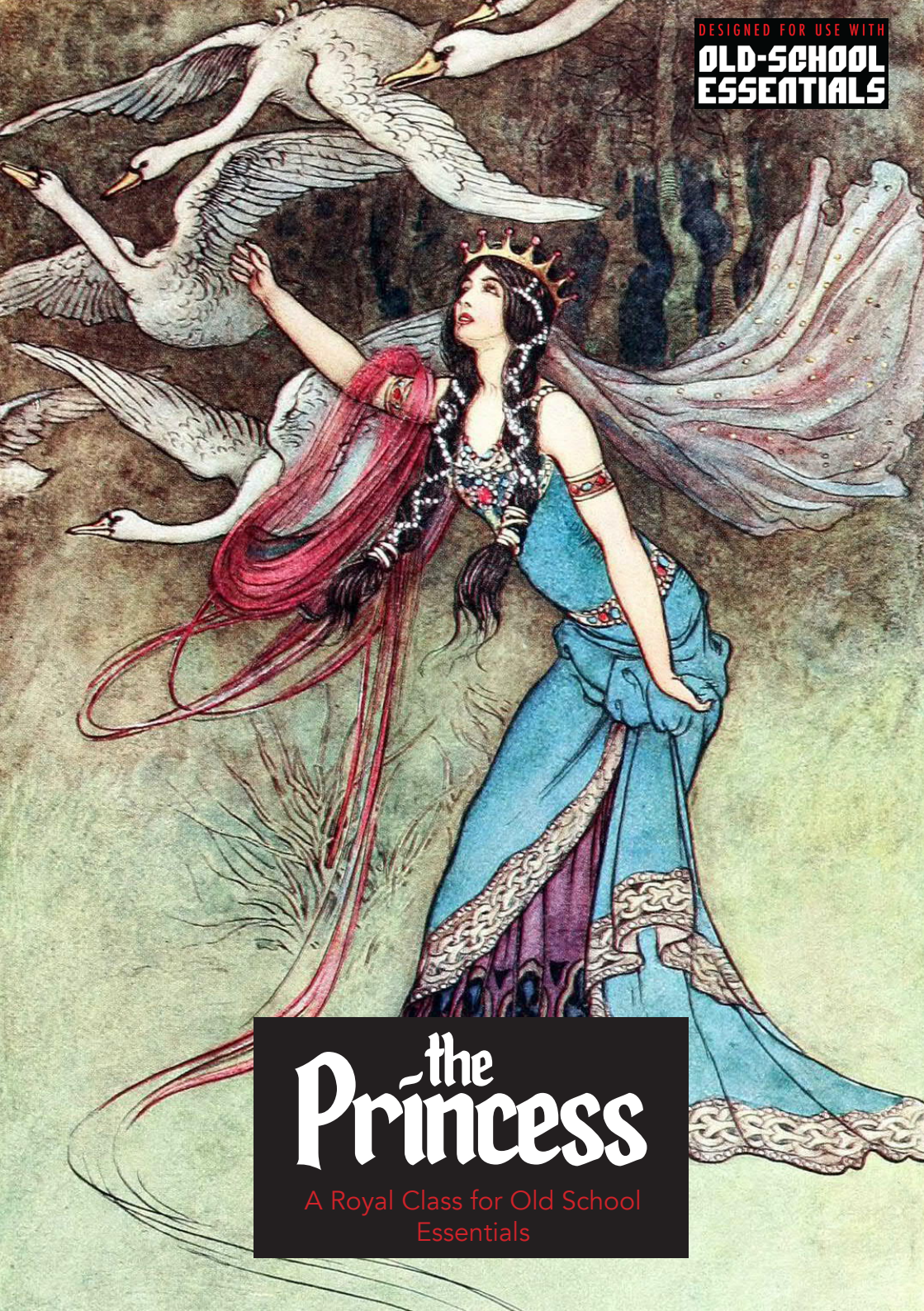


DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**



the Princess

A Royal Class for Old School
Essentials

^{-the} Princess



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Song and Birthright

As the father of 2 girls, I wanted to design a class that could emulate the fantasy stories they were most familiar with, the story and song of classic fairy tale.

Song

The Princess class introduces songs with powerful mechanical effects. Unlike spells, each song's effect can be used at its own frequency as indicated by the song itself. When the Princess reaches a level where they gain access to a new level of songs, they can use all the songs at that level.

Birthright

The Princess does not start play as a recognized royal and at 8th level learns of her royal birthright. Players and DMs are encouraged to be creative about the nature of this birthright and origins. Was the Princess kidnapped by adopted parents at a young age? Was the Princess originally a dryad

ruler of a fairy forest, or a cryogenically frozen space traveller from another planet? Get weird with it.

DM Collaboration

The Princess class requires close collaboration between the Dungeon Master and the player. First, the princesses origin requires deep hooks into the world the DM is running, so players and DMs should collaborate on this origin.

The Fairy Godmother feature requires more collaborative worldbuilding and requires the DM be creative in providing magical assistance to the Princess.

