

# THE NOBLE

**T**he prince of the land, picking up his sword to defend his future kingdom from turmoil. The battered princess who decides it is her time to take up adventure. The king, who has done nothing but hone his talents as a leader and as a noble. Nobles come in all shapes and sizes, but nobility can be more than a background.

Characters who wish to fully devote themselves to their noble background, utilizing the majesty of their royal blood and aristocratic lineage can be true leaders and aids in a group. In short, nobles epitomize their role and put their energy into developing their status and power as a noble. Thus, the noble class born.

## HOUSE OF A NOBLE

Nobles are inherently dependent upon their title and bloodline of being nobles. That being said, it is very important to understand the house that you belong to. What are your traditions? What is your house's reputation? Work with your DM to construct not only your own character's nobility, but that of your house. Consider, also, if you are a stereotype of your house or if you contrast against its traditions.

It is important to understand what you are a noble of as well. A castle? A vast land? Who is the king? Queen? Who governs it? Are you the ruler, yet too young and a regent governs in your stead? Consider developing storyline archs that force you out of your land or castle towards adventure and intrigue, so that you can function within a party. This class, perhaps more so than others, require extra consideration by the DM. The world setting must value, in some ways and in some areas, the concept of a feudal or aristocratic society, otherwise who would care that someone calls themselves a noble?

## MAJESTY AND MAGIC

Majesty is the key power of a noble. It is the sum of their charisma, influence, social power, and prowess with their presence. Many of the effects of majesty function like magic. A noble can command a creature to kneel and, like magical compulsion, should the creature fail their saving throw they must obey the command. However, it is not magical compulsion that forces the creature to kneel: it is the presence of nobility and the awesome power of potent charisma.

But what of an orc who cares nothing for the nobility or feudal societies of humans or elves? Generally, some chaotic creatures who are the epitome of chaos, such as orcs, goblins, etc., may not care about a noble's majesty. Your DM may decide that some creatures may have advantage against any non-magical effects, such as all noble's ability to use *suggestion* with their majesty score. The DM should consider thoughtfully whether or not a creature adheres to chaotic philosophies and has no form of hierarchy within their own cultural or ethnic background to grant them this resistance to noble abilities. This advantage would *only* apply to effects that are drawn directly from spells.



## THE NOBLE

| Level | Proficiency Bonus | Features                                    |
|-------|-------------------|---|
| 1st   | +2                | Attendant, Encouraging Words, Noble Lineage |
| 2nd   | +2                | Charismatic Armor, Majesty Score            |
| 3rd   | +2                | Noble Lineage Feature                       |
| 4th   | +2                | Ability Score Improvement                   |
| 5th   | +3                | Noble Lineage Feature                       |
| 6th   | +3                | Ability Score Improvement                   |
| 7th   | +3                | Noble Lineage Feature                       |
| 8th   | +3                | Ability Score Improvement                   |
| 9th   | +4                | Sublime Majesty                             |
| 10th  | +4                | Majesty Score (minimum 10)                  |
| 11th  | +4                | Noble Lineage Feature                       |
| 12th  | +4                | Ability Score Improvement                   |
| 13th  | +5                | Majesty Score (minimum 14)                  |
| 14th  | +5                | Noble Lineage Feature                       |
| 15th  | +5                | Charisma Score Increase                     |
| 16th  | +5                | Ability Score Improvement                   |
| 17th  | +6                | Majesty Score (minimum 16)                  |
| 18th  | +6                | Noble Lineage Feature                       |
| 19th  | +6                | Ability Score Improvement                   |
| 20th  | +6                | Charisma Score Increase                     |

## CLASS FEATURES

As a noble, you have the following class features.

### HIT POINTS

**Hit Dice:** 1d6 per noble level

**Hit Point at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per noble level after 1st

### PROFICIENCIES

**Armor:** None

**Weapons:** One simple weapon of your choice

**Tools:** Two instruments of your choice

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose any three from Acrobatics, Animal Handling, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Performance, Persuasion, or Religion.

## EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- (a) any simple melee weapon or (b) any simple ranged weapon and 20 pieces of ammunition
- (a) a musical instrument of your choice or (b) a book of lore
- (a) a riding horse, riding saddle, and bit and bridle or (b) a donkey, pack saddle, and cart or (c) a pair of mastiffs
- (a) a diplomat's pack or (b) a scholar's pack
- a set of fine clothes and a signet ring.

