorn upon your enemies while bolstering the morale of your allies.

Encounter**Martial, Implement, Non-Lethal, Fear****Standard Action****Close Blast 5**

Target: Each enemy in square

Attack: Charisma vs. Will

Hit: Target chooses on effect, when it is hit by this power:

- Target takes 1d8 + Charisma psychic damage. Target gains a -2 penalty to saving throws until the end of your next turn. Instead of removing the last hit point of the target, the target is stunned instead.
- Target is dazed until the end of turn.

Effect: If you are a **Scheming noble**, your minions in the area gain a +2 bonus to damage rolls equal until the end of your turn.

Venomous Blossom

You make a wild slash against all adjacent opponents with a poisoned blade.

Encounter**Martial, Weapon, Melee, Poison****Standard Action****Close Burst 1**

Target: All enemies in the area.

Effect: You gain a bonus to your AC and Reflex equal to

Attack: Charisma vs. Reflex

Hit: 1[W] damage, target chooses an effect:

- Target takes Dexterity modifier ongoing poison damage (save ends).
- Target is Weakened. (save ends)

Effect: If you are a **Rakish Noble**, shift a number of squares equal to your Dexterity modifier after this attack.

Push back

You order a member of your retinue to push the enemy away and advance into enemy lines.

Encounter

Martial, Implement

Standard Action

Close Burst 1 emanating from a target ally.

Target: All enemies within the burst.

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma damage. Push the enemy 1 square. If the enemy cannot be moved due to space constraints, the enemy falls prone.

LEVEL 5 DAILY EXPLOITS

Coordinated Strike

You order your minions to advance into enemy lines.

Daily

Martial, Implement

Minor Action

All minions within command radius

Target: All Minions within command radius

Effect: Each minion within your command radius takes a move action followed by a standard action. For the rest of the encounter, your minions do not get defeated upon taking damage, they become bloodied instead. Only bloodied minions struck in this encounter will be defeated.

Attack: As per minion statistics

Hit: As per minion statistics

Tonight, I dine in Hell !

A minion sacrifices himself for your cause to bring defeat to your enemies, bringing shock and awe to the enemy forces after his defeat.

Daily

Martial, Implement

Immediate interrupt

One minion within line of sight

Effect: Shift a minion up to 6 squares. Destroy the minion. Perform an attack against all enemies that is adjacent to the minion just before he was destroyed.

Attack: Charisma vs. AC

Hit: 3d8 + Charisma modifier damage. Enemy is dazed. (Save ends)

Miss: Half damage. Enemies provide combat advantage against all attacks until the end of your next turn.

Heroic Feats

COURTLY INTRIGUE

Prerequisite: Int 13, Cha 13, trained in Diplomacy and Insight

Benefit: You may participate in Court Intrigue of your level or lower. You gain access to one Court Intrigue and may learn a new Intrigue every 3 levels. Nobles learn court intrigues at a faster rate as described in the class description.

POLITICAL SAVVY

Prerequisite: Int 15, Cha 15, trained in History, Courtly Intrigue

Benefit: Learn 3 new forms of Court Intrigue when you choose this feat. You may choose this feat multiple times.

ARISTOCRATIC LINEAGE (NOBLE MULTI-CLASS FEAT)

Prerequisite: Cha 13,

Benefit: You will always have 2 minions under your charge.

HOUSE PATRONAGE (NOBLE MULTI-CLASS FEAT)

Prerequisite: Aristocratic Lineage, Cha 15

Benefit: Choose a House Reputation. You may wield your House Reputation as an Implement. You upgrade your house enhancement bonus to the maximum limit allowed within the heroic tier.

SENSE VULNERABILITY

Prerequisite: Noble, Int 13, Sense Weakness class feature

Benefit: When you use your use your Sense Weakness power, you gain information on all of your target's resistances and vulnerabilities.

UNNERVING DISTRACTION

Prerequisite: Noble, Dex 13, Unexpected Distraction class feature

Benefit: You may use your Unexpected Distraction feature to cancel a move action which involves shifting.

