

THE PRINCESS CLASS

The damsel in distress. The secluded one in the forest with her fairy-folk as her only friends. The warrior who fights for her land or cause. Princesses come in all shapes and sizes, but there are a few qualities that bind them: charisma, inspiration, and majesty. For some, being a princess is not just a title or

background, they excel at it. They epitomize the role and put their energy into developing their status and power as a princess. Thus, the princess class is born.

HER TITLE

Princesses are inherently dependent upon their title of being princesses. Should she lose her title, she has fallen. Should she become a queen, she has ascended. Pay particular attention to these variant rules later on should she ever fall or ascend. While many of her features depend upon her possessing the title of a princess, a creature need not know she is one to be affected by her abilities.

CREATING A PRINCESS

It is important to understand what she is a princess of. A castle? A vast land? Who is the king? Queen? Who governs it? Is she the ruler, yet she is too young and has a regent? Consider developing storyline archs that force the princess out of her land or castle towards adventure and intrigue, so that she can function with a party. She could be hid away due to a cruel witch who wants to kill her for vengeance against the king.



THE PRINCESS

Level	Proficiency Bonus	Features	Majesty Points
1st	+2	Inspiring Call (d4), Inspiring Touch	—
2nd	+2	Majesty Points, Majestic Talents (2), Charismatic Armor	4
3rd	+2	Princess Type	5
4th	+2	Ability Score Improvement, Majestic Talents (4)	6
5th	+3	Inspiring Call (d6), Princess Type Feature	8
6th	+3	Ability Score Improvement	9
7th	+3	Princess Type Feature	10
8th	+3	Ability Score Improvement, Majestic Talents (5)	12
9th	+4	Inspiring Call (d8)	13
10th	+4	Majestic Talents (6)	14
11th	+4	Princess Type Feature	16
12th	+4	Ability Score Improvement	17
13th	+5	Majestic Talents (7)	18
14th	+5	Ability Score Improvement, Princess Type Feature	20
15th	+5	Majestic Talents (8)	21
16th	+5	Ability Score Improvement	22
17th	+6	Inspiring Call (d10), Majestic Talents (9)	24
18th	+6	Majestic Talents (10), Princess Type Feature	25
19th	+6	Ability Score Improvement	26
20th	+6	Princess Sublime	28

CLASS FEATURES

As a princess, you have the following class features.

HIT POINTS

Hit Dice: 1d6 per princess level

Hit Point at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per princess level after 1st

PROFICIENCIES

Armor: None

Weapons: One simple weapon of your choice

Tools: Two instruments of your choice

Saving Throws: Wisdom, Charisma

Skills: Choose any three from Acrobatics, Animal Handling, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Performance, Persuasion or Religion.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- (a) any simple melee weapon or (b) any simple ranged weapon and 20 pieces of ammunition
- (a) a musical instrument of your choice or (b) a book of lore
- (a) a riding horse, riding saddle, and bit and bridle or (b) a donkey, pack saddle, and cart or (c) a pair of mastiffs
- (a) a diplomat's pack or (b) a scholar's pack
- a set of fine clothes and a signet ring.

INSPIRING CALL

At 1st level, you may utilize your voice to call out to your allies for aid and to inspire them to achieve greater feats in the service of yourself or that which you call for. In order to use this feature, you must be able to speak. As an action, any ally within 60 feet of you that you can see gains an Inspiring Call die (d4). Within the next minute, they may use this extra die on any attack roll, damage roll, ability check, or saving throw. They may decide to use this extra die after they roll but not after the DM has decided if they succeeded or failed.

You may use this feature a number of times equal to Wisdom modifier + your Charisma modifier. You regain all expended uses after you complete a short rest. A creature who has an Inspiring Call die cannot also possess a Bardic Inspiration die and vice versa. Your Inspiring Call die grows at 5th, 9th, and 17th level.

INSPIRING TOUCH

Also at 1st level, your touch is an inspiring and uplifting one. You gain a pool of hit points that you can heal using this touch equal to your levels in princess x 5. As an action, you can touch a creature and instill a portion of this special healing or all of it at your choice. Creatures who have less than 1 hit point cannot receive healing from you by your Inspiring Touch, since the healing is morale boosting and not magical. You cannot use your inspiring touch on yourself.

