

Celebrity

A Celebrity is the highest of the elite. Able to walk into any event without an invitation, when any A-Grade star would be refused, she is usually famous through the media, or because of her political or aristocratic background. Occasionally, though, a Celebrity rises from the adventuring populace, famed for her deeds and actions. She can capture the spotlight, no matter where she is. Some adventurers consider a Celebrity to be a sell-out, cashing in on her image, others envy her success. The wisest among them know she has the power to control cities, even nations, and that such an ability is a resource that is unpurchaseable and infinitely useful.

The fastest path into this prestige class is from the charismatic hero basic class, and then the Personality advanced class, though other paths are possible.

Requirements

To qualify to become a Celebrity, a character must fulfil the following criteria.

Base Reputation Bonus: +6 (not including the Renown feat)

Skills: Bluff 6 ranks, Diplomacy 12 ranks, Knowledge (popular culture) 6 ranks, Perform (any one) 12 ranks, Profession 12 ranks.

Feats: Renown, Windfall

Class information

The following information pertains to the Celebrity prestige class.

Hit die

The Celebrity gains 1d6 hit points per level. The character's constitution modifier applies.

Action points

The Celebrity gains a number of action points equal to 7+ one-half her character level, rounded down, every time she attains a new level in this class.

Class skills

The Celebrity's class skills are as follows.

Bluff (Cha), Craft (visual arts, writing) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (art, behavioural sciences, business, civics, current events, popular culture) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha), Profession (Wis), Read/Write Language (none), Speak Language (none). In addition, any skills that were made class skills for a specific class by a class ability (such as the Personality's *Bonus Class Skill* ability, or the Telepath's *Psionic Skills* ability) are also class skills for this class.

Skill Points at Each Level: 9+ Int Modifier

Table: The Celebrity

<u>Class Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Rep Bonus</u>
1 st	+0	+0	+0	+2	Household name	+1	+2
2 nd	+0	+0	+0	+3	Superstar	+1	+2
3 rd	+1	+1	+1	+3	Beloved	+2	+2
4 th	+1	+1	+1	+4	Connections	+2	+3
5 th	+2	+1	+1	+4	Command	+3	+3

CLASS FEATURES

All of the following features pertain to the Celebrity prestige class.

Household Name

At 1st level, a Celebrity is well known throughout most of the world. When a GM character makes a check against her reputation for fame, rather than infamy, and succeeds by 5 points or more, the Celebrity gains a +8 bonus, instead of the normal +4 bonus, on the specified skill checks. In addition, The Celebrity may treat her Celebrity levels as Charismatic hero levels for any talent where Charismatic levels are used (charm, favour, captivate, fast-talk, dazzle, taunt).

Superstar

At 2nd level, a Celebrity's popularity is fuelled by hype, to the extent that she receives a morale bonus on all Perform checks equal to double her Celebrity level. This fame also provides a +4 bonus to her wealth score.

Beloved

At 3rd level, a Celebrity is so well known that few can bare a grudge against her. When a reputation check for infamy is made against the Celebrity and succeeds, the penalty to related skill checks is only -2, instead of the normal -4.

Connections

At 4th level, a Celebrity gains a network of connections that rivals those of the best politicians and media moguls. She adds double her class level as a circumstance bonus on all Diplomacy and Gather Information checks.

Command

At 5th level, the Celebrity gains the ability to issue a command to any ordinary character by spending an action point. The ordinary can resist by succeeding at a Will save (DC = 10 + Celebrity's class level + Celebrity's Charisma modifier). The effect lasts for 1d6 + the Celebrity's Charisma modifier rounds. The Celebrity gives the ordinary a single command, which he or she obeys, to the best of his or her ability, at his or her earliest opportunity. The Celebrity may select from the following options.

- Approach: On the ordinary's turn, the ordinary moves toward the Celebrity as quickly and directly as possible for the duration. The ordinary may do nothing but move during his turn, and he incurs attacks of opportunity for this movement as normal.
- Drop: On the ordinary's turn, he or she drops whatever he or she is holding. The ordinary can't pick up any dropped item until the end of the duration.
- Fall: The ordinary immediately falls to the ground and remains prone for the duration. He may act normally while prone, but takes any appropriate penalties.
- Flee: On the ordinary's turn, he or she moves away from the Celebrity as quickly as possible for the duration. The ordinary may do nothing but move during his turn.
- Halt: The ordinary stands in place for the duration. The ordinary may not take any actions, but may defend himself normally.

If the ordinary can't carry out the Celebrity's command on his next turn, the ability automatically fails and the Celebrity regains the action point used.

The Celebrity may divide the command among multiple ordinaries, splitting the duration among them as desired when she uses the ability. All ordinaries must be affected by the same effect, and each gets a separate saving throw. No two ordinaries may be more than 30 feet apart when the ability is used.

If the Celebrity attempt to use the ability on a heroic character, it automatically fails, although no action point is spent.