

GUVNER (HD D6)

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"If the creature in custody (heretofore referred to as the "defendant") is alive and capable of suffering bodily and/or emotional distress due to incarceration, then the defendant (previously referred to as the "creature in custody") is remanded to The Prison (identifiable as the abode of the Mercykiller faction by the capitalization in written form of the letters "T" and "P" in the phrase, "The Prison," or the inflective stress of the previously mentioned phrase in spoken communication). If the defendant is not alive but not classified as dead (heretofore referred to as "undead"...).

There are laws that govern existence, laws that govern functioning while existing, and laws that govern the processes of functioning while existing. Know the law, and you can control any given situation. This is the credo and ultimate goal of the Fraternity of Order. Its more zealous members are called guvners, for they steep themselves in the legality and rhetoric of any situation, seeking ways to bend the laws of the multiverse to their wills. Anyone with a devotion to order and the patience to dissect it can become a guvner; all classes gravitate to the faction when they seek a deeper truth or the most effective way to exploit a situation.



Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+2	+0	Legalspeak +5
2	+1	+0	+3	+0	Reality Wrinkle
3	+2	+1	+3	+1	Planar Loophole
4	+3	+1	+4	+1	Legalspeak +10
5	+3	+1	+4	+1	Reality Wrinkle
6	+4	+2	+5	+2	Planar Loophole
7	+5	+2	+5	+2	Legalspeak +15
8	+6	+2	+6	+2	Reality Wrinkle
9	+6	+3	+6	+3	Planar Loophole
10	+7	+3	+7	+3	Legalspeak +20

Class Requirements:

To qualify to become a *guvner*, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +3.

Concentration: 4 ranks.

Diplomacy: 8 ranks.

Feat: Skill Focus -- Knowledge (any).

Class Skills:

Skill Points at Each Level: 2 + Int modifier.

Constitution: Concentration.

Intelligence: Alchemy, Appraise, Decipher Script, Forgery, Knowledge (any), Read Lips, Scry, Spellcraft.

Wisdom: Innuendo, Listen, Sense Motive.

Charisma: Bluff, Diplomacy, Gather Information.

Special: Speak Language.

Class Features:

All of the following are class features of the *guvner* prestige class.

Weapon and Armor Proficiency: A character



who takes a level of Gvner gains no proficiency in armor or weapons.

Legalspeak (Ex): Gvners have a highly specialized terminology, granting them a modifier to Innuendo skill checks when speaking with each other, and to Bluff and Sense Motive checks when dealing with non-gvners. Gvners also apply the modifier as a bonus when attempting to decipher a conversation between other people. Any non-gvner attempting to decipher a conversation between gvners applies the lowest Legalspeak modifier involved in the conversation as a penalty to his Innuendo or Sense Motive check. The modifier is +5 at 1st level, +10 at 4th level, +15 at 7th level, and +20 at 10th level.

Reality Wrinkle: At 2nd level, the Gvner's research uncovers an obscure anomaly in the fabric of reality, allowing him to select one of the following abilities. Another ability is selected at 5th level, and yet another at 8th level. A particular ability may be selected more than once.

+1 Level of Existing Spellcasting Ability:

The Gvner gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If the character had more than one spellcasting class before he became a Gvner, he must decide to which class he adds a Gvner level for purposes of determining spells per day when he adds the appropriate level.

+1 Luck Bonus (Su):

The Gvner gains a +1 luck bonus usable once per day, which may be added to any one roll. Use of the bonus must be declared before the



roll to be modified is made. If selected more than once, luck bonuses gained in this way stack together.

+1 Ability of an Existing Class:

The govner gains one ability as if he had also gained a level in a class he belonged to before he added the prestige class. He cannot, however, select an increase in his Base Attack Bonus or any of his Base Saves. If the character had more than one class before he became a govner, he must decide to which class he adds a govner level for purposes of determining what ability he can select. Example: A rogue 5/wizard 4/govner 2 can either add the govner level to his rogue class and choose the 6th-level rogue uncanny dodge ability, or he can add the govner level to his wizard class and choose the 5th-level wizard bonus feat ability.

Planar Loophole (Sp): At 3rd level, the govner gains the ability once per day to create a circular opening in the boundary between planes as if he cast *plane shift* as a sorcerer equal to his govner level. The govner can only use this ability to gain access to a plane adjacent to his current location. Use of the planar loophole increases to twice per day at 6th level, and three times per day at 9th level. The planar loophole remains open for 1d4+1 rounds before closing.

