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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 RPG classes. 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

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Pathfinder ruleset.

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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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### OLIO2 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 1-1: 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).

Orbless Royals learn a number of orbless, 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 bonus as the 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 or king, groomed by a dark god/less 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 bonus 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	3	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	3	—	—	—
10th	6	5	5	4	2	—	—
11th	6	5	4	3	—	—	—
12th	6	6	5	4	3	—	—
13th	6	6	5	4	2	—	—
14th	6	6	5	4	3	—	—
15th	6	6	5	4	4	—	—
16th	6	6	5	4	3	1	—
17th	6	6	6	5	4	3	—
18th	6	6	6	5	4	4	—
19th	6	6	6	5	5	4	—
20th	6	6	6	6	5	5	5

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**00.03 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 complete destiny optional rule.

**00.04 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 enticing 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 war with dark beings for her destiny, or she is touched by godlike forces beyond mortal mortality. 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 fearins at 11th level and sure of fearlessness at 17th level, or any single alternate destiny's equivalent abilities.

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The following archetypes are available for the royal class.

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Commander

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**02.05 ALTERNATE DESTINIES**

The following archetypes specifically represent different or unique destinies that can shape an individual royal's blessing or curse.

Arcane

Demotivated

Elemental

Faerie

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**02.05.04 FAIRIE**

IMAGI: Faerie

CLASS: Royal [BLESSSED DESTINY FAERIE ARCHETYPE]

CLASS: Royal [CURSED DESTINY]

A faerie royal is blessed or cursed by a seelie or unseelie fey.

**Spells:** A fey royal selects spells from the druid spell list (see Pathfinder Roleplaying Game: Advanced Player's Guide for details) and not the cleric spell list. This alters spells.

**Destiny:** A fey royal does not add cure or inflict spells to her list of spells known, and instead adds the following spells based on whether she is blessed or cursed.

**Blessed:** 1st—silent image, 2nd—invisibility, 3rd—suggestion, 4th—greater invisibility, 5th—scrying, 6th—mass suggestion.

**Cursed:** 1st—cause fear, 2nd—hulious laughter, 3rd—deeper darkness, 4th—fear, 5th—dominate person, 6th—shadow walk. This alters destiny.

**Wild (CA):** At 11th level, a fey royal becomes immune to the spell-like and supernatural abilities of fey, and spells and effects that utilize plants, such as blight, entangle, spike growth, and wisp wood. This replaces frostbite.

**Aura of the Wild (Su):** At 17th level, all allies within 10 feet of the fey royal are immune to the spell-like and supernatural abilities of fey, and spells and effects that utilize plants. The fey royal can concentrate as a standard action to extend the range of this aura to 40 feet for 1 round. This replaces aura of fearlessness.

**FEY BOONS**



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