

# THE GENTLEMAN (A 5E HOMEBREW CLASS)

A momentary pause is taken, as the man lifts the tea cup to his lips for one final sip. The rowdy half-orc in the bar blinks for a moment. Placing the tea cup down, the man delicately blots his mouth upon his napkin. He stands up and unsheathes his rapier, brandishing it. Now that tea time is over, they can settle things like true men.

The young gnome watched as the lady approached. Stepping aside, he opened the door to allow her in. A low and courteous bow was offered, which she duly noted with a smile. It didn't take him long to find his way at her table, a round of drinks on his tab.

The two dwarves stepped into the roped off ring, each sporting a pair of pig-leather gloves upon their hands. As they danced back and forth, they exchanged blows, fierce punches show a display of power. After three rounds, the mountain dwarf delivered a haymaker that sent the hill dwarf flat on his arse. The crowd cheered as the referee counted to ten.

Gentlemen rely on skill, chivalry, etiquette, and charm to bring any situation to their favor. A true gentleman is magnanimous, generous, tolerant and straightforward, through which he opens the way to instruct others.

## CHIVALRY AND ETIQUETTE

Gentlemen devote as their efforts to furthering their endeavors with grace and proper manners. Some gentlemen focus on the art of fencing, showcasing a mastery of the rapier in a dance of blades, while others take delight in the true gentleman's sport. A measure of a man can be told by the measure of his fist. Others still prefer to focus on social situations, their mastery of charisma creating appeal like no one else.

When it comes to combat, gentlemen prioritize manners over brute strength. A gentleman would rather keep things civilized and assist his colleagues, though they are no stranger to handing out an old fashioned arse whoopin'. Gentlemen have a knack for ensuring their allies get through scraps with a bit of class.

## A LEISURELY STROLL

Gentlemen can be found in every town and every city. Anyone who's anyone can learn the ways of a gentlemen. It simply requires proper manners, strong etiquette, and a will to be respectful. Often, these blokes can be found organized in gentlemen's clubs, lodgings where they can practice their fencing, fisticuffs, or simply have a drink and share the local news.

As adventurers, gentlemen tend to fall towards lawful good. For without law and order, how can one uphold what is right. Gentlemen feel an oathbound duty to provide for the greater good, and thus will fulfill tasks they feel is their duty for the better of all mankind.

## CREATING A GENTLEMAN

As you create your gentleman, character, consider the character's upbringing. Were you born from poverty, or did you have a silver spoon in your mouth? Are you from a small town, or a large and bustling city? What was the trigger that made you decide you wanted to be a gentleman? Was your childhood friend bullies on the playground? Perhaps you sought to woo your first love? Was your father a rogue who abandoned you and your mom, leaving you as man of the house? Perhaps you and a friend enrolled in a fencing academy, and have been friendly rivals ever since.

## QUICK BUILD

You can make a gentleman quickly by following these suggestions. First, Charisma should be your highest ability score. Make Dexterity your next highest if you want to take the Fencing archetype. Choose Strength if you plan to go fisticuffs. Lastly, choose the Entertainer background.



Credit: Fleurdelyse (DeviantArt)

## THE GENTLEMAN

Level	Proficiency Bonus	Features
1st	+2	Unarmored Defense, After You
2nd	+2	Chivalry Points, Gentleman Traits
3rd	+2	Gentleman Archetype, Well Educated
4th	+2	Ability Score Improvement
5th	+3	Good Show!
6th	+3	Gentleman Archetype Feature
7th	+3	Gentleman Trait (+1)
8th	+3	Ability Score Improvement
9th	+4	Proper Etiquette (one use)
10th	+4	Gentleman Trait (+2)
11th	+4	Gentleman Archetype Feature
12th	+4	Ability Score Improvement
13th	+5	Proper Etiquette (two uses)
14th	+5	Gentleman Archetype Feature
15th	+5	Gentleman Trait (+3)
16th	+5	Ability Score Improvement
17th	+6	Proper Etiquette (three uses)
18th	+6	Uncanny Charisma
19th	+6	Ability Score Improvement
20th	+6	Manners Maketh Man

## CLASS FEATURES

As a gentleman, you have the following class features.

### Hit Points

**Hit Dice:** 1d10 per gentleman level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per gentleman level after 1st

### Proficiencies

**Armor:** None

**Weapons:** Rapier, Shortbow

**Tools:** Choose one type of artisan's tools or gaming set and one musical instrument

**Saving Throws:** Charisma, Constitution

**Skills:** Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Medicine, Nature, Performance, and Persuasion

**Language:** Choose one language of your choice

### Equipment

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

- A Rapier
- A shortbow and quiver of 20 arrows
- (a) A diplomat's pack or (b) an entertainer's pack
- (a) Fine Clothes or (b) Traveler's Clothes

### UNARMORED DEFENSE

Starting at level 1, when you are not wearing any armor or using a shield, your AC is equal to 10 + your dexterity modifier + your charisma modifier.

