

## THE GENTLEMAN

To some travelers, the innermost secret caverns of the humanoid heart are the most intrepid non-jewel-encrusted caverns to explore. These travelers are sometimes called Old Spice Gentlemen, other times Old Spice Gentle-ladies. They are comedians and jokesters wrapped in the skin of heartthrobs and Casanovas (not literally, that would be gross). These charming travelers and purveyors of romantic miracles depend on their charm and good humor to see themselves through to the next all-you-can-eat pancake breakfast. Whether it be a charming smile, a clever quip, or a catchphrase that dangerously dips its toes into the clear, cool waters of annoying repetition, the Gentlemen will always find a way to rise above any challenge and inspire their companions to greater feats, all in the name of selling more Old Spice deodorant than Old Spice is already selling.

**Role:** Gentlemen are the life of the party, always ready to lend their services or a good joke to better the cause of their companions. With good humor as his sword and laugh-making his shield, a Gentleman will never stop using his charm to ensure that his companions are safe and his foes are dead.

**Alignment:** any

**Gentleman's Code:** The Gentleman would never attack a member of the opposite sex first. That is just common knowledge, and we are surprised we even had to point this out. What right-minded player would ever think that a Gentleman would attack a member of the opposite sex first? If that player is you, then you should consider playing the Foolish or Dummy class instead of a Gentleman.

**Hit Die:** d10

### Class Skills

The Gentleman's class skills are Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Handle Animal, Intimidate, Knowledge (geography), Knowledge (nobility), Linguistics, Perform, Profession, Ride, Sense

Motive, Sleight of Hand, Stealth, Survival, Swim.

**Skill Ranks per Level:** 5 + Int Modifier

### Class Features

All of the following are class features for the Gentleman.

**Weapon and Armor Proficiency:** The Gentleman is proficient with all simple and martial weapons, and would totally be proficient with all lazer beam-based weapons—if they were around. He is also proficient in light armor.

**Fancy Clothes:** The Gentleman would never be caught dead or alive wearing anything other than his Gentleman uniform of a fine, dark, silken jacket and trousers over a pristine and starched white tunic and necktie (bowed or otherwise). He also wears nice shoes. When the Gentleman wears his "uniform," his armor class is 10 + his Dexterity modifier + his Charisma modifier. You cannot use a shield and get this benefit. It takes two minutes

to put these fancy clothes on, one minute if assisted by a butler, spouse, or really helpful spider.

The Gentleman may also wear a pair of tinted eyeglasses to add +1 to his armor class and see better in the sun, if he wants. But only if he wants. The Gentleman suffers a -4 to perception checks and attack rolls in dim light when wearing tinted glasses.

**Catchphrase (ex):**

A 1st-level Gentleman can use a catchphrase which inspires one ally, giving them 1d6 to use during an attack, saving throw, or skill check. To create their catchphrase, they must speak it aloud



**Table: Gentleman**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special                                 |
|-------|-------------------|-----------|----------|-----------|---|
| 1st   | +1                | +2        | +0       | +0        | Catchphrase, Punchline                  |
| 2nd   | +2                | +3        | +0       | +0        | Punchline +1d4, Strong Convictions      |
| 3rd   | +3                | +3        | +1       | +1        | Something Dumb                          |
| 4th   | +4                | +4        | +1       | +1        | Catchphrase +1d6, After You             |
| 5th   | +5                | +4        | +1       | +1        | I'm on a Horse, Bachelor's in Marketing |
| 6th   | +6/+1             | +5        | +2       | +2        | Punchline +1d4, I'd Take a Bullet...    |
| 7th   | +7/+2             | +5        | +2       | +2        | Pleasurable Smells                      |
| 8th   | +8/+3             | +6        | +2       | +2        | Catchphrase +1d6                        |
| 9th   | +9/+4             | +6        | +3       | +3        | Biceps, Stronger Strong Convictions     |
| 10th  | +10/+5            | +7        | +3       | +3        | Punchline +1d4                          |
| 11th  | +11/+6/+1         | +7        | +3       | +3        | Wolfdog                                 |
| 12th  | +12/+7/+2         | +8        | +4       | +4        | Catchphrase +1d6                        |
| 13th  | +13/+8/+3         | +8        | +4       | +4        | Wardrobe Change                         |
| 14th  | +14/+9/+4         | +9        | +4       | +4        | Punchline +1d4                          |
| 15th  | +15/+10/+5        | +9        | +5       | +5        | Matrimony                               |
| 16th  | +16/+11/+6/+1     | +10       | +5       | +5        | Catchphrase +1d6                        |
| 17th  | +17/+12/+7/+2     | +10       | +5       | +5        | New Haircut                             |
| 18th  | +18/+13/+8/+3     | +11       | +6       | +6        | Punchline +1d4                          |
| 19th  | +19/+14/+9/+4     | +11       | +6       | +6        | MBA                                     |
| 20th  | +20/+15/+10/+5    | +12       | +6       | +6        | Being of Pure Energy                    |

