

BARON (EXPERT)

The Baron is a cunning warrior and an able leader. The Baron's power derives not from a life of privilege, but from formidable personal skills, used in the service of his domain. Whether negotiating alliances or storming the walls, the Baron's unyielding self-confidence and acumen put him head and shoulders over his rivals.

Depending on your campaign, a Baron could be...

- An ambitious lord, driving back anarchy and the wilderness to expand his territory.
- A loyal governor, maintaining an iron grip throughout the province.
- A heroic knight, filling his manor's great hall with trophies of his victories.
- A dashing noble, whose martial valor provides a counterweight to discontent among the lords.
- A mercenary, setting forth from his private keep when gold and glory beckon once again.

Party Role: Combatant/Backer. You're a lion in battle. You inspire trust, or at least cooperation, in others, and your personal resources give pause to those who would stand in your way.

CLASS FEATURES

Requirements: Cha 13+, Resolve 4+ ranks, Tactics 4+ ranks, Contempt feat

Favored Attributes: Strength, Charisma, Intelligence

Class Skills: Athletics, Haggle, Impress, Intimidate, Notice, Resolve, Ride, Sense Motive, Survival, Tactics

Skill Points: 6 + Int mod per Level

Vitality: 9 + Con mod per Level

CORE ABILITY

Loyal Armsmen: You gain the Followers feat, the followers consisting of Men-at-Arms. You may gain the Followers feat a second time,

as your character options allow.

CLASS ABILITIES

Perilous Siege: At Level 1, you gain Pathfinder Basics (*Indoor/Settled*) as a bonus feat. You also gain the Warding Strike trick.

Land and Title: At Level 2, you receive a 20% discount when purchasing or improving holdings. Also, NPCs automatically know your name and title.

Fiefdom: At Level 3, you gain 30 Reputation which must be spent on Holdings. At Level 7, you receive an additional 30 Reputation which must be spent on Holdings.

Battle Planning I: At Level 4, you gain 2 of the following battle plans. You may begin each combat with 1 battle plan already in effect and may enact a new one as a full action. Each plan's benefits last until the end of the current combat or until you enact a different battle plan. A battle plan grants you and each teammate who can see or hear you a +2 morale bonus with the following rolls and values.

- **Crush Them!:** Melee and unarmed attack checks
- **Fire at Will!:** Ranged attack checks
- **Guard Yourselves!:** Defense
- **I Want Them Alive!:** Subdual damage rolls
- **No Prisoners!:** Lethal damage rolls
- **Press On!:** Base Speed (morale bonus × 5 ft.)
- **Stand Fast!:** Vitality (morale bonus × target's Career Level)
- **Steady Now!:** Saves

Battle Planning II: At Level 8, you gain 2 additional battle plans (total 4).

Well-Equipped: At Level 4, choose mounts, one class of vehicles, or siege weapons. You gain a 20% discount when purchasing those items and related gear from those categories.

Rise to Power: At Levels 5 and 9, you gain 1 Lifestyle or your Noble Renown increases by 1.

Self-Confidence: At Levels 6 and 10, your Wisdom and Charisma scores each rise by 1.



Table X.X: Baron

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+1	+0	+0	+1	+1	+1	+2	+1	Loyal armsmen, perilous siege
2	+2	+0	+0	+2	+1	+1	+3	+1	Land and title
3	+3	+1	+1	+2	+2	+2	+3	+2	Fiefdom
4	+4	+1	+1	+2	+2	+2	+4	+2	Battle planning I, well-equipped
5	+5	+1	+1	+3	+3	+3	+4	+3	Rise to power
6	+6	+2	+2	+3	+4	+4	+5	+3	Self-confidence +1
7	+7	+2	+2	+4	+4	+4	+5	+4	Fiefdom, Fortunes of war I
8	+8	+2	+2	+4	+5	+5	+6	+4	Battle planning II, bonus feat
9	+9	+3	+3	+4	+5	+5	+6	+5	Rise to power
10	+10	+3	+3	+5	+6	+6	+7	+5	Lord of war, self-confidence +2

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Fortunes of War I: At Level 7, you gain Damage Reduction 1. During dramatic scenes, this DR increases to 2.

Bonus Feat: At Level 8, you gain a bonus Style or Terrain feat.

Lord of War: At Level 10, you gain an insight bonus to Defense equal to your Wisdom bonus (minimum +1) against standard characters. Against standard characters, your threat range increases by your Charisma bonus (minimum 1).

NPC CLASS ABILITIES

The following new class abilities from the Baron expert class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Lord of War	6

Designed by pawsplay with the help of the Crafty Forum-ites.
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