## ATTENDANT

At 1st level, you are always accompanied by an attendant to take care of all tasks you desire him or her to take care of. Your attendant's role in your life could vary. Based on your chosen noble lineage, your attendant may alter or perform certain actions. Your attendant is always with you, obeys your commands to the best of their ability, but will only put themselves at risk when it is directly related to your well-being. Should your attendant ever die, you receive another within one month's time from your noble house or from some other source, assuming you take to the proper channels to request, recruit, or demand one.

Your attendant is of your race, a gender of your choice, but lack any exceptionalities that befit them racial traits. They are proficient in light armor and daggers. Attendants take their turn on your initiative, though they don't take an action unless you command them to. On your turn, you can verbally command them where to move (no action required by you). You can use an action to verbally command them to take the Attack, Dash, Disengage, Dodge, or Help action.





## ATTENDANT

Medium humanoid (any race), your alignment

**Armor Class** 14 (leather)

**Hit Points** 12 (2d8 + 2)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 15 (+2) | 12 (+1) | 12 (+1) | 13 (+1) | 14 (+2) |

**Skills** Perception +2

**Senses** passive Perception 13

**Languages** Common and one language that you can speak

### Actions

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 2)

## ENCOURAGING WORDS

Also at 1st level, you may use your words to bolster morale in your allies. You gain a pool of hit points that you can use to impart temporary hit points to an ally, equal to your levels in noble x 5. As an action, you encourage an ally within 5 feet of yourself and instill a portion of the temporary hit points or all of it, at your choice. You must be within 10 feet of an ally, due to the intimacy of these encouraging words. You cannot give an ally temporary hit points in this way if they do not already have at least 1 hit point. You cannot use your encouraging words on yourself. Your pool of hit points for encouraging words fully replenish after a long rest.

## NOBLE LINEAGE

And finally, at 1st level, choose a noble lineage that decides your area of noble upbringing, specialty focus, or traditions that were passed down on you. Your noble lineage is, essentially, that which makes you a unique type of noble. The Lineage of Warfare, for example, focuses on combat, weapons, and leadership in warfare. You may choose between: Lineage of Diplomacy, Lineage of Myth, or Lineage of Warfare. You gain class features based on your noble lineage at 1st, 3rd, 5th, 7th, 14th, and 17th level.

## CHARISMATIC ARMOR

At 2nd level, your mere presence exudes a charismatic aura that is difficult to strike to most creatures. You always have an armor class that is at least equal to 10 + your Dexterity Modifier + your Charisma modifier, even if you currently have another armor class from other means. Your charismatic armor cannot increase in value by wearing shields or armor, but can from wearing magical items. Creatures who are immune to being charmed or who have advantage against the charmed condition have advantage to attack rolls against you when using this armor class.

## MAJESTY SCORE

At 2nd level, you gain a majesty score that you use to express your influence on others. When you finish a short or long rest, roll 1d4 per your Charisma modifier. Use this result, applying bonuses or penalties based on the Majesty Score Table below, to formulate your majesty score. At certain levels (see the Noble class table), no matter what you roll for your majesty score, it cannot be less than a certain amount. Any saving throw to resist a class feature using your majesty score is equal to 8 + your Proficiency bonus + your Charisma modifier. You may use your majesty score to do the following:

### AFFECTING PERSONA

You may reduce your majesty score to affect others in a fashion similar to any of the following spells, except the effect is non-magical: *calm emotions* (1 point), *command* (1 point), and *suggestion* (2 points). Thus if you had a majesty score of 12 and you used *calm emotions* you would have a majesty score of 10 until you could reroll your majesty score. The only components required is a verbal component. Otherwise, treat the spell as normal except it is a non-magical effect and requiring no concentration.

### BOLSTERED SPIRITS

You may use your Encouraging Words class feature to heal your allies, instead of instilling temporary hit points. You can only do so when your majesty score equals 14 or greater. You cannot heal a creature in this way unless they have at least 1 hit point.

### PERSUASIVE ARISTOCRAT

Whenever you roll a persuasion or deception check, your result can never be lower than your majesty score so long as your majesty score equals 6 or higher.

### UNCANNY PRESENCE

As a bonus action or reaction to being targeted by an attack, you may reduce your majesty score by 4 to have an armor class equal to your Charisma score + 1d4. This armor class lasts until the end of your next turn. Creatures immune to or who have advantage to resisting the charmed condition roll attacks against this armor class with advantage.

