

THE SOCIALITE

Socialites are individuals who rely on their personalities, charisma, and speaking ability to accomplish their goals. A sneaky con artist, a fervent preacher, a military officer, an actress, or an accomplished politician are all examples of Socialites. Socialites involved in Mythos investigations very often act as the party's spokesperson and negotiator, a service that just might save the group from a disastrous demise.

SOCIALITE ABILITIES

CLASS SKILLS:

Socialites think quickly and speak smoothly. They are skilled at Deception, Interaction, Knowledge (Etiquette), and may choose either Perform or a second Knowledge skill. When attempting an Attribute Feat that involves one of these skills, the Socialite gains a +1 bonus to the roll; this bonus increases to +2 at 4th level.

INFLUENCE OTHERS:

A Socialite may use her speaking ability to influence the people around her. After speaking for one round, the Socialite may cause the reactions of listeners to shift however she chooses (within reason). For instance, listeners may be turned to friendliness, indifference, hostility, or agreement. The referee may allow the Socialite to force morale or loyalty checks by means of this ability. Target must be within hearing distance and understand the character's language. The Socialite may influence a number of individuals equal to her level. Targets of this ability are allowed a Saving Throw vs. mind-control, but a Socialite of 4th level or higher imposes a penalty of -2 to the save.

SAVING THROW:

Socialites gain a +2 bonus to Saving Throws vs. mind-control and deception.

WEAPONS AND ARMOR:

Socialites may employ clubs, daggers, handguns, and swords. They may wear only light armor.

CONTACTS:

Socialites begin with one Influential contact and two additional contacts of their choosing.

XP BONUS FOR CHARISMA:

Socialites with a Charisma of 15 or higher gain a +5% bonus to all experience earned.



TABLE 8: THE SOCIALITE

Level	XP	HD	BAB	ST
1	0	1	+0	16
2	1,500	1+1	+0	15
3	3,000	2	+1	14
4	6,000	3	+1	13
5	12,000	3+1	+1	12
6	24,000	4	+2	11