

Gentle-person

Proficient with light medium and heavy armour, and simple and martial weapons.

Hit die: d6

Skills: 4 x (6+1/int bonus) 1st level | 6+1/int bonus – subsequent levels

Class Skills: Appraise (int), Bluff (cha), Climb (str), Decipher script (int), Diplomacy (cha), Heal (wis), Innuendo (wis), Know (arcana) (int), Know (Religion) (int), Know (history) (int), Know (geography) (int), Listen (wis), Perform (cha), Profession (int), Ride (dex), Swim (str), Craft Small Arms (dex)

Level	BAB	BDB	Fort	Ref	Will	Class Level Benefit
1	0	2	0	2	0	Natural Charm, Skill focus (Know)
2	1	2	0	3	0	Bonus language
3	2	3	1	3	1	Magic Dilettante 1st
4	3	3	1	4	1	Co-ordinate teamwork
5	3	3	1	4	1	Bonus feat
6	4	4	2	5	2	Bonus class skill
7	5	4	2	5	2	Bonus language
8	6	4	2	6	2	Magic Dilettante 2nd
9	6	5	3	6	3	Lucky 1/day
10	7	5	3	7	3	Bonus feat
11	8	5	3	7	3	Bonus class skill
12	9	6	4	8	4	Bonus language
13	9	6	4	8	4	Magic Dilettante 3rd
14	10	6	4	9	4	Lucky 2/day
15	11	7	5	9	5	Bonus feat
16	12	7	5	10	5	Bonus class skill
17	12	7	5	10	5	Bonus language
18	13	8	6	11	6	Magic Dilettante 4th
19	14	8	6	11	6	
20	15	8	6	12	6	Bonus feat

Natural Charm – 1/day you can reroll a failed social roll to the result.

Skill Focus (Know) – You gain skill focus with a single knowledge skill you possess.

Bonus language – you learn a new language subject to DM approval.

Co-ordinate teamwork – You can enhance the effects of those combining their efforts on a task. As a full round action you can double the bonus of all those who succeed with their support roll on one task that round. Co-ordinating teamwork provokes an attack of opportunity from enemies in melee with the co-ordinator.

Bonus feat – You gain a feat chosen from this list: alertness, any weapon proficiency, blind fight, combat reflexes, dodge, endurance, expertise, great fortitude, improved disarm, improved unarmed strike, iron will, lightning reflexes, mounted combat, skill focus, toughness, track, weapon focus.

Bonus class skill – Chose one skill to add to your gentleperson skill list from that point onward.

Lucky – You may reroll failures the stated number of times per day as you choose. You may not reroll a reroll, and you must abide by the reroll result.

Magic Dilettante – At 3rd level and every 5 levels thereafter the Gentleperson gains access to a small number of spells. This reflects the wide areas of learning and research to which she has applied herself and the hidden lore and spells that she has found there. She casts spells in the same way as a Wizard (she must prepare her spells in advance, and gains bonus spells from high Int bonus). At each level she may learn 3 + Int bonus in spells of any level she can cast from the Gentleperson spell list. She may research further spells just as a thaumaturge does. A Gentleperson's caster level is equal to the Gentleperson class levels –3. Other than any such spells contained on this list, Gentlefolk may never learn spells of the following schools: Enchantment, Evocation, Transmutation.

A Gentleperson may not learn item creation or metamagic feats, nor spells restricted to Wizards. Her understanding of magic is not sufficiently deep to gain such expertise. Should a Gentleperson have access to magic from another spell casting class, she must keep separate track of spells available and prepared for each class. If such a character learns item creation or metamagic feats relating to her other class, she may use them to modify her Gentleperson spells.

Spell list

1st Level – Detect Magic, Detect Poison, Detect Secret Doors, Detect Undead, Disrupt Undead, Endure Elements, Light, Dancing lights, Ghost Sounds, Mage hand, Arcane Mark, Read Magic, Alarm, Cause Fear, Comprehend Languages, Erase, Featherfall, Identify, Message, Mount, Protection from chaos/ law/ evil/ good, Summon Monster I, Undetectable Aura, Unseen Servant.

2nd Level – Arcane Lock, Blindness/Deafness, Command Undead, Glitterdust, Detect Thoughts, Knock, Leomund's Trap, Locate Object, Misdirection, Obscure Object, Phantom Steed, Resist Energy, See Invisible, Summon Monster II, Scare, Whispering Wind.

3rd Level – Arcane Sight, Bestow Curse, Clairaudience/Clairvoyance, Detect Scrying, Dispel Magic, Explosive Runes, Fear, Gentle Repose, Halt Undead, Locate Creature, Magic Circle vs. Chaos/ Law/ Evil/ Good, Nondetection, Protection from Energy, Remove Curse, Scry, Secret Page, Sepia Snake Sigil, Summon Monster IV, Tongues.

4th Level - Animate Dead, Break Enchantment, Contact Other Plane, Dismissal, Legend Lore, Lesser Planar Binding, Mage's Private Sanctum, Magic Jar, Permanency, Sending, Summon Monster VI, Symbol of Pain, Telepathic Bond.

Spells per Day

Level	1st	2nd	3rd	4th
3 rd	1	-	-	-
4 th	1	-	-	-
5 th	1	-	-	-
6 th	1	-	-	-
7 th	2	-	-	-
8 th	2	1	-	-
9 th	2	1	-	-
10 th	2	1	-	-
11 th	3	1	-	-
12 th	3	2	1	-
13 th	3	2	1	-
14 th	3	2	1	-
15 th	3	2	2	-
16 th	4	2	2	-
17 th	4	3	2	-
18 th	4	3	2	1
19 th	4	3	2	1
20 th	4	3	3	2

Bonus spells from high intelligence apply for both spells known and spells per day.

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