MAJESTY POINTS

At 2nd level, you have unlocked a reservoir of power that only royalty can understand: majesty. You gain a number of points shown on the princess class table that slowly increase as you gain levels in the princess class. You may expend these points for your Majestic Talents or other class features. You regain all expended majesty points after you complete a long rest.

MAJESTIC TALENTS

Also at 2nd level, you gain access to your first abilities to utilize your majesty points, your Majestic Talents. Choose 2 from the Majestic Talents section at 2nd level and more based on your level as you progress on the princess class table.

If any talents require you to formulate a majestic ability, such as making a melee or ranged attack roll, treat it as if it was a spellcasting ability, referred to as a majestic ability,

which is based off your Wisdom. Any saving throws required from Majestic Talents have a DC of 8 + your Wisdom modifier + your Proficiency bonus. Whenever you gain a level in the princess class you can forget one majestic talent and learn another one that you meet the prerequisites for.

CHARISMATIC ARMOR

Additionally at 2nd level, your mere presence exudes a charismatic aura that is often difficult to strike to most creatures. When not wearing any armor or using a shield, you gain an armor class equal to 10 + your Dexterity Modifier + your Charisma modifier. Creatures who are immune to being Charmed ignore this armor class. Creatures who have advantage to resisting the Charmed condition have advantage to attack rolls against this armor class.

PRINCESS TYPE

At 3rd level, choose a princess type that best fits your background and style of being a princess. You may choose between: Classic Princess, Fairy Tale Princess, or Warrior Princess. You gain additional class features based on your princess type at 3rd, 5th, 7th, 14th, and 17th level.

PRINCESS SUBLIME

At 20th level, you have reached the greatest height of being a princess. While you may have already ascended or fallen, this new pinnacle is reflected in your sheer presence. Your Wisdom and Charisma ability scores improve by 4 to a maximum of 24.

A FALLEN PRINCESS?

When you lose your title as a princess, it can be difficult to ascertain your new place in the world, let alone your princess abilities. It may be important to understand *how* you lost your title. Did your father disavow you as your child? Did the kingdom become destroyed and therefore there is nothing to be a princess of? Or perhaps you never knew you had a title?

If you lose your title for whatever reason, you may justify the existence of these class features through the following variants:

Fairy Tale Princess. A fairy tale princess if one that is imbued with magic. You are gifted with a magical aura, a magical presence, and thus continue to have all the features of the class.

Royal Blood. Even if you are not a technical princess, you are still royal or have royal blood coursing through their veins. This may give you the boon you need to be as inspiring and significant as you are within your party.

Leader Class Variant. This class is very suitable to playing the roll of leader and inspirational orator. Consider making a class variant so that, instead of simply being a princess or of royal blood, you are a particularly skillful orator and leader of a group, band, or cult. This exceptional ability to inspire and use your presence to great feats makes you stand out in the world.

PRINCESS TYPES

Three types of princesses exist: classical, fairy tale, or warrior. These princesses vary in how they come to embody their princess capabilities.

THE CLASSICAL PRINCESS

The classical princess is beautiful, demure, and graceful. She embodies the concept of a damsel in distress, usually, or in the very least she is reliant upon others to defend her and destroy her enemies. These princesses are the most likely to be evil, selfish, or greedy, although that is only because of the variety of this path. The defining feature of a classical princess is their more enriched development of their majestic talents and their cohorts.

COHORTS

At 3rd level, you gain two cohorts that follow you around, obeying you faithfully. You have one guardian and one handmaiden. Both cohorts are of your race, but lack any exceptionalities of your race to grant them racial traits. Guardians may be of either gender but handmaidens must be female. You add your Charisma modifier to their attacks, damage rolls, and saving throws so long as you are within 120 feet of your cohorts and they are aware of your presence. If your cohort ever dies, another takes its place within one month's time, so long as you properly inform your kingdom.

Cohorts take their turn on your initiative, though they don't take an action unless you command them to. On your turn, you can verbally command them where to move (no action required by you). You can use your action, a majesty point, or when you target them with an Inspiring Call die, to verbally command them to take the Attack, Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature (if you ever do), you can make one weapon attack yourself when you command them to take the Attack action.

At 6th level, whenever your guardian takes the Attack action, he or she can make two attacks instead of just one.