## MAJESTY SCORE TABLE

| Bonus/Penalty | Circumstance   |
|---------------|--|
| +4            | You are in a region where your noble house or title is considered influential.   |
| +2            | You are in a region where noble houses or aristocratic titles are considered influential.  |
| +1            | You are travelling with individuals (other than your attendants) who consider your title or nobility as influential or worthy of respect.                            |
| -3            | You are in a region where noble houses or titles are not respected, valued, or honored.  |
| -2            | You are travelling with individuals (other than your attendants) who consider your title or nobility as something that is not very influential or worthy of respect. |
| +/-           | Your DM may vary bonuses or penalties based on various circumstances they deem necessary similar to the above situations.  |



## SUBLIME MAJESTY

At 9th level, you may reassert your noble self if you feel your influence wavering. If your majesty score is below your Charisma score, you may use a bonus action to roll 1d4 to add to your majesty score. You may do so once before you must take a short or long rest to do so again.

## CHARISMA SCORE IMPROVEMENT

At 15th level, you have such experience with utilizing your charisma that you become better equipped to exploit it beyond normal creatures. You gain +2 to your Charisma score to a maximum of 22.

At 20th level, your Charisma score increases +2 again to a maximum of 24.

## NOBLE LINEAGE

Three types of noble lineages exist: diplomacy, myth, and warfare. These lineages help demonstrate how it is possible to vary in how nobles come to embody their capabilities.

### LINEAGE OF DIPLOMACY

In a house of diplomats, a noble is instructed on how to utilize their majestic presence to be a leader, to create bonds that tie, and to use others to do their bidding. They are known for their prowess with words and immense persuasive talents. Additionally, nobles who are famed for their skill in diplomacy are known for their ability to gain insights and truths from others in subtle fashion. They are almost always accompanied by a guardian for martial protection.

## NOBLE GUARDIAN

At 1st level, you gain an additional attendant that acts as a guardian for you. This may be an individual assigned to protect you or someone you or your family hired. Regardless, they are loyal to you and seek to help you in anyway they can. They will even risk their life to protect your well-being. Treat your guardian exactly as a normal attendant, except they are proficient in light and medium armor and simple and martial weapons. You may add your Proficiency bonus to your guardian's attacks, damage rolls, and saving throws so long as you are within 120 feet of them and they are aware of your presence.

At 6th level, your guardian gains Extra Attack.

At 11th level, you may now command your guardian to perform actions as a bonus action instead of an action.

## GUARDIAN

*Medium humanoid (any race), your alignment*

**Armor Class** 16 (breastplate)

**Hit Points** 31 (4d10 + 7)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 14 (+2) | 16 (+3) | 10 (+0) | 10 (+0) | 10 (+0) |

**Senses** passive Perception 10

**Languages** Common

**Noble Synergy.** Whenever a guardian finishes a long rest in the presence of the noble they serve, they gain temporary hit points equal to the noble's Charisma modifier X their levels in the noble class.

### Actions

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d10 + 2)

## DEMAND ACTION

At 3rd level, you can exert your presence in a situation to force an ally to act. As an action, you may force an ally to use their reaction to take an action. Using this ability reduces your majesty score by 1.

## DIPLOMATIC PERSONA

At 5th level, you gain the following abilities to utilize with your majesty score:

**Destroy Morale.** You utilize the defeat of a foe to change the tide of battle by declaring you and your allies victorious, devastating the morale of your foes. As a reaction to an ally defeating a hostile creature, and by reducing your majesty score by 4 points, all other hostile creatures within 30 feet of you and the defeated creature who consider that defeated creature an ally must make a Wisdom saving throw or lose half of their current hit points (rounded down). Creatures who have advantage against charmed conditions may roll the saving throw with advantage. Creatures who are immune to being charmed are immune to this effect. You may choose,





instead, to target one creature within 30 feet of you or the defeated creature that is an ally of the defeated creature and they must make a Wisdom saving throw or suffer the same effect. If you choose only one creature for the ability, you reduce your majesty score by 2.

**Assess Persona.** By taking a moment to assess your opponent, you discover their weaknesses and may later act to exploit it. As a bonus action, you interact with them in some way to glean their weaknesses. Roll a Persuasion (Charisma) or Deception (Charisma) check against their Insight (Wisdom) roll. If you are equal or higher than their check, you gain the following information: their saving throw bonuses, all Charisma based skill proficiencies, and whether they are friendly, neutral, or hostile towards you, as well as any general emotional state the creature is currently in. You must have a majesty score of at least 8 to use this feature.

