

ARBITER

CHARACTER CLASS

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STARFINDER
COMPATIBLE

ARBITER

STAMINA POINTS

6 HP

6 + CONSTITUTION MODIFIER

You're a menace to the senses. Mid-fight you're able to convince a foe you're a friend, and in day to day life no one notices how well you steer the day and choose the right path every time. Your skills and tricks allow you to do the heavy lifting for the group but remain away from the spotlight. You're a jester, tormenting a cruel ruler, or a socialite, setting the next hot trend which exposes a crime boss to exactly the wrong kind of people. Some would say even the universe is convinced by your words. Whatever the job, you can do it, but no one will believe it was you. And that's a good thing.

KEY ABILITY SCORE

Charisma. Convincing people you're on their side when you are not requires some great acting, and Charisma helps with every facet of your job, so charisma is your key score. A high dexterity also allows you to avoid hits and make shots, while a good Wisdom score helps you identify the lies others try to get past you.

CLASS SKILLS

SKILL RANKS PER LEVEL:
6 + INTELLIGENCE MODIFIER

Acrobatics (Dex)	Piloting (Dex)
Computers (Int)	Profession (Cha, Int or Wis)
Culture (Wis)	Sense Motive (Wis)
Medicine (Int)	Sleight of Hand (Dex)
Perception (Wis)	Stealth (Dex)

PROFICIENCIES

ARMOR

Light

WEAPONS

basic and advanced melee weapons, small arms, longarms.



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Campaign Settings

Level	Base Attack Bonus	Fort Save Bonus	Ref Save Bonus	Will Save Bonus	Class Features
1	+0	+0	+2	+2	Bait and Bash, Modus Operandi
2	+1	+0	+3	+3	Arbiter Trait
3	+2	+1	+3	+3	Weapon Specialization
4	+3	+1	+4	+4	Arbiter Trait
5	+3	+1	+4	+4	Dash and Bash
6	+4	+2	+5	+5	Arbiter Trait
7	+5	+2	+5	+5	Arbiter's Influence
8	+6	+2	+6	+6	Arbiter Trait
9	+6	+3	+6	+6	Arbiter's Understanding
10	+7	+3	+7	+7	Arbiter Trait
11	+8	+3	+7	+7	Too Good to be True
12	+9	+4	+8	+8	Arbiter's Insight, Arbiter Trait
13	+9	+4	+8	+8	Improved Modus Operandi
14	+10	+4	+9	+9	Arbiter Trait
15	+11	+5	+9	+9	Arbiter's Resolve
16	+12	+5	+10	+10	Arbiter Trait
17	+12	+5	+10	+10	Alice's Picnic
18	+13	+6	+11	+11	Arbiter Trait
19	+14	+6	+11	+11	Universe's Ear
20	+15	+6	+12	+12	Arbiter Trait, Master of All

BAIT AND BASH (EX)

1ST LEVEL

When an Arbiter makes a full attack she may replace the second attack with a bluff check to feint the opponent, at the -4 penalty. If successful the target is flatfooted to the Arbiter's allies until the Arbiter's next round (not the Arbiter herself).

MODUS OPERANDI (EX)

1ST LEVEL

Each Arbiter picks a theme, which grants them bonuses to skills. Choose either Jester or Socialite. Jesters add Bluff and Sense Motive to their class skills and may use Sense motive when making a feint check if they prefer. You're an expert at pratfalls and getting underfoot, literally. Socialites add Diplomacy and Intimidate to their class skills, and can use Intimidate when making a feint check if they prefer. You're an expert at haughty looks that stop a being in their tracks, causing their battle-hardened focus to crack, literally. You may use these alternate feint abilities any time this class calls for a feint check, but not for feint abilities of other classes.

ARBITER TRAITS

2ND LEVEL

At second level and every even level after you gain an Arbiter trait. Some traits can only be taken by the Jester while others can only be taken by the Socialite. Some traits have a minimum level and cannot be taken before the indicated level. Some abilities require the spending of a Resolve point, as indicated.

