

## Corporate

In the old days, they would have called her a yuppie – a hard-driven, fast track MBA on her way up the company ladder. Sure, she's sold her soul to the Company, but face it; the Corporations rule the modern world. They control governments, markets, nations, armies – you name it. And she knows that whoever controls the Corporations controls everything else.

Select this advanced class if you want your character to harness the power of the world's multimillion-dollar companies, and become a Corporate.

The fastest path to this advanced class is through a combination of the Smart and Charismatic hero basic classes, but other paths are possible.

### REQUIREMENTS

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

**Skills:** Diplomacy 6 ranks, Knowledge (business) 6 ranks, Research 6 ranks

### CLASS INFORMATION

The following information pertains to the Corporate advanced class

#### Hit die

The Corporate gains 1d6 hit points per level. The character's Constitution modifier applies.

#### Action points

The Corporate gains a number of action points equal to 6+ one-half his character level, rounded down, every time he attains a new level in this class.

#### Class skills

The Corporate's class skills are as follows.

Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (art, behavioural sciences, business, civics, current events, popular culture, technology) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none).

**Skill Points at Each Level:** 7+ Int Modifier

Table: The Corporate

<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>Reputation Bonus</u>
1 <sup>st</sup>	+0	+0	+0	+2	Resources	+0	+2
2 <sup>nd</sup>	+1	+0	+0	+3	Instant information	+1	+2
3 <sup>rd</sup>	+1	+1	+1	+3	Bonus feat	+1	+2
4 <sup>th</sup>	+2	+1	+1	+4	Promotion	+1	+3
5 <sup>th</sup>	+2	+1	+1	+4	Expert in your field	+2	+3
6 <sup>th</sup>	+3	+2	+2	+5	Bonus feat	+2	+3
7 <sup>th</sup>	+3	+2	+2	+5		+2	+4
8 <sup>th</sup>	+4	+2	+2	+6	Promotion	+3	+4
9 <sup>th</sup>	+4	+3	+3	+6	Bonus feat	+3	+4
10 <sup>th</sup>	+5	+3	+3	+7		+3	+5

### CLASS FEATURES

All of the following features pertain to the Corporate advanced class.

#### Resources

A Corporate has access to far more financial power than the average character, and knows exactly how to harness it. She adds her Corporate level as a synergy bonus on all requisition checks. This means that Corporate class levels effectively count double when requisitioning.

#### Instant Information

At 2<sup>nd</sup> level, a Corporate immerses themselves in the records and information files of her employer, taking any chance possible to gain a deep knowledge of everyday things. She can make a Research check on general or specific information instantaneously, and spends only an hour making a Research check for restricted information. Retries may be made under normal rules. Protected information still requires 1d4+1 hours for a check.

**Bonus feats**

At 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> level, the Corporate gets a bonus feat. The bonus feat must be selected from the following list, and the Corporate must meet all the prerequisites of the feat to select it.

Archaic Weapons Proficiency, Confident, Creative, Deceptive, Educated, Exotic Melee Weapon Proficiency, Iron Will, Renown, Personal Firearms Proficiency, Trustworthy, Weapon Focus, Windfall

**Promotion**

At 4<sup>th</sup> level, and again at 8<sup>th</sup> level, the Corporate gains an increase in status and power from her employer. She gains a +3 bonus to her wealth score and a +1 bonus on all Profession checks at each of these levels. These stack with the bonus granted by the Windfall feat.

**Expert in your Field**

At 5<sup>th</sup> level, the Corporate is considered to be a major player in the corporate world, such that her reputation precedes her in dealings with others. She gains a circumstance bonus equal to her Reputation bonus when making skills checks that are directly involved with the Diplomacy, Knowledge or Research skills. In addition, the Corporate may add her Reputation bonus on Wealth checks for new purchases.

**Skill Mastery**

At 7<sup>th</sup> level, a Corporate selects a number of skills from her class list equal to 3 + her Intelligence modifier. When making a check using one of these skills, the Corporate may take 10 even if stress and distractions would normally prevent her from doing so

**Command**

At 10<sup>th</sup> level, the Corporate 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 = 20 + Corporate's Charisma modifier). The effect lasts for 1d6 + the Corporate's Charisma modifier rounds.

The Corporate 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 Corporate may select from the following options.

- Approach: On the ordinary's turn, the ordinary moves toward the Corporate 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 Corporate 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 Corporate's command on his next turn, the ability automatically fails and the Corporate regains the action point used. If the ability is used on a character with hero levels, it also fails, although the action point is lost.

The Corporate 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.