**Worthy to Save.** Your guardian would sacrifice their life to save you and they often prove it. As a reaction to being targeted by an attack and your guardian is within 5 feet of you, you may sacrifice their ability to move and take action on your next turn to gain +2 to your armor class as a shield bonus. If you have this bonus and are hit by an attack within 2 points of your armor class, your guardian takes the damage instead of you. For example, if you have an armor class, with this bonus, of 18 and you are hit for 18 or 19, your guardian would be hit by the attack instead of you. Using this ability reduces your majesty score by 2 points.

### CONTRIVE DEFENSE

At 7th level, you have the ability to cause your allies or enemies to react in a way that benefits them or exploits their weaknesses. As a reaction to a creature making a saving throw, or as a bonus action on your turn, you may have them trade their physical saving throws for a different physical saving throw and mental saving throws for a different mental saving throw. For purposes of this feature, physical saving throws are Strength, Dexterity, and Constitution and mental saving throws are Intelligence, Wisdom, and Charisma. So if an enemy is facing a fireball and must roll a Dexterity saving throw, you may attempt to convince them to use their Constitution instead to simply stand there and withstand the flames with their sheer presence. For a creature to resist this, have the target creature roll an Insight (Wisdom) check against your Persuasion (Charisma) or Deception (Charisma), your choice. If you win the contested roll, they must use a different physical or mental saving throw of your choice. You cannot replace a physical saving throw with a mental saving throw, however, or vice versa. Once you use this feature, you cannot do so again until you finish a short or long rest.

### MASTERFUL DIPLOMACY

At 11th level, you gain the following abilities to utilize with your majesty score:

**Berating Words.** You realize your inspiring presence can have the reverse effect on a foe. By reducing your majesty score by 1 and as a reaction to you or an ally being targeted by an attack roll by an enemy within 60 feet of you that you can see and that can see and hear you, you can berate the foe and cause them to miss. Your ally gains +2 to their armor class from the chosen target until the end of your next turn. You may reduce your majesty score by additional points by 1

and gain that number as a bonus to you or your ally's armor class, up to a maximum of a +5 armor class bonus and reducing your majesty score by 4.

**Exert the Self.** By reminding yourself of who you are, you may reassert control over yourself. As an action and by reducing your majesty score by 2, you may end the effects causing you to be charmed or frightened. Even if you are not normally permitted an action during the effects, you may use this ability to overcome them. **You Know Me.** You may create a bond with a number of creatures that is represented by the fact that you can near-telepathically tell them what to do simply by your body language. Choose a number of creatures equal to your Charisma modifier + half your levels in noble (rounded down) that you have spent at least one week with. Whenever those creatures can see you, they understand basic commands and your silent language simply by reading your body language. You can tell them things like "no", "yes", "that's bad", "I don't like that", "this is a great idea", "do it," etc. You cannot reveal complex information in this way. Other creatures cannot determine your messages in this way, even if they roll impressive insight (Wisdom) skill checks.

### SHATTER PERSONA

At 14th level, you may verbally assault a creature to the point where they may find it impossible to recover. As an action, a creature within 60 feet of you that can see and hear you must succeed on a successful Charisma saving throw as you berate them with words or remind them of your majesty in some way or suffer debilitating consequences. As a result of failure, the creature takes 14d6 damage (this damage cannot reduce them below 1 hit point), has their maximum hit points reduced by half (rounded down), has disadvantage on Charisma and Wisdom based skill checks for 24 hours, and is stunned until the end of their next turn. Creatures who have advantage against charmed conditions may roll the saving throw with advantage. Creatures who are immune to being charmed are immune to this effect. Once you use this feature you cannot do so again until you finish a long rest.

### SUPERNAL MAJESTY

At 18th level, your ability to manipulate others with your majesty becomes nearly supernatural. Creatures cannot ignore or take advantage against your abilities due to being resistant or immune to the charmed condition or effects, unless they overcome your sheer presence. They must make a Wisdom saving throw when they might ignore or gain advantage against your armor class or some ability and if they succeed their immunity or resistance stays in effect. If they fail, they treat your abilities normally as though they did not have immunity or resistance to charmed effects or conditions. Once a creature fails this saving throw they cannot make another one until after 24 hours have passed. After 24 hours, they may try to overcome your presence and gain the benefits of their immunities or resistances.





## LINEAGE OF MYTH

The wicked queen who has mysterious powers. The fairy tale princess who has animals that flock to her as she effortlessly befriends the wild critters. The prince charming who gallantly defends the weak and seeks to save the damsel. All of these archetypes fit the nobles of the province of myth. They are the nobles of legend and fairy tale; they are the fabled and magical. When one's nobility hails in the lineage of myth, they are often accompanied by either a woeful event that exists in their past or a destined fate that cannot be escaped... or both.

