

## Mediator

The world is a melting pot of political and social intrigues. Governments rise and fall, but one thing remains true, mediators will always be necessary at some level. Whether taking on roles as leaders of organizations, holding positions within a government, using words to fight enemies, or using their skills as negotiators and peace keepers, the mediator can fill multiple roles. They have the ability to manipulate people into doing their bidding.

**Hit Die:** d6.

### Requirements

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

**Skills:** Diplomacy 5 ranks, Intimidation 5 ranks, Perform 5 ranks.

**Spells:** Able to perform 2nd-level bard songs.

### Class Skills

The mediator's class skills (and the key ability for each skill are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), and Sense Motive (Wis).

**Skill Points at Each Level:** 4 + Int modifier.

Table: The Mediator					
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 <sup>st</sup>	+0	+0	+0	+1	+1 level to existing bard class, Negotiate, Limit Break
2 <sup>nd</sup>	+1	+1	+1	+1	+1 level to existing bard class, Persuade
3 <sup>rd</sup>	+1	+1	+1	+2	+1 level to existing bard class, Threaten
4 <sup>th</sup>	+2	+1	+1	+2	+1 level to existing bard class, Speech
5 <sup>th</sup>	+2	+2	+2	+3	+1 level to existing bard class, Praise
6 <sup>th</sup>	+3	+2	+2	+3	+1 level to existing bard class, Listen
7 <sup>th</sup>	+3	+2	+2	+4	+1 level to existing bard class, Stop
8 <sup>th</sup>	+4	+3	+3	+4	+1 level to existing bard class, Insult
9 <sup>th</sup>	+4	+3	+3	+5	+1 level to existing bard class, Invitation
10 <sup>th</sup>	+5	+3	+3	+5	+1 level to existing bard class, Foretold

### Class Features

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

**Weapon and Armor Proficiency:** Mediators gain no proficiency with any weapon or armor.

**MP per Day / Songs Known:** At each level, a mediator gains MP per day and songs known as if he had also gained a level in a bard class to which he belonged before adding the prestige class level and an increased effective level of song performing. He does not, however, gain any other benefit a character of this class would have gained.

**Limit Break (Su):** At 1st level, the mediator receives the Limit Break (Angry Shout).

*Angry Shout (Su):* This Limit Break lets the mediator to give a loud, angry shout. Enemies within 30 feet of the mediator suffer 5d6 points of non-elemental damage + an additional 1d6 per two mediator levels after 1st, a Fortitude save (DC 10 + the mediator's level + his Charisma modifier) to avoid being inflicted with Immobilize status for 1 round per two mediator levels after 1st.

**Negotiate (Su):** At 1st level, at a cost of 1 MP, the mediator can use honeyed words and soft-spoken words to ease the negotiation in his favor. The mediator gains a +4 circumstance bonus on all Diplomacy checks for 1 minute per mediator level.

**Persuade (Su):** At 2nd level, at a cost of 2 MP, the mediator can persuade a person to become his friend. A target creature within 30 feet must make a Will save (DC 10 + the mediator's level + his Charisma modifier) or be inflicted with Charm status for 1 round per mediator level. The mediator can renew the charm before the duration is over without allowing the creature to make a Will save.

**Threaten (Su):** At 3rd level, at a cost of 2 MP, the mediator can make vile threats and threatening gestures to cow a person into fear. The target creature within 30 feet must make a Will save (DC 10 + the mediator's level + his Charisma modifier) or runs in fear for 1 round per mediator level. If the creature makes the saving throw, it becomes shaken for the same duration.

**Speech (Su):** At 4th level, at a cost of 3 MP, the mediator can talk a long, boring speech, putting all enemies listening to sleep. Enemies within 30 feet of the mediator must make a Will save (DC 10 + the mediator's level + his Charisma modifier) or be inflicted with Sleep status, for 1 round per mediator level.

**Praise (Su):** At 5th level, at a cost of 3 MP, the mediator can give words of praise to a single creature, making him feel better about himself. The target creature within 30 feet receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapons damage rolls per two mediator levels that last 1 round per mediator level.

**Listen (Su):** At 6th level, at a cost of 3 MP, the mediator demands the attentions of a single creature to listen to him. The target creature within 30 feet must make a Will save (DC 10 + the mediator's level + his Charisma modifier) or be inflicted with Immobilize status for 1 round per mediator level.

**Stop (Su):** At 7th level, at a cost of 4 MP, the mediator requests forcefully for a creature to stop and don't move. The target creature within 30 feet must make a Will save (DC 10 + the mediator's level + his Charisma modifier) or be inflicted with Disable status for 1 round per mediator level.

**Insult (Su):** At 8th level, at a cost of 6 MP, the mediator makes outrageous insults and crude words that causes a creature to be enraged. The target creature within 30 feet must make a Will save (DC 10 + the mediator's level + his Charisma modifier) or be inflicted with Berserk status for 1 round per mediator level.

**Invitation (Su):** At 9th level, at a cost of 7 MP, the mediator invites a single creature to become his servant. The target creature within 30 feet must make a Will save (DC 10 + the mediator's level + his Charisma modifier) or become dominated. The creature is inflicted with Charm status effect permanently that can only be broken by a *Dispel* spell.

**Foretold (Su):** At 10th level, at a cost of 8 MP, the mediator foretells the death of a single creature in an ominous tone. The target creature within 30 feet must make a Will save (DC 10 + the mediator's level + his Charisma modifier) or suffer the effects of the *Doom* spell.