



## The Courtier Background

(Revised edition)

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### The COURTIER

What does a courtier do? To an outsider, a courtier appears to do little in a day except hang around nobility and gentry, and make idle conversation. And to some extent, that is true. However, what a courtier really does is deal with people. There is no one more adept at talking with others than a courtier. Courtiers cajole, they deceive, they befriend, they subtly interrogate, and they entertain those around them, often all at the same time. A courtier thrives on the connections he makes with people, and the information and favours that can be derived therefrom.

**Adventures:** Many courtiers are completely unsuited to a life of adventure. They excel in dealing verbally with people, not violently with monsters. However, some courtiers do find value in adventure, and often serve as their party's diplomat and spokesman. They are generally not much use in a fight, but if a party ever needs to talk themselves out of trouble, a courtier would be a very valuable member.

### Courtier Game Rule Information

**Requirements:** 6 aggregate ranks in Bluff, Diplomacy, and Gather Information.

#### **Background Traits:**

- +2 Charisma, -2 Strength. Courtiers have extensive experience in dealing with other people, but not in physical activity.
- Courtiers receive an additional 100 gp in money. If the character's 1st level is courtier, this amount is in addition to 6d4x10 gp. Courtiers generally come from well-to-do families.
- Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (nobility and royalty) and Sense Motive are always considered class skills to a courtier.
- +2 competency bonus to two of Bluff, Diplomacy or Gather Information.
- No additional armour or weapon proficiency beyond what is granted by class.

### ***Advancement:***

Following are the features of the background levels for a courtier, should you decide to advance one or more levels in this regard.

**Hit Die:** d6.

**Class Skills:** Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (local)(Int), Knowledge (nobility and royalty)(Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis).

**Skill points at each level:** 4 + Int modifier.

**Fascinate (Ex):** At 1st level, a courtier can use Bluff, Diplomacy, Intimidate or Perform in order to fascinate a target. This requires a standard action. The courtier makes a skill check with one of these skills, which is opposed by the target's Sense Motive check or Will save, whichever is higher. If the courtier succeeds, the target pays no attention to anyone other than the courtier. This effect can be maintained by using a standard action each round, for a number of rounds equal to the courtier's ranks in the skill used. Any potential threat to the target grants a new Sense Motive check or Will save. Any obvious threat automatically breaks the fascination.

**Skill bonus (Ex):** At 2nd level, and again at 4th level, a courtier receives a +2 competency bonus (or a +2 increase to an existing bonus) to one of the following skills: Bluff, Diplomacy, Intimidate, or Sense Motive. The same skill can be selected at 2nd and 4th levels, resulting in a +4 bonus (or a +4 increase to a bonus) to that skill.

**Favours (Ex):** At 3rd level, a courtier knows people who can help out from time to time in a variety of situations. He can call in favours from people he knows by making a Diplomacy check. These favours might be advice, information, help with a legal matter, or access to resources. The referee sets the DC of the Diplomacy check, based on the aid requested. A simple favour is DC 10; an especially difficult, dangerous or expensive favour is DC 25. Use of this ability requires the time and means for the courtier to contact and call in the favour.

**Suggestion (Sp):** At 5th level, a courtier can make a *suggestion* to a target that he is currently fascinating. This works like a use of the *suggestion* spell, except that the courtier must interact with the target in order to use it. The DC of the target's Will save is 10 + half the courtier's background level + the courtier's Charisma modifier.

### **Courtier Advancement**

<b>Level</b>	<b>Attack</b>	<b>Fort</b>	<b>Ref</b>	<b>Will</b>	<b>Special</b>
<b>1st</b>	+0	+0	+0	+2	Fascinate
<b>2nd</b>	+1	+0	+0	+2	Skill bonus
<b>3rd</b>	+1	+1	+1	+3	Favours
<b>4th</b>	+2	+1	+1	+3	Skill bonus
<b>5th</b>	+2	+1	+1	+4	<i>Suggestion</i>

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