### MYTHIC WOE

At 1st level, a mythic woe is something in your past that defines you of your magical or mythic background. Perhaps you were cursed by a witch or simply had a strange woe afflict you and you are oblivious to its origin. Regardless, you may struggle with your woe defining you, battle to overcome it, or embrace it. Choose at least one Mythic Woe from below.

**Cursed.** You are under one of the effects of the *bestow curse* spell, except its effect is permanent and cannot be removed except by a *wish* spell or by the death of the creature who cursed you.

**Exiled.** You don't even know of your own nobility. For some reason, you were exiled from the land that is rightfully yours. While you may be extraordinarily charismatic and have a potent personality, you do not know where it hails from. Your majesty comes from an inherent form of entitlement, something that tells you that you are meant for great things, even if you know not what. Exiled nobles are always under the watchful eye of at least one creature, which the noble may or may not know of. Choose one creature from this list that is or has watched over you during your exile: a deva, a cambion, a centaur, a dryad, a faerie dragon, a night hag, a pixie, a satyr, or a sprite. The creature may watch you from afar, or may be under some guise and raising you as their own or some other method of keeping an eye on you. Because of your charisma, your attendant is actually a friend of yours or a loyal companion, instead of an attendant who respects you from just your authority. Additionally, you cannot gain the +4 circumstance on the Majesty Score Table when you roll your majesty score until you become aware of your nobility in some way.

**Forever Sleepy.** You are subject to *sleep* spells and effects, even if you have immunities from other features or abilities. Whenever you are the target of a *sleep* spell, count yourself as having half your current hit points as you currently have. Additionally, choose one creature. That creature is your soulmate or savior. Whenever you are the subject of magical sleep, you fall asleep permanently and may not awaken until your soulmate or savior kisses you on your forehead or lips. Should your soulmate or savior ever die, you awaken by the next creature that kisses you on your forehead or lips. Once you are permanently under the effects of a *sleep* spell or effect, you cannot be so again in a permanent way after you are awakened. You are still vulnerable to the effects, however, as described above.

**Feyline.** At some point, your ancestors mixed your lineage with fey-blood and this is your fuel of majesty. Fey creatures regard you with curiosity, inherently sensing the feyline within you or feeling a nascent sense of familiarity when in your presence. This may lead to you being some destined noble of fey or of some fey court or kingdom.

**Honesty.** You are magically compelled to always tell the truth when you are asked a question. This truth is relative to your own understanding of truth and reality, but you cannot willfully lie or be dishonest.

**Midnight Form.** At dusk, so long as you are within 1 mile of being able to see the night sky, you transform into one of the following creatures from the *Monsters Manual* (see their corresponding page number): an orc of your gender (page 246), a frog (page 322), or a swan (hawk stats, page 330). You lose all your class features and capabilities and act only with the stats provided of your chosen form. When dawn comes, you revert to your normal form and you act as though you had a long rest, whether you rested or not. This woe is dependent upon some factor, creed, doctrine, or curse, usually of the poetic type. Discuss this with your DM to see if you may ever break the curse or how you must follow some doctrine to avoid the midnight form, should you wish to. You may also choose a different creature from the *Monsters Manual* but



the chosen creature should not have statistics that are stronger than that of an orc (page 246). If you die in your midnight form you revert back to your normal form.

**Prince/Princess Charming** You are the prince or princess of a kingdom, destined to solely inherit the kingdom and bear the burden of the monarchy. You are inherently good, a pureborn noble who sees only justice, truth, honesty, and charity. You are likely lawful good, possibly neutral good, but not chaotic good or any other non-good alignment. All of these traits and privileges come with a cost, however. Whenever you perform any action that is a betrayal, goes against your conscious or moral code, leaves the innocent in danger, or some other reason that the DM perceives going against justice, truth, honesty, love, and charity, you incur one point on the toll of goodness, which weighs against your conscience, affecting how you function. All tolls are cumulative, thus if you have 4 toll points, you incur 1, 2, 3, and 4 tolls. After a long rest or a significant gesture of goodwill, you lose 1 toll point. You cannot lose more than 2 toll points within 24 hours of losing a point. If you have no toll points, you may call upon your family and kingdom for assistance in some way once per month, so long as you are aware of them.