GUARDIAN

Medium humanoid (any race), your alignment

Armor Class 16 (breastplate)

Hit Points 32 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Princess Synergy. Whenever a guardian finishes a long rest in the presence of the princess they serve, they gain temporary hit points equal to the princess' Charisma modifier X her levels in the princess class.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d10 + 2)

HANDMAIDEN

Medium humanoid (any race), your alignment

Armor Class 14 (leather)

Hit Points 12 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	12 (+1)	13 (+1)	14 (+2)

Skills Perception +2

Senses passive Perception 13

Languages Common

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 2)



CLASSIC MAJESTY

At 5th level, you gain additional majestic talents. You gain two additional talents. Additionally, you gain extra majesty points equal to your Charisma modifier.

INSPIRATIONAL PRESENCE

At 7th level, your inspiring words and healing can now go hand in hand. Whenever you use your Inspiring Call feature, you may then use your Inspiring Touch as a bonus action on the same creature on your turn. If you do so, you do not need to touch them.

Additionally, as an action, you may regain your spent healing pool from your Inspiring Touch ability as you focus on the task at hand. You regain half of your maximum pool of hit points from your Inspiring Touch ability. Once you do so you cannot do so again until you finish a long rest.

SUBLIME MAJESTY

At 14th level, you may use your understanding of your current dilemma to reassert yourself. As a bonus action, you regain expended majesty points equal to your Wisdom modifier. You can use this feature twice. You regain all expended uses after finishing a long rest.

SUPREME GUARDIAN

At 17th level, your guardian is exceptional in his or her ability to defend you in battle or circumstance. You may now command your guardian to take an action as a bonus action. Additionally at the beginning of a creature's turn, you may expend two majesty points to let your guardian use their reaction to take another action.

Finally, your guardian gain double the hit points from his or her princess synergy ability.

THE FAIRY TALE PRINCESS

Fairy tale princesses are the ones with a magical past. Consider how you gained your magical properties. Were you blessed by three fairies when you were first born during your nameday celebration? Are you simply a princess of a wooden realm, imbued by divine magic to protect it? Regardless, your magical nature shifts some of your princess features towards that of truly magnificent feats.

FAIRY TALE WOE

With the gift to your fairy tale powers comes the price of envious enemies. The origin of how you received your fairy tale woe is up to you, but you must choose one of the following woes that were inflicted upon you.

Cursed. You are under one of the effects of the *bestow curse* spell, except its effect is permanent and cannot be removed except by a *wish* spell or by the death of the creature who cursed you.

Forever Sleepy. You are subject to *sleep* spells and effects, even if you have immunities from other features or abilities. Whenever you are the target of a *sleep* spell, count yourself as having half your current hit points as you currently have. Additionally, choose one creature. That creature is your soulmate or savior. Whenever you are the subject of magical sleep, you fall asleep permanently and may not awaken until your soulmate or savior kisses you on your forehead or lips. Should your soulmate or savior ever die, you awaken by the next creature that kisses you on your forehead or lips. Once



you are permanently under the effects of a *sleep* spell or effect, you cannot be so again in a permanent way for one year after you are awakened. You are still vulnerable to the effects, however, and have reduced hit points.

Honesty. You are magically compelled to always tell the truth when you are asked a question. This truth is relative to your own understanding of truth and reality, but you cannot willfully lie or be dishonest.

Midnight Form. At dusk, so long as you are within 1 mile of being able to see the night sky, you transform into one of the following creatures from the *Monsters Manual* (see their corresponding page number): a female orc (page 246), a frog (page 322), or a swan (hawk stats, page 330). You lose all your class features and capabilities and act only with the stats provided of your chosen form. When dawn comes, you revert to your normal form and you act as though you had a long rest, whether you rested or not. This woe is dependent upon some factor, creed, doctrine, or curse, usually of the poetic type. Discuss this with your DM to see if you may ever break the curse or how you must follow some doctrine to avoid the midnight form, should you wish to.

BODY OF MAGIC AND GRACE

At 3rd level, the magical energies imbued upon you during your fairy tale origin comes forth. Choose one of the following abilities. You may choose another at 7th, 11th, 14th, and 17th level.

Blinding Beauty. Your beauty is so becoming that if you exert your presence fully, it may blind creatures. As part of unveiling your face and part of your figure and as an action, so long as at least your face is exposed, all creatures within 30 feet of you that can see you must make a Wisdom saving throw DC equal to 8 + your Charisma modifier + your Proficiency bonus or be blinded permanently. Once you use this feature you cannot do so again until you finish a long rest.