OFFENSIVE TRAINING

Prerequisite: Noble, Cha 15

Benefit: Your minions gain a +1 to damage rolls. This increases to +2 at 11th level and +3 at 21st level.

DEFENSIVE TRAINING

Prerequisite: Noble, Cha 15

Benefit: Your minions gain a +1 to all defenses. This increases to +2 at 11th level and +3 at 21st level.

RALLYING SURGE

Prerequisite: Noble, Cha 13

Benefit: When you take as Second Wind, target two minions which have been reduced to 0 hit points within your command radius. They are restored to 1 hit point each and may stand up immediately.

COMMANDING PRESENCE

Prerequisite: Noble, Cha 17

Benefit: Your Command radius is increased by 3.

MARTIAL PRACTICES - COURT INTRIGUE

Courtly Intrigue are martial practices which requires the courtly intrigue feat.

Categories of court intrigues are as follows.

Persuasion intrigues allow political alliances and contacts to be cultivated giving you additional resources to meet skill challenges.

Resource intrigues either manipulate the use of gold or employ gold to get better equipment for your minions.

Drills reflect the special effort to train your men for a specific goal. You may have a number of drills in effect at the same time. Paragon tier minions can have 2 drills in effect at the same time. Epic tier minions can have 3 drills in effect at the same time.

Strategems reflect the special preparation required to position troops, siege equipment, skirmish troops in reserve to be sprung against the enemy in combat. Strategems allow powers to be swapped out during combat to take advantage of terrain and special tactical situations in play. You can have as many strategems prepared to cover different situations so long as you have the gold to pay for each contingency. DM approval is allowed before a strategem can be activated. (Calling for catapult fire in a dungeon is simply impossible.)

Unit intrigues allow you to imbue your minions with special powers. Typically this increases the number of slots the minion takes up. Only one Unit intrigue can apply to a minion at any one time. (i.e. A minion cannot be a taskmaster and a shield-maiden at the same time.)

CULTIVATE INFORMANT

Using bribes and promises of future favours, you secure information from a non-player character.

Level: 1

Component Cost: 50gp / level of target

Category: Persuasion

Market Price: 100gp / level of target

Time: 1 hour

Key Skill: Diplomacy

Duration: Special

You target a non-hostile non-player character. With a series of gifts and favours, you earn their friendship and willingness to share information with you. While this ally will not place his life in danger for you, he will be able to provide useful information to you allowing you to use his knowledge skill check once in lieu of yours in a future intrigue or skill challenge. Once this information has been provided, the ally no longer owes you any favours.

The difficulty check of this intrigue is the Will defense of the non-player character.

WISE INVESTMENT

You take advantage of an opportunity to make an investment in a business undertaking.

Level: 2

Component Cost: Up to 100gp / level

Category: Resource

Market Price: Not applicable

Time: 1 day

Key Skill: Insight

Duration: One adventure session

You may invest an amount of money up to 100gp per level. After an adventure, roll an Insight check and receive Skill check * 10% of your initial investment as investment returns (Maximum of 200%).

CLOSED QUARTER FIGHTING DRILLS

You train your retinue to fight in close formation, modelling the training techniques of generals of the past.

Level: 3

Component Cost: 200gp

Category: Drill

Market Price: 400gp

Time: 1 week

Key Skill: History

Duration: One adventure session

Your minions gain a bonus to defense when they are adjacent to another minion.

History Check Result	Effect
10 or lower	None
11 – 20	+1 AC
21 - 25	+1 AC, +1 Reflex
26 – 30	+1 AC, +1 Reflex, +1 Fortitude
31+	+1 All Defenses

BLACKENED SKY

Your install a team of bowmen to rain death upon your enemies.

Level: 4

Component Cost: 300gp

Category: Strategem

Market Price: 600gp

Time: 1 day

Key Skill: History

Duration: One adventure session

When fighting in an open area (or with the approval of the DM), you may expend a daily ability of Level 1 and above to perform the Blackened Sky power.