Jester Special Traits

As a Jester you've come from a poor existence in a lavish environment, such as being the court jester for a Vesk overlord, or the lunch person who served a glut of corrupt politicians in the Lashunta government. Whatever your origin, you know that being quiet and biding your time is the best way to get results. The fact that many people think you're an idiot is your greatest advantage.

Socialite Special Traits

As a social butterfly, you're the striking blonde captain of a doomed starship, who manages to



keep everyone's morale surprisingly high. Maybe you're a humble peacekeeper sent to appease the angry alien races who're starting negotiations on a neutral moon. Whatever the case, you know that acting first and foremost, but making it seem like it was someone else's idea, is always the safest way to go. The fact that many mistake you for a party animal or social climber is definitely your greatest advantage.

Prat Fall – Arbiter, Jester

Once per day whenever you take damage that would reduce you to zero stamina points and again to zero hit points, you may roll a Reflex save against DC = 10 the damage dealt. If you succeed you only take half the damage. Note that this may still put you into hit point damage or an unconscious state.

Let me see that – Arbiter Trait, 6th level

You're a whizz on Computers because you've seen so many people misuse them. Whenever you fail at a Computers check you may immediately reroll your check, with a -5 penalty. If you succeed at this check you manage to stop any Countermeasures from going off, but don't succeed at the original task.

Capering – Arbiter Trait, Jester

You've been entertaining people so long you're a natural, and probably could entertain in your sleep. Whenever you roll Profession (Cha) to earn creds you can choose to take a 20 without taking 20 times as long. This still takes about a week.

Hosting – Arbiter Trait, Socialite, 6th level

Whenever groups meet there's always tension, but you're the social grease any meeting needs to get the wheels rolling. As a full action you may roll a Diplomacy check at the beginning of any type of gathering among friendly or at least indifferent characters to improve everyone's mood toward

one another by one step. You may roll twice and take the better result. This ability has no effect in combat.

Jester's Joke (resolve point) – Arbiter Trait, Jester, 10th level

Your hands are so quick even you can't see them work. Once a day, by spending a Resolve point, you may swap whatever item you're holding with that of another character. They must be within 30 ft and unaware of you, and you must have been in base to base contact with them at any point previously in the day. Roll a Sleight of Hand check against DC 10 + 1.5 CR. If successful you swap one of their items (a random electronic, a weapon, a magical device, determined randomly) for an item you're holding, which may be anything. If you fail the target caught you in the act and nothing swapped hands. This may further anger them, at the GM's discretion. The moment you're successful the item is in your hands and clear for all to see, and the target who you stole it from gets +4 to grapple checks against you so long as they are to retrieve the stolen item.

Socialites' Silence (Resolve point) – Arbiter Trait, Socialite, 10th level.

You grew up with a rowdy crowd, either your family members, friends, or the ragtag group of aliens you survived in the streets with. As a full round action you may spend a Resolve point and gain immunity to Intimidate checks for one hour. Any successes against you fail, as you stubbornly refuse to talk.

No, it Wasn't – Arbiter Trait, Socialite

Part of being a great social influence is to never get your clothes dirty, and you're masterful at passing the buck. Never has a spilled drink or spoken gaff fallen upon you for blame, as you know how to innocently pass blame on to another hapless, more likely target.

Whenever you're the target of a diplomacy or other charisma-based check you can attempt to redirect the focus to another friendly target. They must be adjacent to you, and as a Standard action you attempt a Bluff check against the accuser's Sense Motive. If successful they fall for your redirection, believing your ally was the cause.

Envoy Emulation (Resolve point) – Arbiter Trait, 6th Level

You've seen many a skilled speaker in your days, and picked up a few tricks of the tongue. You gain an Expertise dice on one of the skills associated with your theme. Whenever you roll the chosen skill you may add a d6 to the roll or reroll the d20. You must make this choice before the result is revealed. This roll never gains bonuses as you level. You must spend a Resolve point every time you use this ability.