Eyes as the Ocean. Your eyes are that of a soft blue, so soft it looks like the rolling waves of a distant ocean. As an action, you may look at a creature, flashing those stunning eyes, and they must make a Wisdom saving throw DC equal to 8 + your Charisma modifier + your Proficiency bonus. If they fail the saving throw, they are charmed by you for 1 minute and can take no actions or move. An affected creature may reroll their saving at the end of each of their turns for the duration. Once you use this feature you cannot do so again until you finish a short or long rest.

Hair of Gold. Your hair turns into a shimmering, beautiful blonde as it is interwoven with speckles of golden flakes. Your hair grows at an exceptional rate. Once per week you may cut a piece of your hair without affecting its length that is equal to 500gp after you choose this feature. Your hair also radiates magical energies that is desired by many. Each week your hair is not cut, you continue to grow that amount in golden hair, thus after four weeks cutting all your hair to shoulder length is worth 2,000gp. After one month of not cutting your hair, your hair is down to your feet and stops growing, but it acts as though you are wearing a shield you are proficient in. You gain +2 armor class that stacks with your charismatic armor feature.

Lips of Rose Red. Your lips are constantly a deep rose red. This coloring cannot blemish or smear. As an action you may kiss any creature who then acts as though you casted *haste* on them, which lasts for 1 minute and does not require your

concentration. You can use this ability once before you must take a long rest to do so again.

Voice of the Goddess. When you sing, your voice is something that even the gods would be envious of. Once whenever you use your Inspiring Call die, you may change the die to a d12, so long as you sing. When you use this feature, you cannot do so again until you finish a long rest.

PROJECT MAGIC

At 5th level, your majestic presence can now do more for your allies with spellcasting capabilities. As a bonus action, you may help a creature you can see and that can see you within 60 feet that has spellcasting slots recover expended spell slots. You can help them recover no spell slot higher than 5th level. See the table below to see how much each spell slot level costs in majesty points.

RECOVERING SPELL SLOTS

Spell Slot Level	Majesty Point Cost
1st	2
2nd	3
3rd	5
4th	7
5th	9

THE WARRIOR PRINCESS

The warrior princess is one of valor, of duty, and combat prowess. She is not the damsel in distress. She is the dame who puts others in distress. Often the figure-head of battle or armies, the warrior princess and her rallying call is both inspiring and fortifying. Wielding her signature weapon, almost all warrior princesses are sights to behold.

BONUS PROFICIENCIES

At 3rd level, you gain bonus proficiencies. You are proficient in light and medium armor and your choice of four simple and martial weapons. Additionally, you are proficient in one weapon from the warrior princess' signature weapon chart below.

WAR CRY

Also at 3rd level, you can turn your Inspiring Call into a War Cry. As a bonus action, you may emit a signature war cry as a use of your Inspiring Call feature. When you do so, roll a 1d4, regardless of your Inspiring Call die size. You must then use your action to attack an enemy, with the result as a bonus to your attack. If your strike succeeds, all allies within 60 feet that can see you hit your opponent have a bonus on their next attack roll equal to the result of the 1d4 roll. You may not apply this bonus to more allies than you have levels in the princess class.

EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

UNCANNY GRACE

At 7th level, you have learned to use your majestic presence in the heat of a battle. You may expend one majesty point to take a Dash, Disengage, or Dodge action as a bonus action.

AN ASCENDED PRINCESS?

Because being a princess means you are, most likely, the daughter of a king and/or queen, it is possible that you may one day become a queen. When this happens, don't fret -- this is just a change in title.

In this case, the class changes to queen for all intents and purposes, or perhaps you are so bound to the title of princess, you wish to retain it in your governing role. They did it in Dorne.

MAJESTIC STRIKE

At 11th level, you may now inspire yourself with your own majestic strikes. Whenever you hit a target creature, you may expend two majesty points to deal an additional 2d6 damage to that target with the same damage type as the weapon you struck with. You may expend an additional two majesty points to increase this by 1d6, to a maximum of 5d6 extra damage and eight majesty points expended.

