



# HEROIC CLASS VOCATION

## Aristocrat Vocation

The **House Rules** below present a modified version of the Aristocrat vocation found in the Mongoose Publishing's™ OGL: STEAMPUNK Campaign Setting (pp. 63-64). It also contains features of the Aristocrat occupation found in Wizards of the Coast's™ d20: PAST Supplement. The vocation has been modified to fit within Wizards of the Coast's™ d20: MODERN RPG System.

Aristocrats are people who are in a position of power and enjoy every last drop of it. They are entitled to be called Lady or Lord, and probably have an estate filled with family heirlooms and staffed with plentiful servants.

Before the American and French revolutions, and continuing after them in many parts of the world, Aristocrats carry noble titles, though their ancestral holdings might be quite small.

While others may have a title of nobility, it is the noble aristocrat who exploits it for all its worth.

**Prerequisites:** Diplomacy 2 ranks, and Inherited Fortune trait;

**Bonus Starting Feat:** Select two of the following:

Armor (light), Confident, Educated, Exotic Weapon Proficiency, or Weapon Group Proficiency (pistol firearms);

**Vocation Skills:** Diplomacy (Cha), Gamble (Wis), Intimidate (Cha or Str), Language (Int), Perform [any] (Cha), and Ride (Dex);

If a skill is already a class skill, you receive a +1 competence bonus on checks using that skill.

**Additional Bonus Feats:** Confident, Educated, Iron Will, Mounted Combat, Persuasive, Point Blank Shot, Renown, Trustworthy, Weapon Finesse, and Windfall;

**Wealth:** +6;

**Reputation:** +2;

### Aristocrat Talent Tree

**Extra Favor (Ex):** The Aristocrat is particularly well connected, allowing him to bring more influence to bear. The character gains an extra use of the Favor class feature.

**Noblesse Oblige (Ex):** The Aristocrat knows that his position imposes certain obligations towards their lesser companions. The character may spend an action point and grant the resulting bonus to an ally within 60 feet. Such largesse is sometimes rewarded and if the Aristocrat rolls a 6 on the dice, they get to keep the point as if they never spent it.

**Powerful Reputation (Ex):** The Aristocrat can use their status and fame as a weapon. Once per day,, the character can keep others from attacking them by making a Reputation check. All would be attackers within 60 feet **must make a WILL save to beat the character's Reputation check.** If the attackers fail, they suffer a -2 morale penalty to attack and damage rolls against the Aristocrat. If the save is failed by 10 point or more, they cannot even approach within 30 feet of the Aristocrat.

This effect lasts 1d4 rounds plus the Aristocrat's Charisma modifier.

**Social Attack (Ex):** The Aristocrat has a wicked tongue that can cause as much damage as a sharpened blade. Once in any social gathering, they may spend an hour producing badinage, jibes, taunts and thinly veiled insults that targets another character present at the same function, with the intent of changing the assembled people's attitude towards that person.

Initial Attitude	-- New Attitude --			
	Friendly	Indifferent	Unfriendly	Hostile
Unfriendly	--	--	--	15
Indifferent	--	--	15	20
Friendly	--	15	20	25
Helpful	15	20	25	35

The Aristocrat makes a Bluff or Diplomacy check (the character chooses which) with the DC depending on how drastic a change they wish to make in the crowd's attitude.

The target of a social attack may first roll a Sense Motive check against a DC equal to 10 plus the character's Aristocrat level in order to detect the attempt to discredit them; if successful, the target can attempt to counter the attack with an opposed Diplomacy check against the Aristocrat. Success means the target saved their reputation.