

# Empathic Envoy

<i>Level</i>	<i>BAB</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>	<i>Special</i>	<i>Defense</i>	<i>Reputation</i>
1	+0	+0	+0	+2	Bonus language, Master Interpreter, Fast Talk		
2	+1	+0	+0	+3	First Impression		
3	+1	+1	+1	+3	Bonus language, Discern lie 1/day		
4	+2	+1	+1	+4	Suggestion		
5	+2	+1	+1	+4	Bonus language, Slippery mind		
6	+3	+2	+2	+5	Detect surveillance 2/day		
7	+3	+2	+2	+5	Bonus language		
8	+4	+2	+2	+6	Discern lie 2/day		
9	+4	+3	+3	+6	Bonus language		
10	+5	+3	+3	+7	Empathic Mindscan, Discern lie 3/day, Detect surveillance 3/day		

The Envoy makes his way in life not with might, but with smooth tongue, a cunning mind, and a keen wit in service to a greater power or purpose. The ultimate fast talker and information broker, the Envoy is an operator, charmer, and manipulator. Whether navigating the corridors of power on Corruscant or selling artifacts at a vendor's stand in an Outer Rim bazaar, the Envoy wields words and information like lethal weapons.

Envoys are diplomats, politicians, merchants, traders, spies, and con artists. Secrets and information are what they feed on, all in service to their master.

Social situations of all kinds are their natural habitat, and they have an uncanny knack for convincing others to see things their way - deception and misdirection so often crucial to their work. Some Envoys represent powerful patrons such as nobles, industrialists, and crime lords, working in secret and sometimes semi-secret. Others are independent operators and opportunists who have learned to rely on and look out for themselves, hiring themselves out when needed to some in power with a need for an agent of his skills.

This kind of Envoy is considered a Force User.

**Vitality:** d6 + CON bonus (per level)

## Requirements

To qualify to become an Envoy, a character must fulfill all the following criteria.

**Feats:** Force Sensitive

**Skills:** Bluff. 4 ranks, Diplomacy 6 ranks, Gather Information 4 ranks, Sense Motive 1 Ranks, Empathy: 1 Rank

**Reputation:** +2 or higher

## Class Skills

The Envoy's class skills (and the key ability for each skill) are:

Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Empathy (Wis), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Entertain (Cha), Profession (Int), Search (Int), Sense Motive (Wis), Speak Language, and Spot (Wis).

**Skill Points** at Each Level: 8 + Int modifier.

## Class Features

All of the following are class features of the Envoy prestige class.

**Weapon and Armor Proficiency:** The Envoy gains no additional weapon or armor proficiencies. His wit and tongue are her most important weapons.

**Bonus Languages:** Language is the Envoy's most important tool. At 1<sup>st</sup> level and every two levels thereafter (3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup>) the Envoy gains a new language just as if he had spent a skill point on Speak Language. The Envoy is an attentive listener and quick learner, picking up these languages from documents, foreign travelers, books, and other sources.

**Fast Talk:** Starting at 1<sup>st</sup> level, an Envoy may always take 10 on Bluff, Diplomacy, Intimidate, and Sense Motive checks, even in stressful situations that would ordinarily not allow it.

**Master Interpreter:** Starting at 1<sup>st</sup> level The Envoy is a master of many languages, but he can't never know them all. Fortunately, he picks up language so naturally that he can often manage to communicate even in languages he isn't familiar with. Once per day, an Envoy can converse in an unfamiliar language, as if intuitively understanding the language. The Envoy must be able to listen to the spoken language for at least an hour before using the ability and make a successful Empathy skill vs. DC 10 + the Target's Will save (or average Will Save for a group). The effect lasts for one hour per Envoy class level. The Envoy can only use this ability to converse in a single language at a time.

**First Impression:** Starting at 2<sup>nd</sup> Level, an Envoy adds his class levels in the Envoy prestige class to all Charisma-based checks to alter an NPC's attitude.

**Discern Lie:** At 3<sup>rd</sup> level, the Envoy gains the ability to intuitively discern lies once per day. At 8<sup>th</sup> level, the Envoy can do it twice per day. At 10<sup>th</sup> level, the Envoy can perform this task 3 times per normal day.

**Suggestion:** At 3rd level, the Envoy gains the ability to use his Empathy to affect a target's mind. The Envoy is able to use Affect Mind to make a *suggestion* to a target (SW Core Rulebook pg 76). Use the Affect Mind Will Save Throw table on pg 76 and instead of using Affect Mind ranks, the Envoy may use the Empathy Ranks plus his Envoy levels (this also can be modified by Reputation).

**Slippery Mind:** At 5th level, the Envoy gains the ability to wriggle free from Force-Skill effects that would otherwise control or compel him. If the Envoy is affected by an mind affecting Force power and fails his saving throw, 1 round later he can attempt the saving throw again. If it fails as well, the Force Skill's effects proceed normally.

**Detect Surveillance:** At 6th level, the Envoy has a chance to intuitively tell when someone is spying or eavesdropping on him by unnatural and natural means. The Envoy can activate this sense and it lasts a number of minutes equal to the character's class levels in Envoy. (The Envoy must state when this "sense" is "up"). When someone attempts to eavesdrop through whatever means, the Envoy and the Listener make opposed skills checks of Hide (Listener) vs. Sense Motive (Envoy). The Envoy may enhance his Sense Motive skill with his Levels in Envoy prestige Class. The Envoy can use this ability twice per day at 6th level and three times per day at 10<sup>th</sup> level.

**Empathic Mindscan:** At 10th level, an Envoy develops the ability to Use his Empathic ability to sense the surface thoughts of a living creature within 10 m that he can see. The Envoy can use this ability as a standard action a number of times per day equal to his Charisma modifier. The chosen target must make a Will save (DC 10 + Envoy's class level + Empathy Ranks) to negate the effect. If the save fails, the Envoy knows exactly what the target is thinking and feeling, including the target's immediate inclinations and plan of action. The Envoy knows if the target is speaking truthfully, at least within the limits of the target's knowledge-the Envoy won't know if the target is simply mistaken about something. The effect lasts 10 rounds or until the Envoy stops concentrating, whichever comes first.