LEGENDARY ACROBATICS

At 14th level, you may inspire yourself to new feats of acrobatics. As a bonus action and at the expense of four majesty points, you enter into a state of exceptional combat prowess. Your movement speed increases by 10, you may now take a second extra attack whenever you take the Attack action on your turn (to a total of 3), and you have advantage to Dexterity saving throws and Dexterity skill checks. This lasts for 1 minute or until you dismiss it. When the state is over you must expend another four majesty points or you gain one level of exhaustion.

UNRELENTING

At 17th level, your own will and presence becomes so self-inspiring that you can withstand continuous combat. Whenever your hit points are above half of your maximum hit points, you may, as a bonus action and at the expense of a majesty point, use the healing pool of your Inspiring Touch to reinvigorate your morale and heal yourself.

BOLA

A large or smaller creature hit by a bola is restrained until it is freed. A creature that is formless is unaffected. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature on a success.

CHAKRAM

The chakram is a special weapon that, if thrown correctly, can return to its thrower. Whenever you throw the chakram, roll a Dexterity ability check DC equal to 10 + every 10 feet the chakram was thrown. You must be able to hit a creature or ricochet the chakram from some hard object in order to have it return to you. If you succeed on the DC, you may expend your reaction on your turn to catch the chakram at the beginning of your turn, so long as you have a free hand.



THE WARRIOR PRINCESS' SIGNATURE WEAPONS

Name	Cost	Damage	Weight	Properties
Bola	1gp	1d4 bludgeoning	1/4 lb.	Special, finesse, thrown (range 20/60)
Chakram	50gp	1d6 slashing	1 lb.	Special, finesse, thrown (range 15/30)
Warfan	100gp	1d6 slashing	2 lb.	finesse
Scourge	5gp	1d6 slashing	2 lb.	Finesse

WARFAN

As a bonus action, you can roll a contest Deception (Charisma) roll against a target's Insight (Wisdom). If you succeed you have advantage on your next attack with the warfan within one round. Future attempts at using this special property on the same target gives the target creature advantage on their Insight check.

MAJESTIC TALENTS

Majestic talents are the features that make a princess unique. These abilities make them stand out from each other, make them branded with diversity, and allow them to express in their own unique ways how they are a majestic princess. If a majestic talent has a prerequisite, you must meet them. At each princess level, you may lose one talent and replace it with another as long as you meet the majestic talent's prerequisites.

Some of these abilities are similar to spells, but in fact are not casted in the traditional sense. Instead, you simply use your majesty to create the effect. Thus when you cast the spells granted by majestic talents, they require no spell components. Further, majestic talents cannot be counterspelled and work fine in antimagic fields.

ALL EYES ON ME

You can use your action to force all eyes on you by unveiling yourself or doing some dramatic action, such as singing or playing an instrument. All creatures that can see you within 30 feet must make a Wisdom saving throw or be Charmed by you until the beginning of your next turn. While they are charmed they are incredibly distracted. Attacks against them have advantage and their attacks against others have disadvantage. The use of this talent costs 1 majesty point per creature that fails their saving throw and you choose to have it be distracted by you as you focus your majesty on it.

ANIMAL COMPANION

You gain an animal companion that you consider your best friend and loyal ally. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your princess level, whichever is higher.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action or a majesty point, to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature (if you ever do), you can make one weapon attack yourself when you command the beast to take the Attack action.

If the beast dies, you can obtain another one by spending 8 hours bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

AURA OF PROTECTION

You are constantly shrouded by an aura of protection. You are always under the effects of a *protection from evil and good* spell.

At 5th level, as an action and at the expense of two majesty points, you may touch a creature and shroud it in your majesty. It gains the effects of a *protection from evil and good* spell for 8 hours.

BERATING WORDS

You realize your inspiring presence can have the reverse effect on a foe. At the expense of one majesty point and as a reaction to you or your ally being targetted by a weapon attack by an enemy within 60 feet of you, you can berate the foe and cause them to miss. As a use of one of your Inspiring Words die, you may add that result to you or your allies armor class against the creature's attack. You must decide to use this feature before the target rolls their attack, but once they've targetted you or an ally.

CHARISMATIC INSTRUCTIONS

You may utilize your sheer presence to request, order, demand, or persuade others to do something. As an action and at the expense of two majesty points, a target creature acts as though you casted the *suggestion* spell on them. You may expend additional majesty points using this ability, as though you increased its spell slot for greater effect, by one majesty point per spell slot beyond 2nd, as per the spell's description.



