Fantasy Grounds - Royal Class (PFRPG) Download For Pc

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About This Content

Royal Class

Most mortal leaders or young would-be kings and queens are represented by the aristocrat non-player character class. However, some princes or princesses are touched by a magical patron, fate itself, or some other eldritch power. Whether a jealous witch's curse or a fairy godmother's blessing, the royal is changed forever by the otherworldly. A savvy royal learns to turn the weight of her destiny to her advantage, for good or ill.

DESIGNED TO BE EXPERIENCE APPROPRIATE:The royal base class is specifically designed for younger children or new players in mind but also to be enjoyed by players of all ages and experience levels! It is constructed to streamline complex options and introduce core concepts while acting as a stepping stone toward more complicated Pathfinder RPGclasses. Younger players will thoroughly enjoy playing a simplified class but more savvy beginners have the options to make decisions for themselves, and potentially explore the various archetypes available for the class. Finally, experienced or older players can make the class far more versatile and modular with the complex destiny rule.

Converted by: **Charles Surette**

Released on June 21, 2018. Designed for Fantasy Grounds version 3.3.5 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included

Pathfinder ruleset.

Title: Fantasy Grounds - Royal Class (PFRPG)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 28 Jun, 2018

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

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01.02 Class Features

Unlike other divine spellcasters, a royal's selection of spells is extremely limited. A royal begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new royal level, she gains one or more new spells, as indicated on Table: Royal Spells Known. Unlike spells per day, the number of spells a royal knows is not affected by her Charisma score.

Table 1-3: Royal Spells Known

Upon reaching 4th level, and at every even-numbered royal level after that (6th, 8th, and so on), a royal can choose to learn a new spell in place of one she already knows. In effect, the royal loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A royal may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. She cannot swap any cure or inflict spells (or any other spells gained from her blessing or curse).

Unlike a cleric, a royal need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level. Royals do not need to provide a divine focus to cast spells that list divine focus (DF) as part of the components.

A cursed royal may cast evil spells without possessing an evil alignment and a blessed royal may cast good spells without possessing a good alignment. A cursed royal casting evil spells and a blessed royal casting good spells does not automatically affect the royal's alignment (although the circumstances of the spellcasting may at GM discretion).

Orisons: Royals learn a number of orisons, or 0-level spells, as noted on Table: Royal Spells Known. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Destiny: At 1st level, a royal is either blessed or cursed by powerful supernatural forces. This choice is made when the royal gains her first level and cannot be changed. These influences and the nature of the royal's destiny can be as vague or specific as the royal wishes.

A blessed royal might be the kidnapped mortal child of a noble fey, the last scion of an ancient house fated to rule, or enchanted with charms by a powerful coven of good witches. The blessed royal finds aid in times of need, gains the power to heal those she loves, and possesses powerful protections from danger.

A blessed royal adds all cure spells (cure spells include all spells with "cure" in the name) to her list of spells known. These spells are added as soon as the blessed royal is capable of casting them. A blessed royal also gains a number of boons as she grows in power, representing gifts or aid granted due to her destiny.

A cursed royal by contrast perseveres in spite of her destiny, learning to use a great dark fate to her advantage. She might be the beloved creation of a terrifying necromancer-king, groomed by a dark goddess to be her replacement, or a scion of a noble line cursed for her ancestor's mistake. The royal must choose to forever act against the terrible destiny by mastering it, or accept the role chosen for her.

A cursed royal adds all inflict spells (inflict spells include all spells with "inflict" in the name) to her list of spells known. These spells are added as soon as the cursed royal is capable of casting them. A cursed royal also gains a number of boons as she grows in power, representing ways she's learned to harness her dark fate.

Table 1-2: Royal Spells per Day

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

Table 1-3: Royal Spells Known

LEVEL	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

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- FEATS AND SPELL SUITES

01.03 Blessed Boons

- IMAGE: Blessed Boons
- CLASS: Royal [BLESSED DESTINY]

A royal with a blessed destiny gains the following boons as she increases in level.

Blessed (Su): A blessed royal has a soothing and encouraging presence backed by sage wisdom beyond her years. As a standard action at will, she can grant an ally within 30 feet a +2 morale bonus to attack rolls, armor class (AC), saves, or skill checks for 1 round. The royal cannot target herself with this ability. This bonus increases by +1 at 5th level and every five levels thereafter (+3 at 5th, +4 at 10th, +5 at 15th, and +6 at 20th).