### TOLL OF GOODNESS

| Toll Points | Toll  |
|-------------|---|
| 1           | You realize that you have done something wrong and you await some form of punishment. After every long rest you have at least 1 toll point, your first saving throw is made with disadvantage.  |
| 2           | The weight of further bad deeds weighs on your conscience. You refuse to eat, feast, be merry, or enjoy the delights of the world.  |
| 3           | At this point, you consider yourself truly sinful and deserving of harsh punishment. For every day you retain at least 3 toll points, word gets back to your family of your deeds and your reputation suffers. You lose 1 majesty point after rolling your majesty score.   |
| 4           | Your deeds have gained the attention of religious or noble individuals who wish to intervene in what is perceived to be "your fall of grace".   |
| 5           | Your deeds have gained the attention of evil religious, noble, and magical creatures who wish to take advantage of your state. Your alignment is in danger of shifting away from good and you may be propositioned some scenario in which you trade something for wealth, knowledge, and/or power from a powerful creature. |

**Unique.** Consider making up a unique myth that defines you as a noble of myth. This should have very little, if at all, mechanical effect, but should build up lore. Consider existing fairy tales and folklores that exist concerning nobles, princes, kings, and queens. Your DM should approve any Mythic Woe that you compose.

### BODY OF MAJESTY

Also at 1st level, you are inherently and extraordinarily attractive as a member of your race and gender. You often stand out in crowds and even members of other races find you appealing to look upon. You find it particularly easy to stay fit and rarely find yourself dirty or smudged unless you willfully intend to be in such a state. You also have perfect

symmetry in your physical features. When you roll your majesty score, add your Charisma modifier to the result. Additionally, you gain proficiency in either Deception, Intimidation, or Persuasion. At 2nd level, you gain expertise in one of those three skills that you are proficient in.

### MYTHIC MARK

At 3rd level, you begin to define the mythology of yourself. Choose two of the following abilities. At 5th, 7th, and 14th level you may choose another from this list.

**Allure.** You are the epitome of a blinding, stunning individual. You can use your action to force all eyes on you by unveiling yourself or doing some dramatic action, such as singing, playing an instrument, or some other form of displaying yourself. 3d6 creatures of your choice that can see you within 30 feet must make a Wisdom saving throw or be charmed by you until the beginning of your next turn. While they are charmed they are incredibly distracted. Attacks against them have advantage and their attacks against others have disadvantage. You must have a majesty score of at least 6 to use this feature and a use of this feature reduces your majesty score by 2.

**Animal Companion.** You gain an animal companion, or a swarm of animals, that you consider your best friend(s) and loyal ally. Choose a beast that is no larger than Large and that has a challenge rating of 1 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your noble level, whichever is higher.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. By reducing your majesty score by 1, you can use a bonus action to verbally command your animal companion, instead of an action. At 11th level, you only need a bonus action to verbally command your animal companion to take the Attack, Dash, Disengage, Dodge, or Help action.

If the beast dies, you can obtain another one by spending 8 hours bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

**Cruel Magic.** You do not know how (or perhaps you do), but you manifest some magical powers that are meant to do harm. Perhaps you wish to use them to hurt others or perhaps you use them to protect the innocent. Regardless, these magical powers could make you stand out from your noble peers in mythical ways. You gain two of your choice from the following cantrips with Charisma as your spellcasting ability for them: *acid splash*, *chill touch*, *eldritch blast*, *fire bolt*, or *shocking grasp*. When your majesty score is at least 10, you may cast certain spells as an action by reducing your majesty score. Choose three spells from the following that you can cast with Charisma as your spellcasting ability for them: *blindness/deafness* (2 points), *burning hands* (1 point), *lightning bolt* (3 points), *ray of sickness* (1 point), *thunderwave* (1 point), or *witch bolt* (2 points). You may increase the level of these spells by further reducing your majesty score by 1 per level increase, but you cannot reduce your majesty score by 10 and still cast a spell.



Spells from cruel magic begin at their normal level. For example, if you have a majesty score of 18, you could cast *lightning bolt*, if that was one of your chosen spells, as a 3rd level spell by reducing your majesty score to 15. You could empower the spell further by reducing your majesty score to 10 and casting the *lightning bolt* spell as an 8th-level spell. There is a level limit to how much you can empower spells, however, dependent upon your spellcasting levels. Treat your levels in the noble class as a full spellcasting class and see what level of spell slots you would have access to on page 165 of the *Player's Handbook*. You cannot cast a spell or increase the spell level of a spell that's level is beyond what you would have access to in spell slots of your spellcasting level. Thus, even if you selected *lightning bolt* at 3rd level as a noble, you could not gain access to casting the spell until you have 5 levels of a full spellcasting class (i.e. level 5 noble, or level 3 noble and level 2 bard, etc.)