to the group, and from that moment onwards into the eternal eternities their signature catchphrase is born. The ally must be within 30 feet and be able to hear the catchphrase. This bonus increases by 1d6 every fourth level the Gentleman attains. Once a catchphrase has been birthed it can never be changed, even if it was created in a moment of stupidity and you find it really embarrassing now—tough luck, bud.

**Punchline (ex):** At 1st level, Gentlemen gain their signature punchline, a humorous phrase to confound their enemies. The target must succeed on a wisdom saving throw or take 1d4 damage and apply a -2 penalty on the next attack roll it makes before the end of its next turn, which means you say something clever and your enemy doesn't handle it very well at all. This ability's damage increases by 1d4 every fourth level or so. This can be used 1+Cha modifier/day.

**Strong Convictions (ex):** Gentlemen are very confident in themselves and their abilities. Starting at 2nd level, if the Gentleman critically fails an intelligence or wisdom check, he is fed a falsehood that he will strongly believe no matter who tries to

talk him out of it. Even if that person is a genie or something.

At 9th level, once the Gentleman's ego is in full bloom, if the Gentleman rolls a critical success on an intelligence check, the GM must share one very personal secret about themselves with the player.

**Something Dumb (sn):** The Gentleman possesses some amazing powers. This is not one of them. Starting at 3rd level, once per session, the Gentleman may change one thing in the game that has no effect on actual gameplay and the GM must allow it. If that's confusing, here are some examples. The Gentleman may: put clown shoes on a party member, turn a troll's hands into hard-shelled tacos, turn all the plants a beige color, etc. These effects last for the duration of the session.

**After You (ex):** At 4th level, the Gentleman can perform the most famous move that any Gentleman learns in his fancy life of good-deedery: the "after you." Whole novels and a dozen epic poems have been written about the "after you," and it is by the quality of the "after you" that all Gentlemen are judged. In this case, after rolling for initiative, the Gentleman can switch initiative order with any ally

of the opposite sex, so long as the switch puts the ally in an earlier position, and the Gentleman later. This lasts for the duration of combat.

**Advertisement:** You should buy one of Old Spice's finely scented body products. Timber is a nice choice.

**I'm on a Horse (sp):** At 5th level, once per day, the Gentleman can use an immediate action to say, "I'm on a horse," and a horse will appear beneath him. The horse can then dash 30 feet in any direction and then disappear. Starting at 8th level and every third level thereafter, the horse can dash 10 feet farther. If you are married, and your spouse is adjacent to you, they may ride with you, because that is the most romantic thing you can do with a horse, and romance is important. This does not provoke an attack of opportunity.

**Bachelor's in Marketing (ex):** At 5th level, the Gentleman receives a diploma from an accredited college in the art of the sell. Anytime the Gentleman sells an item to a PC or NPC, he receives 15% more than the market value. It would have been 20% if he hadn't goofed around so much his sophomore year.

**I'd Take a Bullet for You, Man (sn):** At 6th level, and during an ally's or enemy's turn, as a reaction, the Gentleman may dive between the ally and the

enemy's attack, taking half damage. The Gentleman may dive from any location within sight, but must remain in his new location. Gentlemen may use this feature once per day. At level 15, the Gentleman becomes the king of chivalrous deeds and absorbs the blow entirely without taking damage and probably eating a snow cone while he is doing it.