Operative Observance (resolve point) – Arbiter Trait, 6th Level

Through knowing the right (or wrong) people you've picked up talents you shouldn't have. You gain an Operative Exploit of level 2. You must spend a Resolve point every time you use this talent.

Charming Charlatan – Arbiter Trait, Jester, 6th Level

Even if you're lying to their faces, people still appreciate the moxie with which you tell lies, jokes or tall tales. Once per target per day, you may use Bluff in place of Diplomacy. If you fail but are within 9 points of succeeding, you improve the target's attitude towards you by one step anyway.

Whether you succeed or fail you can only use this ability on any given character once within 24 hours. This ability is useless in battle.

I dabble... – Arbiter Trait, 10th Level

You learned how to do some certain trick properly from another in your profession. Choose an Arbiter trick of 6th level or lower from another theme. You learn that trick.

Hotshot – Arbiter Trait

You always figured an enemy was a lot less threatening without a gun, right? As a Standard action you can roll an attack against AC 15. If you succeed you shoot the target's weapon instead. They need to make a Reflex save against your attack roll (use the same result) or drop the item. A two-handed item isn't dropped but is no longer wielded correctly.

Shining Example – Arbiter Trait

You were taught your tricks so well you feel like passing on advice wherever possible. When you use the Aid another action and succeed, you add +3 to their skill or check, in place of the normal +2.

Last Laugh – Arbiter Trait, 16th Level

Those who laugh last think slowest. Whenever someone scores a critical hit against you can snap off a ranged attack in the direction it came from. If you hit you don't deal damage, but the target must make a Will (DC 10 + half your level + Cha) or take 1d6 Intelligence damage as you take strike them back in surprise retaliation. Even if they fail they take 2 Intelligence damage. You may also use an attack of opportunity as normal with the same benefit if in close combat. The GM decides whether you can attack back in unclear situations, for example, if a Sniper hits you from deep cover there is no chance to retaliate them back. You are staggered on your next turn.

Heavy Hearted – Arbiter Trait

You learned long ago to talk slowly and carry a bit stick. Everyone listens more politely when you've

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Campaign Setting

got a cannon waving about in their face. You gain the Heavy weapon proficiency feat.

Calling in a Favour – Arbiter Trait, socialite, 16th Level

You've always got a rogue's gallery of friends and people who owe you a favor, and sometimes you just need that little bit more help. You may spend a Resolve point at the start of your day to gain a lackey for the day. This lackey is an NPC of your level -4. Consult with your GM the exact build and nature of your lackey, but they should be appropriate to the area or situation at hand. A level 10 Criminal may help you in a city, acting as a bodyguard and Diplomacy master for the day. If you're in the wilderness you may enlist a Mechanic who has a stealth drone, able to scout ahead for you and relay back news of dangers ahead. The exact nature is ultimately up to your GM. The cost in resolve points to keep a lackey around increases by one every day, until the cost is too high, or you choose not to pay. Particularly unpleasant situations may call for a successful Diplomacy or Intimidate check before the lackey shows up.

Seriously, officer! I wasn't there (Resolve point) – Arbiter, 16th Level

You're so good at creating a diversion most people forget you even attempted it in the first place. Once a day when you use Bluff to create a diversion you can spend a resolve and a full action. If you do, make the Bluff check with a +2 bonus and compare it to the Sense Motive checks of every character within 30 ft (including allies). You are functionally invisible to everyone who failed the check. This effect wears off next time you interact with the individual in a combative way (attacks, grapple, casting a spell at them) but only after your action is resolved. This allows you to walk away without the need of further checks, as

the targets are completely enthralled with your diversion. Other events may make the creatures aware of you again, such as being contacted on walkie-talkie by another character who can see you on a live camera feed.