DESTROY MORALE

Prerequisites: 9 levels in the princess class

You utilize the defeat of a foe to change the tide of battle. At the expense of six majesty points and as a reaction to an ally defeating a hostile creature, all other hostile creatures within 30 feet of you and the defeated creature who consider that defeated creature an ally must make a Wisdom saving throw or lose half of their current hit points (rounded down).

Creatures who have advantage against charmed conditions may roll the saving throw with advantage. Creatures who are immune to being charmed are immune to this effect.

DO SOMETHING!

At the expense of two majesty points and as a bonus action, you may force an ally to take an action by using up their reaction. They may take any action they would like and can take. For example, a creature who has already cast a spell that takes 1 action cannot cast another spell that takes 1 action.

EXERT THE SELF

By reminding yourself of who you are, you may reassert control over yourself. As an action and at the expense of one majesty point, you may end the effects causing you to be charmed or frightened.

INFLUENCE OF GRACE

You gain proficiency in Deception and Persuasion skills. At the expense of one majesty point, you may gain advantage on your next Deception or Persuasion roll made in the next 10 minutes.

LIPS OF BLISS

Prerequisites: 5 levels in the princess class

You may kiss a creature and have it recover from its ailments as its body reasserts itself after your inspiring attention. As an action and at the expense of three majesty points, you may kiss a target and have them affected as though a *lesser restoration* spell was cast upon them.

At 11th level, your kiss can now act as though a *greater restoration* was cast upon the kissed, except it expends five majesty points instead of three.

MAJESTIC HEALING

The healing pool of your Inspiring Touch can be restored. As a bonus action, you may convert expended hit points from your healing pool with your majesty points. For every majesty point converted, you regain 5 hit points into your healing pool. You cannot exceed the maximum healing pool with this ability, but may regain them instead of waiting for finishing a long rest.

MY HERO

As an action and the expense of one majesty point, you may target an ally as though you casted *heroism* on them, except it does not require concentration, the target must be within 60 feet of you that can see or hear you, and they gain temporary hit points equal to your Charisma modifier + your Proficiency bonus at the start of each of their turns for the duration of the effect.

ROYAL SHIELD

Prerequisites: 5 levels in the princess class

You may thrust forth an exertion of your majestic presence to defy the odds of combat. At the expense of one majesty point and as a reaction to being the target of an attack, you ward yourself as per the *sanctuary* spell, except this effect ends after the attack that caused the reaction is calculated.

ROYAL BOUNTY

By contacting officials from your kingdom by messenger, you sacrifice two majesty points to place a bounty on the head of a creature of your choice. All expenses for this bounty are paid by the coffers of your kingdom. You may only have up to three bounties placed at a time and each bounty costs two permanent majesty points. Once the bounty is claimed, you may regain the two expended majesty points after a long rest. The bounty can be claimed by reprimanding the creature and bringing them before you or by slaying the creature. You must decide this once the bounty is placed.

WOODLAND MAJESTY

You gain power over creatures and woodland beasts. Your power grows as you level. You have all previous aspects of this talent if you are of a higher level. You have asserted your connection to nature and the benign beasts of the woods. You gain the following spells: *animal friendship* and *speak with animals*. You may cast each spell once before you must take a long rest to do so again. Once you have exhausted the casting of these spells, you may expend one majesty point to cast them again. Each spell of this majestic talent is cast exactly like the spell's description, except it is not a spell.

At 5th level, you may cast *conjure animals* by expending two majesty points.

At 7th level, you may cast *conjure woodland beings*, by expending three majesty points.

At 11th level, you may cast *conjure fey*, by expending four majesty points.

YOU KNOW ME

You may create a bond with a number of creatures that is represented by the fact that you can near-telepathically tell them what to do simply by your body language. Choose a number of creatures equal to your Charisma modifier + half your levels in princess (rounded down) that you have spent at least one week with. Whenever those creatures can see you, they understand basic commands simply by reading your body language. You can tell them things like "no", "yes", "that's bad", "I don't like that", "This is a great idea", etc. You cannot reveal complex information in this way. Other creatures cannot determine your messages in this way, even if they roll impressive Insight skill checks.

CREDITS

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