Blackened Sky

The sky darkens as your bowmen begin releasing a torrent of arrows against your enemy forces.

Daily

Martial, Implement

Standard Action

Area Burst 2 within 20 squares

Target: All creatures within the burst.

Attack: Charisma vs. Reflex

Hit: The damage of this power depends on the power being swapped out.

Level 1 1d10 + Charisma damage.

Level 5 1d10 + Charisma damage.

Level 9 2d10 + Charisma damage.

Level 15 3d10 + Charisma damage.
Level 19 4d10 + Charisma damage.
Level 25 5d10 + Charisma damage.
Level 29 6d10 + Charisma damage.

Miss: Half Damage

TASKMASTER

You promote a minion to becoming a task-master. A task master's job is to maintain the morale of the troops.

Level: 5

Component Cost: 400gp

Category: Unit

Market Price: 800gp

Time: 1 day

Key Skill: Insight

Duration: One adventure session

You gain the ability to deploy a taskmaster. A taskmaster is a standard minion which takes up the slot of two minions and has the following ability on top of his normal abilities:

Get Up and fight, you filthy cur !

Your taskmaster motivates your minion to come back and fight on your behalf.

At-Will

Martial

Standard Action

Range 5

Effect: A minion within range regains 1 hit point and stands up immediately.

HOUSE REPUTATION

House reputation function as implements in the noble's arsenal. It differs from magical items in that each noble begins play with one reputation at the heroic tier. Changing the reputation of the house requires a major political event for the family and has to require the permission of the DM after a round of protracted role-playing.

The noble gets to choose a new reputation when he reaches a new tier.

Heroic Tier House Reputation

Honorable Aristocracy

Level 1+

Your house is well-known for its fair dealing and political prowess and this implicit trust has made it easier for you to gain the trust and support from others. You are popular amongst the people but your enemies may view your code of honour as a weakness to be exploited upon.

Lvl 1 +1 360gp

Lvl 5 +2 1,000gp

Lvl 10 +3 5,000gp

Implement (House Reputation)

Enhancement: Attack rolls and damage rolls

Critical: None

Property: You gain a bonus to your diplomacy skill rolls bonus equal to the enhancement bonus of this implement. Your minions gain a defense bonus equal to the House reputation's enhancement bonus.

Power (Daily) : Standard action. Effect: A number of defeated minions within your command radius equal to the enhancement bonus of this implement regain 1 hit point and stands up immediately.

Merchant House

Level 1+

Your House is well known for its cunning, pragmatism and almost limitless resources. Many wish to bring to themselves the favour of your house to gain wealth and prestige in this world. Others accuse your house for being amoral and duplicitous in its quest for greater profit.

Lvl 1 +1 360gp

Lvl 5 +2 1,000gp

Lvl 10 +3 5,000gp

Implement (House Reputation)

Enhancement: Attack rolls and damage rolls

Critical: None

Property: Courtly intrigues are discounted by 10% for each enhancement bonus of this implement. You gain a bonus to your Bluff check equal to the enhance bonus of this implement.

Power (Daily) : Standard action. Effect: You put into play a number of new minions equal to your

enhancement bonus within your command radius as reinforcements from your Merchant house. These minions will be in play until the end of the encounter.

Ferocious Ancestry

Level 1+

Your ancestors were ruthless conquerors who founded a line of nobles who were bred for warfare. Members and associates of your house are capable warriors and are known for their ruthless efficiency in battle. Your enemies fear your house for its capacity for warmongering and will try to exploit this fear to gain mutual support to bring your house down.

Lvl 1 +1 360gp

Lvl 5 +2 1,000gp

Lvl 10 +3 5,000gp

Implement (House Reputation)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 per plus

Property: You gain a bonus to your intimidate skill rolls equal to the enhancement bonus of this implement. When your minions rolls a critical hit when attacking an enemy using their standard action, apply your critical bonus damage to the enemy as well.

Power (Encounter) : Minor action. Effect: Your minions gain bonus damage equal to the enhancement bonus of this implement until the end of your next turn.