**Pleasurable Smells (sp):** At 7th level, pleasurable aromas emerge from the dry localities of the Gentleman's body. Once per day + your Gentleman level, the Gentleman may heal a companion 1d6 health or 1d12 nose stuff. The recipient must be within smelling range (GM's discretion).

**Biceps (ex):** Starting at 9th level, the Gentleman gains serious biceps muscles; whenever his biceps are visibly flexed, he gains +5 on all charisma checks. The Gentleman must spend 30 minutes a day curling heavy objects to maintain his biceps. (Reminder: the shirt is an important part of the Gentleman uniform and if the shirt is replaced for better biceps viewage, the Gentleman loses all benefits from his fancy clothes.)

**Wolfdog (sn):** At 11th level, the Gentleman gains the ability to transform into a wolfdog and obtains all the creature abilities of a wolf. The only difference is this particular wolf can talk and ace



any difficult business situation. The Gentleman cannot return to his original humanoid form until he is brought to zero hit points.

**Wardrobe Change (ex):** At 13th level, the Gentleman receives two new clothing options. One is a pair of form-fitting red pantaloons with the legs removed. When wearing the red, legless pantaloons, the Gentleman gains a +5 constitution modifier and can shout longer. The other new wardrobe item is a towel to cover his, you know, stuff. The Gentleman gains a +5 wisdom modifier and a +45% chance of gabbing too much when wearing the towel. Consider these as two more “uniform” options for armor class purposes. The Gentleman can only wear one outfit at a time.

Note for Gentle-ladies: The pantaloons ensemble includes a jewel-encrusted top that is super classy and neat-looking for Gentle-lady characters.

**Matrimony (ex, sn, sp):** At 15th level, the Gentleman may propose marriage to one humanoid monster of equal or lesser CR that he encounters during his travels. The player must speak the proposal aloud and then must succeed on a DC20 Fortitude saving throw for the proposal to be accepted (refer to the table below for modifiers). The Gentleman and monster become bonded for life, and the fiancé/fiancée/spouse is now a member of the party. If married, the Gentleman cannot attend any social gathering past 10 p.m. but will always have a warm body to cuddle up next to. If his counterpart is killed, the Gentleman must go into mourning, meaning he loses 5 levels for the remainder of this session. The matrimony feature can only be used one time, ever. (See table below for modifiers.)

**Table: Proposal Modifiers**

Player must actually bring (wear/perform) these items to the session to gain these modifiers to their proposal.

|                    |     |
|--------------------|-----|
| Ring               | +5  |
| Flowers            | +3  |
| Lit candles        | +3  |
| Poetry/song        | +2  |
| Chocolates         | +2  |
| Music              | +2  |
| Nice clothes       | +2  |
| Licensed officiant | +15 |

**New Haircut (ex):** At 17th level, the Gentleman gets a new, more stylish haircut. Just to be clear, his previous haircut was top fantastic A+ fashionable, but this new haircut is on a whole different plane of style and fashion, ethereal or otherwise. If this is hard to imagine, think of it like this: all crocodiles are cool, but put a crocodile in a ghillie suit? That stuff is unheard of!!! Anyway, now that you understand just how fashionable the Gentleman’s previous haircut was and how this new haircut blows that older, fashionable haircut to smithereens (fashionably speaking), what does this new haircut do? Good question. Easy. When the Gentleman gets this new, level 17 haircut, all other characters in his party immediately gain an extra level, and there is nothing the GM can do about it. Capiche?

**MBA (ex):** At 19th level, the Gentleman earns his MBA and can now solve complex organizational management problems.

**Being of Pure Energy (sn):** At 20th level, the Gentleman ascends to a higher plane of existence, becoming a being of pure energy. The Gentleman loses all skills, attributes, and abilities. The Gentleman may privately communicate with the GM to make anything explode at will.

## The Ex-Gentleman

As we have already mentioned, a Gentleman has a strict Gentleman’s code that he must abide by, or else. If the Gentleman ever breaks this code, he is stripped of all Gentleman skills and class features and may only gain them back by carrying a humanoid of the opposite sex for a full day, like an ex-Gentleman should.