And last, many of the features of the Princess class refer to a 'per adventure' duration, which allows the DM to decide when one adventure ends and the next has begun. In all of these cases, the DM has a more power and responsibility, so do not allow this class in your game without this understanding.

^{~the} Princess

Requirements: None
Prime Requisite: CHA
Hit Dice: 1d4
Maximum Level: 10
Armor: None
Weapons: Improvised
Languages: Alignment, Common

Princesses are fairy tale nobility, deposed from their birthright, and destined to one day rule a great kingdom. Princesses are powerful, merciful, kind, and pure of heart.

Songs

A Princess can sing songs to invoke mystical powers. See *Songs* in the next section. They know, and can sing, all songs up to their current song level indicated in the level progression table.

Improvised Weapon

The Princess can use any reasonable item as a weapon to deal 1d4 damage (a frying pan, dried baguette, a priceless vase,

a backpack full of rocks) . This improvised weapon can never kill. If an enemy would drop below 1 hit point due to a hit from this weapon, the enemy is instead knocked unconscious.

Out Cold

When attacking an unaware person (i.e. a humanoid of up to 4+1 HD) from behind with an improvised weapon, if the attack succeeds, the victim must save vs paralysis with a penalty of the Princess' Level. If the save fails, the victim falls unconscious.

Deep Sleep

A Princess, upon reaching 0 hit points is not killed, but enters a deep sleep. Only a powerful magical effect can awaken her such as an ancient scroll, true love, or fairy blood.

Fairy Godmother

At 3rd level The Princess gains a Fairy Godmother, a power-

Princess Level Progression

Level	XP	HD	THACO	Song Level	Saving Throws				
					D	W	P	B	S
1	0	1d4	19 [0]	1	12	13	13	15	15
2	4,000	2d4	19 [0]	1	12	13	13	15	15
3	8,000	3d4	19 [0]	1	12	13	13	15	15
4	16,000	4d4	17 [+2]	2	10	11	11	13	12
5	32,000	5d4	17 [+2]	2	10	11	11	13	12
6	64,000	6d4	17 [+2]	2	10	11	11	13	12
7	120,000	7d4	14 [+5]	3	8	9	9	10	10
8	250,000	8d4	14 [+5]	3	8	9	9	10	10
9	400,000	9d4	14 [+5]	3	8	9	9	10	10
10	600,000	9d4+2*	12 [+7]	4	6	7	8	8	8

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves

ful magical Patron who can be summoned once per adventure. The DM is responsible for deciding how much help the Fairy Godmother can provide. Fairy Godmothers won't often help princesses bypass a challenge that will let her learn and grow, but will cast spells or lend her magic items that might help her along the way.

After 8th Level

The estranged princess learns of her rightful claim to a king-

dom. She is the heiress to this kingdom, and if she doesn't already have proof of the claim, will know how to obtain it. The kingdom could be an existing kingdom ruled by an enemy. It could be a long dead kingdom she could resurrect, or a kingdom ruled by a peaceful monarch who has been looking for his daughter all these many years.

Princess Songs

The Princess starts with all level 1 songs and learns a new level of songs every 3 levels after. When the Princess learns a new level of songs, she can use all the songs at that new level.

Song Frequency

Each Princess song can only be used a number of times indicated by the frequency of the song itself.

- Once per sunrise - The song can be used every day. The effects of the song reset at sunrise and the Princess gains access to its effects again.
- Once per adventure - The dungeon master decides how long an adventure lasts. Generally, an adventure is the full exploration of one adventure site, or one expedition away from town and back.
- Once ever - The effects of this song can only apply once ever.

Level 1 Songs

Let It Pass

Frequency: once per sunrise

The princess sings a song of personal empowerment.

- Gain 2 + Princess Level / 3 (rounded up) d6 inspiration dice for the whole day. *This is equal to the maximum level song the Princess can sing.*
- Inspiration dice can be rolled and added or subtracted from any d20 the Princess rolls. (Attacks, Ability Checks, Saving Throws, etc)
- Inspiration dice can be rolled and the total can be subtracted from damage taken.
- Inspiration dice are lost at the next sunrise.

Open Up Your Heart

Frequency: once per adventure

You sing a rousing duet with a new person you may have just recently met.



When you meet an NPC, after the DM makes a reaction roll, increase the NPC's reaction by 2 steps.

Fantasy: Druid and Illusionist Spells)

Level 2 Songs

My Little Forest Friends

Frequency: once per sunrise

The Princess can cast *Animal Friendship* and *Speak with Animals* on one creature.

(See *Speak with Animals*, under *Cleric Spells in Old-School Essentials* and *Animal Friendship*, under *Druid Spells in Old-School Essentials Advanced*)

Whistle While You Work

Frequency: once per adventure

You sing a song to inspire yourself and your companions to accomplish greater things.

You and up to 7 companions gain an advantage on the next task you undertake as a group. You can increase your chances

of success (increasing the odds of a die roll by roughly 50%), or reducing the time it takes to complete a task (by roughly 50%).

