

# Socialite

**Description:** Socialites are rich and charming and have a great deal of time on their hands. What others accomplish through training, skill, or sheer luck, Socialites accomplish through a dazzling array of fabulous toys and a genetic inability to conceive of their own potential failure. Socialites never let *anyone* see them sweat. They are often magnanimous about their wealth, donating to public charities or funding high-profile groups of heroes, but they can also be secretive, waging a war against crime from the shadows. Socialites are everybody's pal and everybody's not-so-secret crush. They make friends easily and call on those friends for help, perhaps grudgingly but most often quite willingly.

**Sample Character:** [Brain Doctor](#)

**Hit Die:** d6

**Power Die:** d6

**Skill Points at 1st Level:** (6 + Int per level) x4

**Skill Point per Level:** 6 + Int modifier

**Class Skills:** Appraise (Int), Bluff (Cha), Craft (visual art, writing) (Int), Diplomacy (Cha), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge, Linguistics (Wis), Perception (Wis), Pilot (Dex), Ride (Dex), Sense Motive (Wis).

**Proficiencies:** 3

Socialite							
Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features

1	+0	+0	+0	+2	+2	+3	Brawl, Comfortable Lifestyle (+4 Wealth), Reputation +1
2	+1	+0	+0	+3	+3	+4	Perks (4 CP)
3	+2	+1	+1	+3	+3	+4	Cross-Trained, Reputation +2
4	+3	+1	+1	+4	+4	+5	Bombastic Aura
5	+3	+1	+1	+4	+4	+5	Perks (2 CP), Swaggering Bravado, Reputation +3
6	+4	+2	+2	+5	+5	+6	Rakish Charm +2, Connection
7	+5	+2	+2	+5	+5	+6	Chutzpah!, Bonus Feat, Cross-Trained, Reputation +4
8	+6/+1	+2	+2	+6	+6	+7	Perks (2 CP)
9	+6/+1	+3	+3	+6	+6	+8	Rakish Charm +4, Connection, Reputation +5
10	+7/+2	+3	+3	+7	+7	+9	Chutzpah!, Bonus Feat
11	+8/+3	+3	+3	+7	+7	+9	Perks (3 CP), Reputation +6
12	+9/+4	+4	+4	+8	+8	+10	Rakish Charm +6, Connection
13	+9/+4	+4	+4	+8	+8	+10	Chutzpah!, Bonus Feat x2, Reputation +7
14	+10/+5	+4	+4	+9	+9	+11	Rakish Charm +8, Perks (2 CP)

15	+11/+6/+1	+5	+5	+9	+9	+11	Cross-Trained, Reputation +8
16	+12/+7/+2	+5	+5	+10	+10	+12	Chutzpah!, Bonus Feat x2
17	+12/+7/+2	+5	+5	+10	+10	+13	Perks (3 CP), Reputation +9
18	+13/+8/+3	+6	+6	+11	+11	+14	Chutzpah!, Bonus Feat x3
19	+14/+9/+4	+6	+6	+11	+11	+14	Rakish Charm +10, Connection, Reputation +10
20	+15/+10/+5	+6	+6	+12	+12	+15	Perks (4 CP)

## Class Features

**Brawl** (Ex): At level 1, you get the Brawl feat for free because all superheroes need to throw the occasional punch.

**Reputation** (Ex): At all odd levels, Socialites receive a +1 to their Reputation scores. They either can't resist smiling for the cameras, even though they have secret lives as crime fighters, or they use their wealthy status as a cover for those secret lives.

**Comfortable Lifestyle** (Ex): At level 1, Socialites receive a +4 bonus to their Wealth, which represents their fabulous affluence.

**Perks** (Ex): At levels 2, 5, 8, 11, 14, 17, and 20, Socialites receive additional CPs with which they can take one of the Ads listed below. These additional CPs represent inheritances from wealthy relatives, the maturing of investments made decades beforehand, or their increased fame and glory, either as superheroes or private citizens. Socialites can save these CPs to buy an expensive Ad, or spend them one at a time. Acceptable Perks: [Ally](#), [Alternate Identity](#), [Assistant](#), [Connection](#),

**Cross Trained** (Ex): At levels 3, 7, and 15, Socialites gain this feat.

**Bombastic Aura** (Su): At level 4, Socialites become so magnificent, awesome, or scary that they add their Charisma modifier to their Defence as a insight bonus. This bonus affects only those who are within 30'. Anyone who is immune to fear and/or charm effects ignores this bonus.

**Swaggering Bravado** (Ex): At level 5, Socialites can re-roll any failed Charisma check or Charisma-based skill check. They can do this twice per session.

**Rakish Charm** (Ex): At levels 6, 9, 12, 14, and 19, Socialites receive a +2 to all Bluff, Diplomacy, and Gather Information checks, to a total of +10 by level 19.

**Connection** (Ex): At levels 6, 9, 12, and 19, Socialites receive a 2CP Connection Ad. Socialites can either take new Connections every time, creating a network of friends and allies, or put the points into the same Connection, which would represent not only the Connection's rising influence in the world, but an increasing trust in the Socialite. The Connection(s) can be people Socialites know in their normal lives, or as their super personae, or a mixture of the two.

**Chutzpah!** (Su): At levels 7, 10, 13, 16, and 18, Socialites get a permanent +1 to Charisma.

**Bonus Feats:** At levels 7, 10, 13, 16, and 18, Socialites can choose a bonus feat from the following [groups](#): General, Saves, Vehicle.