**Eyes as the Ocean.** Your eyes are that of a soft blue, so soft it looks like the rolling waves of a distant ocean. As an action, you may look at a creature, flashing those stunning eyes, and they must make a Wisdom saving throw. If they fail the saving throw, they are charmed by you for 1 minute and can take no actions or move so long as you are within their line of sight. An affected creature may reroll their saving throw at the end of each of their turns for the duration. You must have a majesty score of at least 12 to use this feature and a use of this feature reduces your majesty score by 3.

**Hair of Gold.** Your hair turns into a shimmering, beautiful blonde as it is interwoven with speckles of golden flakes. Your hair grows at an exceptional rate. Once per week you may cut a piece of your hair without affecting its length that is equal to 500gp after you choose this feature. Your hair also radiates magical energies that is desired by many. Each week your hair is not cut, you continue to grow that amount in golden hair, thus after four weeks cutting all your hair to shoulder length is worth 2,000gp. After one month of not cutting your hair it is down to your feet; your hair continues to grow beyond that but has no gold value past 2,000gp, as the speckles are of a shimmering color, not literally gold. When at least one month has fully grown, however, it acts as though you are wearing a shield you are proficient in. You gain +2 armor class, even with your charismatic armor feature. Word may spread of your enchanted hair and it may be coveted by creatures of both banditry and wicked magic alike.

**Lips of Rose Red.** Your lips are constantly a deep rose red. This coloring cannot blemish or smear. As an action you may kiss any creature who then acts as though you casted *haste* on them, which lasts for 1 minute and does not require your concentration. You must have a majesty score of at least 10 to use this feature and a use of this feature reduces your majesty score by 2.

**Maidenshield.** Whether you are protecting an innocent maiden or you are the maiden protecting yourself, the power of purity in you cannot be denied. So long as you have retained your purity by abstaining from sex, alcohol, and general gluttony, you retain the benefits of this feature. Treat yourself as constantly surrounded by a *sanctuary* spell. Should this effect ever be broken by targeting a creature with an attack or using an ability that affects a hostile creature that is not designed to simply calm or protect it, you are no longer protected by the *sanctuary* spell. You may, as a bonus action, impart this effect on another creature within 30

feet of you that you may believe to be pure, but you lose the effect on yourself. You may sustain this effect as a bonus action so long as you are within 30 feet of the chosen creature and they remain pure. You must spend 1 minute in concentration to regain the effects of this ability on yourself. Should you intentionally engage in activity deemed impure, such as sex, drinking alcohol, eating beyond general sustenance, or harming another individual that is innocent, you must spend one full day in prayer or practice of atonement to regain this feature.

**Valiant Form.** You are the epitome of heroic valor in combat. As a bonus action, you may initiate your valiant form. When you do so, all allies within 60 feet of you that can see you may use their reaction to be inspired and gain 2 temporary hit points per your levels in the noble class. Additionally, your armor class increases by +2 (even with the charismatic armor class feature), you gain a bonus to attack and damage rolls with weapons equal to your Charisma modifier, and you select one creature within 60 feet of you that you create a bond of protection with. If your bonded creature is ever targeted by an attack, magical or otherwise, you may use your reaction to move towards the bonded creature or who is targeting them. You may also deplete your encouraging words hit points pool as a bonus action to heal yourself during your valiant form, so long as you have at least 1 hit point. Your valiant form lasts for 1 minute. You must have a majesty score of at least 12 to use your valiant form. Once you use your valiant form, you cannot do so again until after you finish a short or long rest.

**Voice of Wonder.** When you sing, your voice is something that even the gods would be envious of. Whenever you use your encouraging words feature, affected creatures also gain 1d12 temporary hit points, so long as you sing. When you use this feature, you cannot do so again until you finish a long rest. Additionally, so long as you have a 10 majesty score, you may cast *geas* once before you must take a long rest to do so again.

**Woodland Majesty.** You gain power over creatures and woodland beasts. Your power grows as you level. You have all previous aspects of this mythic mark if you are of a higher level when you choose it. You gain the following spells: *animal friendship* and *speak with animals*. You may cast each spell so long as you have a majesty score of at least 8. Treat spells cast in this way exactly like the spell's description, except they are not spells. Treat the effect as non-magical. Thus, you could cast these spells in an antimagic field. Each casting of any spell of this mythic mark reduces your majesty score by 1.

At 5th level, you may cast *conjure animals* so long as you have a majesty score of at least 10.

At 7th level, you may cast *conjure woodland beings* so long as you have a majesty score of at least 14.

At 11th level, you may cast *conjure fey* so long as you have a majesty score of at least 16.