### AFTER YOU

Starting at level 1, after initiative is rolled, you may swap initiative with another friendly creature as long as they rolled lower than you.

### CHIVALRY POINTS

Starting at level 2, the Gentleman class has specific gentleman traits due to an upbringing of civility, chivalry, and etiquette. Your access to these traits is represented by a number of chivalry points. You have chivalry points equal to your charisma modifier (minimum of 1). A point is expended when you use it. You regain all of your expended chivalry points when you finish a short or long rest, after you've regained your composure. .

### GENTLEMAN TRAITS

You start knowing three gentleman traits of your choice, which are detailed under "Gentleman Traits" below. With proper manners, you can influence the world around you in favor of you and your allies.

You learn one additional gentleman trait of your choice at 7th, 10th, and 15th level. Each time you learn a new gentleman trait, you can also replace one gentleman trait you know with a different one.

Some of your gentleman traits require a target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

**Chivalry Point save DC** = 8 + your proficiency bonus + your Charisma modifier

## GENTLEMAN TRAITS

The gentleman traits are presented in alphabetical order.

**A Gentleman's Challenge.** Your way with words seems to have an effect on people. As an action you may spend 1 chivalry point to issue a challenge to a target you can see within 30 feet. The target must make a wisdom save. On a failed save, both you and the target have disadvantage on attacks against any other target. This effect lasts for 1 minute and ends if you attack any other target besides the one you have challenged.

**Attaboy.** Always one for good sportsmanship, when an ally drops an enemy target to 0 hit points, as a reaction spend 1 chivalry point to commend them and bolster their fighting spirit. The target gains Temporary Hit Points equal to 1d4 + your charisma modifier. You may spend additional chivalry points to increase this bonus by 5 HP for each additional point spent. These temporary hit points last for 1 hour.

**Beg Your Pardon.** Your words have a distracting quality about them. As an action on your turn spend 1 chivalry point to buy a moment of time against an enemy as you profusely try to apologize and explain your actions. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see and hear you.

**Chaperone.** As a bonus action, you may spend 1 chivalry point to chaperone an ally target for 1 minute. As their chaperone, you may roll advantage on melee attack rolls on your next turn against any enemy who damaged your ally this round. This advantage only lasts until the end of your turn. If an enemy damages an ally during the next round, you receive this benefit again, continuing for 1 minute.

**Chivalry.** Your chivalrous nature only helps to bring out an ally's true influence upon the world. As a reaction, you may expend one chivalry point to grant any ally you can see within 60 feet advantage on their next ability roll.

**Fighting Etiquette.** You maintain the appropriate fighting etiquette, even when giving a good old fashioned beatdown. When you make an attack roll, before the attack fails or succeeds, you may spend 1 chivalry point to add your charisma modifier as a bonus to the outcome of the roll.

**Keep It Classy.** You're a level above the rest. You may spend 1 chivalry point to delay your turn until after all enemies have taken their actions for the current round of combat. Unlike a held action, you may take your action, bonus action, and movement. In addition, you add your charisma modifier to your AC and any saving throws made until the end of your delayed turn.

**My Friend Would Like A Word.** On your turn, as an action you may spend 1 chivalry point and use a bonus action to allow one of your companions to strike. When you do so, choose a friendly creature who can see or hear you. That creature can immediately use its reaction to make one weapon attack, adding your charisma modifier to the damage roll.

**Roll Up The Sleeves.** Occasionally your patience does wear thin. As a bonus action, you may spend 1 chivalry point to roll up your sleeves to show that you truly mean business. While your sleeves are rolled up, you deal an additional damage equal to your Charisma modifier. You may only have your sleeves rolled up for a maximum of 1 minute before you become uncomfortable and roll them back down.

**Stiff Upper Lip.** A true gentleman shows no fear in the face of danger. As a bonus action spend 1 chivalry point. You are immune to being frightened for the next hour. If you are currently frightened while using this trait, the effect immediately ends.

## A GENTLEMAN'S PATH

When you reach 3rd level, you may pick an archetype for your gentlemanly ways to manifest themselves. These include Fencing, Fisticuffs, and The Statesman. Your choice grants you features at 3rd level, 6th level, and 14th level.

## WELL EDUCATED

Starting at 3rd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## GOOD SHOW!

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

## PROPER ETIQUETTE

Beginning at 9th level, when you roll a charisma check or saving throw, before determining if you pass or fail, you may choose to roll again. If you do so, you must new roll. You can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

## UNCANNY CHARISMA

Beginning at 18th level, you are so charming that attackers rarely gain the upper hand against you. No attack roll has advantage against you while enemies can see or hear you.

## MANNERS MAKETH MAN

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At 20th level, when you roll initiative and have no chivalry points left, roll 1dX where X is your charisma modifier (rounded up to an even number). Regain chivalry points equal to the number rolled.