WEAPON SPECIALIZATION (EX)

3RD LEVEL

You gain the Weapon Specialization feat as a bonus feat for each weapon type this class grants you proficiency with.

DASH AND BASH (EX)

5TH LEVEL

Your misguidance is quicker than the eye. You may make a feint check instead of an attack at the end of a charge, with the -2 penalty to the check and AC as normal. Success means your target is off-target and flat-footed for all your allies until your next turn.

ARBITER'S INFLUENCE (SU)

7TH LEVEL

Your influence over the minutia of the world around you goes totally unnoticed, as you can even influence where people put down cups of tea, important documents, or sets of keys. You can use Psychokinetic hand 3 times a day, using your character level as your caster level.

ARBITER'S UNDERSTANDING (EX)

9TH LEVEL

You're so attuned to the body language of all beings that you barely need words to communicate. You can use Comprehend Language for a number of minutes each day equal to your level. These minutes don't need to be consecutive but must be used in 1-minute increments.

TOO GOOD TO BE TRUE (EX)

11TH LEVEL

Your abilities to entertain are becoming a local legend, and your ability to



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Campaign Settings

baffle people is unheard of. No one's sure if you're a friend or foe, but they really want a chance to be your friend. When making a full attack you can now take 3 actions, the first of which must be an attack. The second action can be either an attack or a feint, while the last action must be a feint. All checks are made at a -6 penalty.

ARBITER'S INSIGHT (SU)

12TH LEVEL

You've been reading people so long that your guesses are supernaturally accurate. Once per day for every 3 levels of Arbiter you have, you can cast Augury. Use your character level as your caster level.

IMPROVED MODUS OPERANDI (EX)

13TH LEVEL

You're so skilled at your mannerisms and behaviors that you gain unknown levels of competence. You get a +4 enhancement bonus to feint using your alternate options as provided by your theme (Sense motive for a Jester, or Intimidate for a Socialite).

ARBITER'S RESOLVE (SU)

15TH LEVEL

You gain either greater fortitude, greater iron will or greater reflexes as a bonus feat. You can choose these feats even if you don't meet the prerequisites.

ALICE'S PICNIC (SU)

17TH LEVEL

Your powers of misdirecting attention are so great you can confuse an enemy mid-fight. You whisper genuine sweet nothings into the targets ear or ask them an intensely needed question about the space football game score from last night, you just have to know! Roll a Diplomacy check to beat DC 15 +CR of your target. If you succeed, you distract the enemy with the piece of information or the polite

offer that utterly distracts, making it confused for 1d4 rounds plus your Charisma mod, as long as it's attention is focused on you. Once you've attempted this check against a creature that creature is immune for 24 hours.

UNIVERSE'S EAR (SU, SP)

19TH LEVEL

You're so unbelievably lucky, and so good at reading people, situations, social climate, and trends, that you can predict with tremendous accuracy how things will roll out. You may spend 2 resolve points and a day in quiet contemplation of all things and gain the benefits of a Wish or Miracle, as you decide things will turn out. Consult your GM as to what can and can't be steered by your actions and influences, but this could lead to a meeting with a villain who has forgotten a major part of their plan because of your interfering. Perhaps a load of cargo has been waylaid in another continent, picked up on the local black market, and therefore you've found yourself an item that is rare, above your level, and accidentally delivered to the wrong address, namely your house. This ability may be used once per month, and the 2 spent resolve points never replenish with overnight rest until a new month (30 days) begins. The final say is always up to your GM.

MASTER OF ALL (EX, SU)

20TH LEVEL

Your talents have surpassed even your expectations, and you could make politicians listen. As a full round action, you can force a creature to attempt a Will save (DC = 10 + half your level + Cha modifier). If the target fails, they are under your control as per Dominate monster for a number of rounds equal to your level. You use this ability any number of times per day as long as you have rounds left.



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CAMPAIGN SETTINGS

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