

*On New Year's Day we saw him in his estate, which was the royalest that ever we saw, for he was served at his table with nine kings, and the noblest fellowship of other princes, lords, and knights that be in the world, and every knight approved and like a lord, and holdeth Table Round: and in his person the most manly man that liveth, and is like to conquer all the world...*

*-Sir Thomas Malory, Le Morte d'Arthur*

## NOBLE

Nobles are at the top of the feudal system of interweaving responsibilities and obligations. Skilled at diplomacy and leadership, they carry a small spark of the divine that binds them to the land and their subjects. Their power is thus both temporal and divine.

Most members of the nobility will not have levels in this class, but rather will be members of the Aristocrat NPC class. Consider Aristocrats as the warrior to this class' fighter.

**Adventures:** Noble adventures will tend to revolve around politics, plotting, and dynastic rivalries. In Arthurian legend, the nobles must choose between Arthur's divinely ordained rule, and the lesser nobles who oppose him.

**Characteristics:** Nobles are an embodiment of the feudal system, representing the ideal mix of military might, wealth, and divine influence. As such they are supported by fellow members of that system, such as the knighthood, but are often made the target of those who dislike the current way things are handled, such as the lowborn.

**Religion:** Although nobles rule in the name of a deity, and indeed carry a spark of his power, they are the rivals of the clergy, with each group seeing themselves as the designated representative of God on Earth. Although the clergy and nobility recognize

their need for one another, frequent clashes erupt between them over ultimate control. When they work together, they are an irresistible force, but they must put aside their own petty rivalries to do so.

**Background:** Most nobles were born into luxury, trained from birth to lead men and deal with backstabbers who would steal the heritage of their family line. A rare few earn their way into the nobility, having risen from common blood through great deeds for a king or other high-ranking noble.

**Other Classes:** Nobles have a close relationship with knights, ordaining them, giving them quests, and leading them into battle. Although divine magic is much sought after, and a priest is an ideal advisor for a noble, he is always wary of the adversarial nature of the institutions of the nobility and the clergy.

**Role:** The noble is a leader, both in times of peace and times of war. In battle, he serves to inspire others, but is a highly capable combatant in his own right.

## GAME RULE INFORMATION

Nobles have the following game statistics.

**Abilities:** Charisma is the most important ability, followed by Intelligence. Since military service is an important way to gain fame and standing among your peers, Strength and Constitution are also

important.

**Nobility:** To qualify for the Noble class a character must have a nobility of 51. Characters of Royal Bloodlines qualify for this class immediately, other characters must raise their nobility to 51 to qualify for this class. Once a character has qualified and gained their 1<sup>st</sup> level in the Noble class, only a king may strip him of the right to gain levels in the Noble class.

**Hit Die:** d8

## CLASS SKILLS

The Noble's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (history, nobility and royalty) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis)

**Skill Points at 1<sup>st</sup> Level:** (4 + Int. modifier) x4.

**Skill Points at Each Additional Level:** 4 + Int. modifier.





## TABLE 1-7: THE NOBLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+0	+0	+2	Dispense Justice; Aura of Nobility; Noblesse Oblige
2 <sup>nd</sup>	+1	+0	+0	+3	Divine Grace
3 <sup>rd</sup>	+2	+1	+1	+3	Quest +1
4 <sup>th</sup>	+3	+1	+1	+4	Aura of Courage
5 <sup>th</sup>	+3	+1	+1	+4	Divine Wrath 1/day
6 <sup>th</sup>	+4	+2	+2	+5	Quest +2
7 <sup>th</sup>	+5	+2	+2	+5	
8 <sup>th</sup>	+6/+1	+2	+2	+6	Divine Right (Aura of Majesty)
9 <sup>th</sup>	+6/+1	+3	+3	+6	Quest +3
10 <sup>th</sup>	+7/+2	+3	+3	+7	Divine Wrath 2/day
11 <sup>th</sup>	+8/+3	+3	+3	+7	
12 <sup>th</sup>	+9/+4	+4	+4	+8	Aura of Majesty (all saving throws); Quest +4
13 <sup>th</sup>	+9/+4	+4	+4	+8	Papal Intercession
14 <sup>th</sup>	+10/+5	+4	+4	+9	
15 <sup>th</sup>	+11/+6/+1	+5	+5	+9	Aura of Majesty (attack rolls); Divine Intercession; Quest +5
16 <sup>th</sup>	+12/+7/+2	+5	+5	+10	Divine Wrath 3/day
17 <sup>th</sup>	+12/+7/+2	+5	+5	+10	
18 <sup>th</sup>	+13/+8/+3	+6	+6	+11	Aura of Majesty (damage); Quest +6
19 <sup>th</sup>	+14/+9/+4	+6	+6	+11	
20 <sup>th</sup>	+15/+10/+5	+6	+6	+12	Land and the Lord are One

## CLASS FEATURES

All of the following are class features of the Noble.