## FENCING

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### Requirement: Rapier

The elegance of fencing has always drawn you in, viewing it as the true measure of a man. You've honed your skills at the finest academies, dueling with masters. You've learned to match your blade with the best of them, your rapier having become an extension of your own arm.

At 3rd level, when you take the Fencing archetype, you gain the following benefits:

- **Fighting Style: Dueling** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **En Garde:** You have advantage on initiative rolls.

### APPEL

Starting at 6th level, as a reaction you may spend 1 chivalry point and stamp your front foot on the ground to produce a sound to distract or startle an opponent of your choice that can hear you within 30 feet. Your opponent rolls their attack with disadvantage.

### PARRY, PARRY, THRUST

At 11th level, you learn to exploit the weaknesses in your foes' attacks regardless of their weapons and armor, punishing them for their lack of skill and elegance on the battlefield.

When an enemy misses you with a melee attack, as a reaction you may spend 1 chivalry point to deal a thrusting attack. This attack automatically succeeds. Roll weapon damage as normal.

### GRAND PARRY

At 14th level, your skill with a rapier has allowed you parry even the most dangerous of attacks.

When an enemy strikes you with a melee attack, but before damage is rolled, as a reaction you may spend 1 chivalry point to roll your own weapon attack. If you roll higher than the enemy attack, you parry and take no damage.

Credit: R.M. 2014 [Pinterest](#)

## FISTICUFFS

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As a gentleman, you sometimes feel obligated to solve disputes with your bare fists. Called the gentleman's sport, your extensive training in boxing has made you quite adept at using your fists as weapons.

At level 3, when you choose the Fisticuffs archetype, you gain the following benefits while you are unarmed:

- **A Gentleman's Weapon:** You can roll 1d4 + your proficiency bonus + your strength modifier (bludgeoning damage) in place of the normal damage of your unarmed strike.
- **Athletic Build:** You gain proficiency in Athletics. If you already have proficiency, you gain expertise instead.

### STICK AND MOVE

Starting at 3rd level, when you take the attack action, you may spend 1 chivalry point as a bonus action to throw a bonus attack for 1d4 + your strength modifier. In addition, you can move up to 10 feet without provoking opportunity attacks.

### JOLLY GOOD SHOW!

Starting at 11th level, you can attack three times instead of once, when you take the Attack action.

## CLEANING HOUSE

At 14th level, you now critical hit on a 19 or 20.

Additionally, on your turn if you attack a creature and reduce it to 0 hit points, you may spend 1 chivalry point and attack another creature within range.



Credit: JohnoftheNorth (DeviantArt)

## THE STATESMAN

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As a master of the gift of gab and diplomacy, you have perfected the art of charisma beyond what most gentlemen strive to achieve. Perfectly at home in social situations, you've found yourself able to influence just about anyone.

At level 3, when you choose The Statesman archetype, you receive the following benefits:

- **The Gift of Gab:** You gain advantage on Charisma checks and saving throws.
- **Proper Manners:** You gain three additional chivalry points and one additional gentleman trait.
- **Scholarly:** You gain proficiency in one additional language and two skill of your choice.

In addition, The Statesman has access to exclusive gentleman traits, as follows:

**Let's All Be Civil Now.** You manage to subdue conflict with your sharp tongue. As an action, spend 1 chivalry point to subdue the aggressive nature of your enemies. Each enemy humanoid in a 20 foot radius around you makes a Charisma saving throw.

On a failed save, these enemies become indifferent about creatures of your choice they are hostile towards. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed.

**A Spot O' Tea.** You know exactly what will replenish the bodies of your allies. At the beginning of a short rest, spend 1 chivalry point and make a cup of tea for your allies. Those who partake in tea time and rolled a hit dice, regain additional HP equal to your Charisma modifier.

**Cheerio Ol' Chap.** You can spend 1 chivalry point to take the Disengage or Dash action as a bonus action on your turn.

## YOU HANDSOME DEVIL

Starting at 6th level, characters that would try to use their wits against you, find themselves struck by your presence. When a character tries to persuade, intimidate, or deceive you, they roll at a disadvantage.

## COLLEGIATE EDUCATION

You've studied at the finest academies. At 11th level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of those chosen proficiencies.

## PERFECT POISE

Starting at level 14, once per long rest when you fail a Charisma check or saving throw, you may choose to succeed instead.

Credit: Pathfinder

(<https://www.pinterest.com/pin/540361655262789484/>)

## MULTICLASSING

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### PREREQUISITES

To qualify for multiclassing into the gentleman class, you must meet these prerequisites:

- Charisma - 13

### PROFICIENCIES.

When you multiclass into the gentleman class, you gain the following proficiencies:

- **Weapons:** Rapier
- One skill of your choice from the following: Athletics, Animal Handling, Acrobatics, History, Insight, Medicine, Persuasion, and Performance
- One language of your choice.

### CREDITS

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