At 7th level, the royal can grant her blessed bonus to a number of allies equal to her Charisma modifier. The allies receive a bonus to attack, AC, saves, or skill checks, but she cannot give different bonuses to different allies.

At 13th level, the royal can use the blessed ability out to a range of 60 feet.

This is a language-dependent effect.

Grace (Su): At 3rd level, a blessed royal becomes as graceful as she is beautiful, gaining a bonus equal to her Charisma modifier (if any) on all Reflex saving throws.

Friendly (Ex): At 9th level, a blessed royal is always seen in the best and most positive light by every creature she meets. The starting attitude of any creature interacting with the blessed royal for the first time is improved by one step (per the Diplomacy skill). Additionally, she may attempt to alter a creature's attitude with conversation using the Diplomacy skill as a full-round action.

Charming (Su): At 19th level, a blessed royal ensures the loyalty of her allies with permanent lasting bonds of friendship. Whenever the blessed royal improves a creature's attitude to at least friendly using the Diplomacy skill, the creature is targeted by a charm monster effect using the royal's class level as her caster level. The save DC to negate this effect is equal to 10 + 1/2 the blessed royal's class level + royal's Charisma modifier. The charm monster effect is permanent, although can be dispelled or broken.

Blessed Boons

Royal [BLESSED DESTINY, COMMANDER ARCHETYPE]

Class

Type	Base
Hit Die	d8
Base Attack	Medium
Fort Save	Bad
Ref Save	Bad
Will Save	Good
Skill Ranks	6 + Int Modifier (per level)

CLASS SKILLS

Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Swim (Str), and Survival (Wis).

FEATURES

Level	Feature	
1	[BLESSED] Blessed (+2) (Su)	
1	Destiny	
1	Orisons	
1	Spells	
1	Weapon and Armor Proficiency	
1	Wild Empathy (Ex)	
2	Channel Energy 1d6 (Su) *	
2	Influence (Ex)	
2	Tactics (Ex) *	
3	[BLESSED] Grace (Su)	
4	Channel Energy 2d6 (Su) *	
4	Tactics (Ex) *	
5	[BLESSED] Blessed (+3) (Su)	
6	Channel Energy 3d6 (Su) *	
6	Tactics (Ex) *	
7	[BLESSED] Blessed (Multiple Allies) (Su)	
8	Channel Energy 4d6 (Su) *	
8	Tactics (Ex) *	
9	[BLESSED] Friendly (Ex)	
10	[BLESSED] Blessed (+4) (Su)	
10	Channel Energy 5d6 (Su) *	
10	Tactics (Ex) *	
11	Fearless (Ex)	
12	Channel Energy 6d6 (Su) *	
12	Tactics (Ex) *	
13	[BLESSED] Blessed (60 ft.) (Su)	

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00.03 EXPERIENCE APPROPRIATE

EXPERIENCE APPROPRIATE The royal base class can be enjoyed by players of all ages and experience levels, but the class is specifically designed for younger children or new players. It is constructed to streamline complex options and introduce core concepts. This helps it to act as a stepping stone toward more complicated Pathfinder RPG classes. This can be additionally simplified by a new player selecting one of the feat and spell lists for the blessed or cursed royal. Younger players who aren't new to the game or more savvy beginners might wish to make those decisions for themselves, and also potentially explore the various archetypes available for the class. Finally, experienced or older players can make the class far more versatile and modular with the complex destiny optional rule.

00.04 EXPERIENCED PLAYERS

EXPERIENCED PLAYERS As noted previously, the royal base class is designed for younger players or those new to the game, with limited options within character creation. However, the defined structure might be stifling to older, more experienced players, or younger ones with greater interest in versatility. Players more comfortable with the system might wish to use the following optional rule.

Complex Destiny: The royal's background and nature is more convoluted than mere black or white. Perhaps an angel wars with dark beings for her destiny, or she is touched by godlike forces beyond mortal morality. At 3rd, 9th, and 19th level when the royal would gain a blessed or cursed boon based on her destiny, the royal may choose any boon of the appropriate level provided by the blessed or cursed destiny, or any royal archetype, in place of the boon granted by her destiny. Additionally, the royal may select fearless at 11th level and sure of fearlessness at 17th level, or any single alternate destiny's equivalent abilities.