**Weapon and Armor Proficiency:** A noble is proficient in all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

**Dispense Justice (Ex):** You are considered a legal representative by the medieval system, authorized to administer justice, arbitrate disputes, and also to perform legal functions such as ordaining knights.

Your decisions are legally binding on those of all bloodlines, but not members of the clergy (priests police themselves), but may be overturned by a noble who is 4 or more levels higher than your noble class level.

Granting knighthood is a serious matter for any noble. Any foul deeds committed by a knight will actually affect the nobility of the noble who knighted him, and might even be enough to inspire that noble to put a price on the head of the offending knight.

Each 5 points of nobility lost to a knight you dub subtracts one from your nobility.

**Aura of Nobility (Ex):** A noble gains a +1 bonus for each 20 points of nobility to Intimidate skill checks, level checks to resist Intimidation, and Will saving throws to resist fear. A noble gains a +1 bonus to his Leadership score for each 10 points of nobility.

**Noblesse Oblige (Ex):** Although the laws of nobility and chivalry in Excalibur bind all characters, nobles face special penalties if they act in a greedy or violent fashion. The ideal noble is supposed to be generous with his wealth and forgiving with his power. Any nobility penalty a noble suffers for transgressions of greed or violence are doubled.

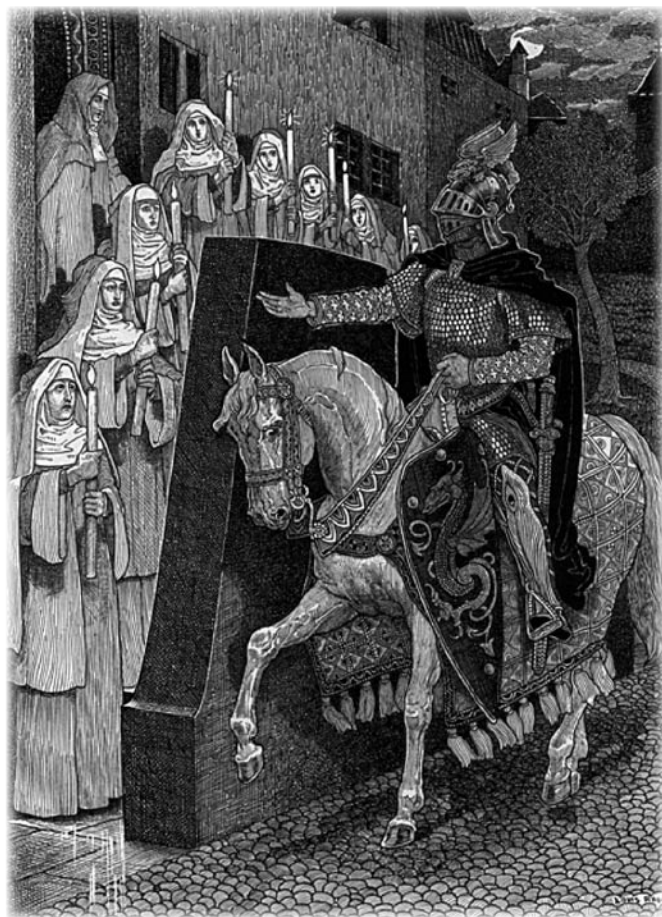
**Divine Grace (Su):** At 2<sup>nd</sup> level, the noble gains a bonus equal to her Charisma modifier (if any) on all saving throws.

**Quest (Ex):** Beginning at 3<sup>rd</sup> level, the noble gains the ability to assign quests. A quest is a long-term goal given to bolster the noble's interests, or to give his servants valuable experience. Characters undertaking the quest gain the listed bonus to skill checks and saving throws for the duration of the quest.

To qualify for a quest bonus, a character must have sworn fealty to the noble giving the quest, or to a lord the noble has himself sworn fealty to at least one month prior to the noble issuing the quest. In other words, if a character serves Sir Gawaine, he may receive a bonus for a quest given by King Arthur. Even though the character has never sworn direct fealty to the King, he has sworn fealty to Sir Gawaine, who has sworn fealty to Arthur. Characters that do not qualify for the quest bonus can still undertake the quest; they just receive no special bonuses for doing so.

To qualify as a quest, a mission's final encounter must have a challenge rating equal to three times the quest bonus. A quest must also take a minimum of one week times the quest bonus to complete. A noble





may assign lesser quests, but the bonus will be lower for those quests. Thus a 20<sup>th</sup> level noble could offer a quest taking two weeks to perform, and with a final encounter challenge rating of 6, but those undertaking the quest would gain a maximum bonus of +2 to skill checks and saving throws, even though the noble's maximum bonus is +6.