Love is All Around

Frequency: once per sunrise

Range: within earshot

You sing an inspiring song about friendship.

- Target 2 party members who can hear your voice.
- Each party member restores 1d6 + the Princess' level hit points.

Level 3 Songs

Someday My Prince Will Come

Frequency: once per adventure

Range: 6 miles per princess level

Duration: 1 week or until within 10' of target.

You sing a song that sets in motion the thread of fate that connect you to another person.

The Princess can sense the direction and distance of a person

the Princess has met within the range of the song.

I've Got a Dream

Frequency: once per adventure

You start a song and dance number in exposition. Every person who can hear it makes a save vs spells or sings and dances for 2 minutes with you, or until something interrupts the dancer.

Dancers may reveal their true desires in song. Villains who fail their save may sing a solo about their ultimate plans or regrets (subject to DM wishes).

At the end of the number, all enemies make a morale roll. Those who do not flee start a new encounter with the party and re-roll their reaction roll with +2.

Level 4 Songs

A Dream is a Wish Your Heart Makes

Frequency: once ever

Your Fairy Godmother grants you one wish.

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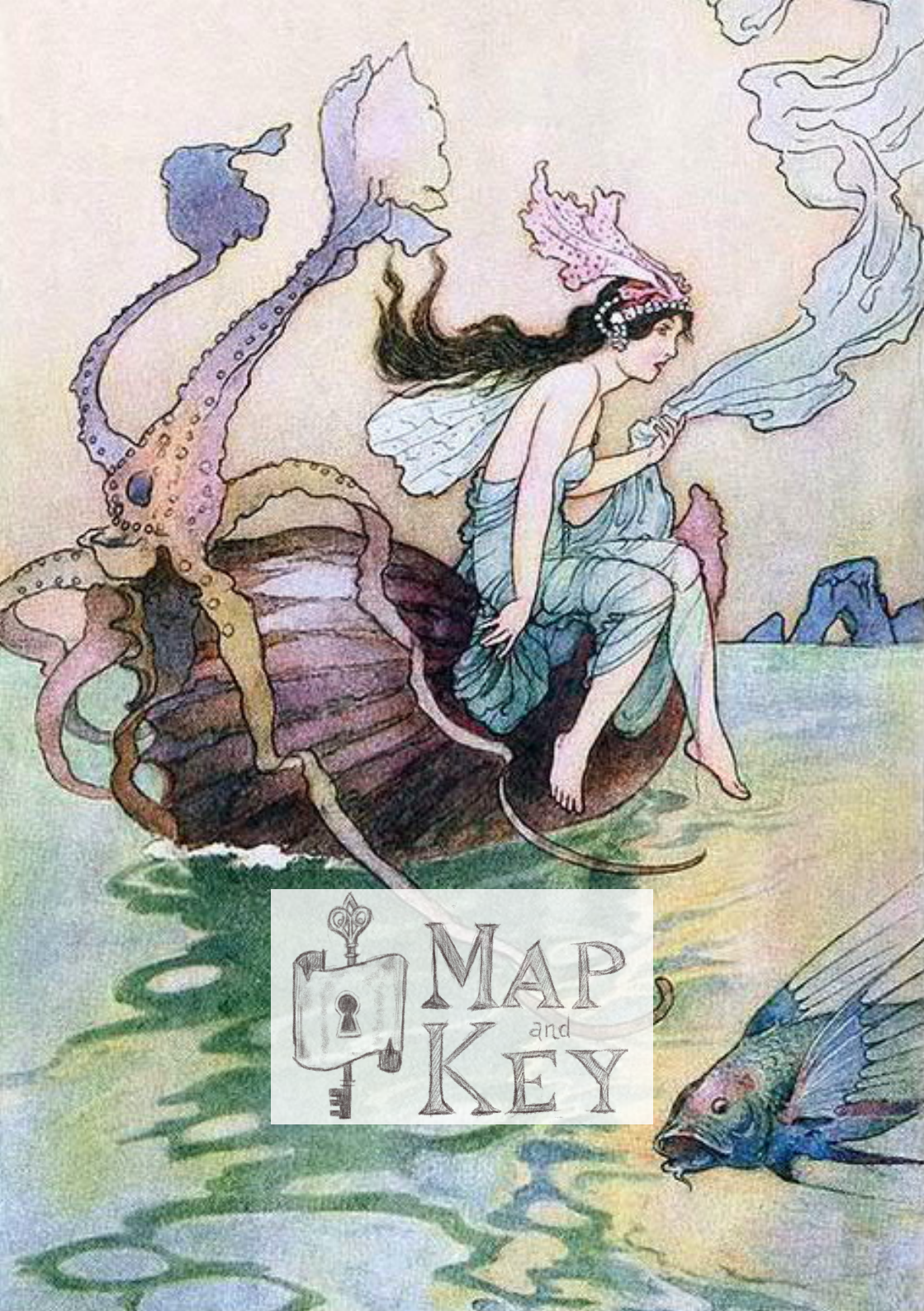
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