## LINEAGE OF WARFARE

Some nobles focus their energies on combat and warfare. The warrior princess who picked up a sword to defend her house from enemies. The young boy of a lord secretly taught how to wield a sword and be a leader in war by his father. Both of these nobles epitomize a noble warrior, one of both majestic presence and fierce combat skills.



## BONUS PROFICIENCIES

At 1st level, you gain bonus proficiencies. You are proficient in light and medium armor and your choice of four weapon that can be simple or martial. Additionally, you are proficient in one weapon from the signature weapon chart below or one unique weapon that your DM approves of.

## WAR CRY

At 3rd level, you can turn the tides of battle by emitting your presence in the form of a wary cry. As a bonus action, you may emit a signature war cry. When you do so, roll a 1d6. You must then use your action on the same turn to attack an enemy, with the result of the die as a bonus to your attack. If your strike succeeds, you gain half that number (a minimum of 1) as a bonus to both attack and damage rolls for 1 minute. Additionally, if your initial strike succeeds, all allies within 60 feet that can see you hit your opponent have a bonus on their next attack roll equal to the result of the 1d6 roll, so long as their attack is made within a number of rounds equal to your levels in noble. You may not apply this bonus to more allies than you have levels in the noble class. You can only use this feature once each time you roll initiative.

## EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## UNCANNY GRACE

At 7th level, you have learned to use your majestic presence in the heat of a battle. You may reduce your majesty score by 1 to take a Dash, Disengage, or Dodge action as a bonus action. You must have a majesty score of 6 to be able to use this feature.

## MAJESTIC STRIKE

At 11th level, you may now inspire yourself with your own majestic strikes. Whenever you hit a target creature, you may reduce your majesty score by 2 to deal an additional 2d6 damage to that target with the same damage type as the weapon you struck with. You may further reduce your majesty score by 2 to increase this by 1d6, to a maximum of 5d6 extra damage and by reducing your majesty score by 8.

## LEGENDARY ACROBATICS

At 14th level, you may inspire yourself to new feats of acrobatics. As a bonus action and by reducing your majesty score by 4, you enter into a state of exceptional combat prowess. Your movement speed increases by 10, you may now take a second extra attack whenever you take the Attack action on your turn (to a total of 3), and you have advantage to Dexterity saving throws and Dexterity skill checks. This lasts for 1 minute or until you dismiss it. When the state is over you must reduce your majesty score by another 4 (if you can) or you gain one level of exhaustion.

## UNRELENTING

At 17th level, your own will and presence becomes so self-inspiring that you can withstand continuous combat. Whenever your hit points are above half of your maximum hit points, you may, as a bonus action and by reducing your majesty score by 1, use the healing pool of your Encouraging Words to reinvigorate your morale and heal yourself normally.



## LINEAGE OF WARFARE -- SIGNATURE WEAPONS

| Name    | Cost  | Damage             | Weight  | Properties                                   |
|---------|-------|--------------------|---------|--|
| Bola    | 1gp   | 1d4<br>bludgeoning | 1/4 lb. | Special, finesse,<br>thrown (range<br>20/60) |
| Chakram | 50gp  | 1d6<br>slashing    | 1 lb.   | Special, finesse,<br>thrown (range<br>15/30) |
| Warfan  | 100gp | 1d6<br>slashing    | 2 lb.   | Special, Finesse                             |
| Scourge | 5gp   | 1d6<br>slashing    | 2 lb.   | Finesse                                      |

## BOLA

A large or smaller creature hit by a bola is restrained until it is freed. A creature that is formless is unaffected. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature on a success.



## CHAKRAM

The chakram is a special weapon that, if thrown correctly, can return to its thrower. Whenever you throw the chakram you may have the weapon ricochet off a creature and strike another within 10 feet of said creature, up to a number of creatures equal to your Dexterity modifier, but you must roll a separate attack for each creature. After attacking, roll a Dexterity ability check DC equal to 10 + every 10 feet the chakram was thrown + each creature hit by the chakram. You must be able to hit a creature or ricochet the chakram from some hard object in order to have it return to you. If you succeed on the DC, you may expend your reaction on after your turn to catch the chakram at the beginning of your turn, so long as you have a free hand. If you fail the chakram falls at a random location within 30 feet of throwing it.

## WARFAN

As a bonus action, you can roll a contest Deception (Charisma) roll against a target's Insight (Wisdom). If you succeed you have advantage on your next attack with the warfan within one round. Future attempts at using this special property on the same target gives the target creature advantage on their Insight check.

## CREDITS

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