Player characters may undertake quests from PC and NPC nobles, but may also assign them to their followers, as a way of retrieving lost items, helping fellow nobles, and as a way to gain their followers

experience, making them more powerful when the character needs them later.

In the case of a very long quest (such as the Grail Quest), a character only receives the quest bonus when actively pursuing the quest. A character could undergo many missions unrelated to his current quest, receiving no quest bonuses while doing so, then pick up the trail of the quest, and gain his bonus as normal.

**Aura of Courage (Su):** Beginning at 4<sup>th</sup> level, a noble is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a morale bonus on saving throws against fear effects of +1 per 20 points of nobility the noble possesses. This ability functions while the noble is conscious, but not if she is unconscious or dead.

**Divine Wrath (Su):** Once per day the noble can invoke his authorizing divinity and deliver a devastating attack upon an enemy. This attack gains a bonus to hit equal to the noble's Charisma modifier, and a damage bonus of +1 per 10 points of nobility the character possesses. The noble may use this ability twice per day at 10<sup>th</sup> level, and three times per day at 16<sup>th</sup> level.

**Divine Right (Su):** The noble's divine spark is evident to all who come into contact with him, who will show him extreme deference according to their relative stations (thus while a King would greatly honor a knight with this ability, he would not immediately serve him, rather he would tend to heap honors, gifts and dangerous quests on the character).

Nobles with this ability have their aura of courage replaced with an Aura of Majesty. This makes all within 10 feet of the character immune to fear, and all characters working under him in battle gain a morale bonus on saving throws against fear effects of +1 per

20 points of nobility the noble possesses while they can see the character, or the character's standard. This bonus applies even if the character cannot participate in battle himself (such as when Uther was carried to a battle on a horse litter, even though deathly ill, his mere presence inspired his soldiers to victory).

This ability also grants the noble the power to dub anyone he deems worthy a knight, even those who do not meet the prerequisites for the knight class. However, the penalties for the noble if such a knight behaves poorly are more severe. For every 2 nobility lost by the offending knight, the noble loses 1 nobility.

At 12<sup>th</sup> level, a noble's aura grants all those within 10 feet of him a morale bonus on all saving throws of +1 per 20 points of nobility the character possesses.

At 15<sup>th</sup> level, a noble's aura grants all those within 10 feet of him a morale bonus on attack rolls of +1 per 20 points of nobility, and all those serving the noble who can see him, or his standard gain a +2 morale bonus on all saving throws.

At 18<sup>th</sup> level, a noble's aura grants all those within 10 feet of him a morale bonus on damage rolls of +1 per 20 points of nobility the character possesses, and all those serving the noble who can see him, or his standard gain a +2 morale bonus to attack rolls.

At 20<sup>th</sup> level, all those serving the noble who can see him, or his standard gain a +2 morale bonus to damage rolls.

**Papal Intercession (Ex):** Nobles of 13<sup>th</sup> level and higher can intervene with the dominant religion in an area they rule to grant a special dispensation for an activity, or to give their blessing to a specific activity or a specific person. This intercession could make something legal that usually is not, or make the local populace much more compliant with a quest or mission undertaken within the sphere of the church's influence.

The intercession grants a bonus on any skill check or ability check to gain the cooperation of those

faithful to the religion granting the intercession of +1 per 20 points of nobility possessed by the noble making the intercession. It could also result in an edict handed down by an ecclesiastical court in being reduced or even reversed, or could allow a character atonement for a sin.

The church doesn't grant such an intercession for nothing, however. The noble seeking the intercession will be required to either make a sizeable donation to the church (at least 1,000 gold per level of the noble making the request), or more often, will require the noble and his followers to undertake a quest of special significance to the church, such as the recovery of a holy relic.

**Divine Intercession (Su):** At 15<sup>th</sup> level, the noble may go "over the head" of the clergy, seeking intervention directly from the god he represents on Earth. This allows the noble to grant absolution for sins and transgressions himself, as if he were a member of the priest class four levels lower than his noble level.

At 20<sup>th</sup> level this ability allows a noble to reverse excommunication once per year.

**Land and the Lord are One (Su):** At 20<sup>th</sup> level, the noble is bonded to the lands he rules and to his subjects. If the noble pleases his god, his lands and his people will prosper. If the noble's god is displeased, his people will pay the price. This allows the noble's personal success to translate into a kingdom of unparalleled grace and beauty, if his god is pleased with him.

For nobles who rule small areas, this ability is not very significant. However, once a character has risen to the level of a king or duke, this ability could cause happiness or misery for millions, and its effects will be felt many countries away. In general the GM should use nobility gains or losses of a noble with this ability to represent the health of all he rules, in terms of crop performance, monster incursions, and so forth.



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