

CLASSES OF KOR'ONUS

SAMPLE CLASSES FROM THE ETERNAL LEGENDS ROLEPLAYING GAME

THE KNIGHT

By

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WITHIN YOU WILL FIND THE KNIGHT CLASS THAT WILL APPEARING IN THE UPCOMING ETERNAL LEGENDS ROLE-PLAYING GAME. PLEASE KEEP IN MIND THAT TO USE THIS CLASS IN A STANDARD 3.5 D20 FANTASY ROLE-PLAYING GAME WOULD REQUIRE THAT ALL OF THE OTHER STARTING PARTY MEMBERS TO BE AT LEAST 3RD LEVEL WHILE THE KNIGHT COMES IN AT 1ST LEVEL; DUE TO THE MODIFICATIONS THAT WE HAVE MADE TO THE KNIGHT CLASS.

AS WE GET MORE OF THE CLASSES FINISHED FOR THE ETERNAL LEGENDS ROLE-PLAYING GAME, WE WILL BE ADDING THEM TO OUR CATALOG OF DOWNLOADS.

THANK YOU FOR YOUR TIME AND WE HOPE YOU ENJOY THE KNIGHT CLASS FOR THE D20 FANTASY SYSTEM.

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CLASSES OF KOR'ONUS

KNIGHT

Alignment: Lawful Good

Hit Die: 12 + 2D12 (at Level 1), 1D12 at each additional level

CLASS SKILLS

The Knight's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility and royalty), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str)

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Knight.

Weapon and Armor Proficiency: Knights are proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and all shields (except tower shields).

Ancient Armor: The Knight begins play with a set of masterwork armor (full plate, helm and a heavy metal shield) that was passed down to them by one of their parents or another member of their Knightly Order.

Armor Training (Ex): Starting at 1st level, a Knight learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (4th, 8th, and 12th), these bonuses increase by +1 each time, to a maximum -4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed. In addition, a Knight can also move at his normal speed while wearing heavy armor.

Knight's Code: A Knight must be of lawful good alignment and loses all class abilities if she ever willingly commits an evil act.

Additionally, the Knight's Code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.



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It is the duty of the Knight to defeat his or her foes, but in fighting them the Knight must prove their worth through honorable actions; because it is the deeds, not just the words of the Knight that those far and wide are going to hear about. The Knight's Code emphasizes fair play; the victories of the Knight must be achieved through pure determination, skill and mental prowess. To use trickery and guile against ones foes is tantamount to straying off of the Knightly path entirely.

Because of their oath to fight their foes honorably, the Knight is never able to gain a bonus on attack rolls when flanking their foes (it would be a violation of the Knight's Code to do otherwise). However, the Knight is still able to give his or her allies this flanking bonus.

A Knight will never willing to strike a foe that has been rendered flat-footed, instead the Knight allows their foe to ready themselves again before allowing the combat to continue. If a foe attempts to attack a Knight without a weapon, then the Knight must drop their weapon and continue the combat on even matching to their foe.

Should the Knight violate any part of the Knight's Code, the Knight loses the ability to use the Knight's Abilities until such time as the Knight make amends for their infraction against the Knight's Code. Part of the reason the Knight temporarily loses their Knights Abilities for turning against sections of the Knight's Code is because to turn against the Code is to turn against the very thing that gives them strength and confidence in times of need. Put simply, without the Knight's Code, the Knight has no honor to drive them.

Example: If the Knight willingly chooses to ignore the pleas of help from some helpless villagers, then until such time as the Knight uses their blade to defend someone that is obviously helpless and in need, the Knight will be without their Knight's abilities.

And lastly, a Knight will never willingly attack a foe that has been rendered helpless. It is permissible to render their foe unconscious through non-lethal damage, but to kill a helpless foe would immediately end their advancement in levels as a Knight; thereby becoming an Ex-Knight.

The Knight's Code is as follows:

A knight is sworn to valor.

His heart knows only virtue.

His blade defends the helpless.

His word speaks only truth.

His Shield shelters the forsaken.

His courage gives hope to the despairing.

His wrath undoes the wicked.

His image brings peace.

His code breaks the darkness

His legend brings light

Associates: While the Knight may adventure with characters of any good or neutral alignment, a Knight will never knowingly associate with evil characters, nor will he or she continue an association with someone who consistently offends her moral code. A Knight may accept only henchmen, followers, or cohorts who are lawful good.

Wrath does the Wicked (Su): Once per day, a Knight can select a single opponent within 60 feet and issue a challenge against them that the Knight attempt to defeat them. For the duration of the encounter, the Knight has a +2 morale bonus on melee attack rolls, weapon damage rolls, Saves, and Skill checks made against the challenged opponent. This class ability is immediately negated in cases where the Knight attempts to make an Attack Roll against any creature except the opponent that the Knight originally challenged (attacks of opportunity do not count) or if the Knight attempts to make a Full-Round action to move away from the opponent that he issued the challenge against. The Knight gains this ability at 1st Level and can use it once per day; at 5th Level the Knight gains the ability to use it twice per day, at 11th Level the Knight gains the ability to use it three times per day, and at 17th Level the Knight gains the ability to use it four times per day. The Knight may not gain the benefits of Wrath against the Wicked against more than one opponent at anytime.

Bravery (Ex): Starting at 1st level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 1st.

Mounted Combat: At 2nd level, once per round; whenever the Knight's mount is hit in combat, the Knight may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if the Knight's Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

Honor Thy Colors: At 3rd level, the Knight gains the ability to adopt a heraldic standard of their own that they may ride into battle with. This heraldic standard can be a unique device or a personalized version of his or her Lord's heraldic standard; this standard will grow and change as the Knight gains honor and status within the Kingdom that they call home. When openly displaying this heraldic standard on their clothing, armor or equipment, the Knight gains a +1 competence bonus on Melee Attack Rolls, Weapon Damage Rolls, and Saves.

Weapon Training (Ex): Starting at 3rd level, a Knight can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

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Every four levels thereafter (7th, 11th, and 15th), a Knight becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition; the bonuses granted by previous weapon groups increase by +1 each. For example, when a Knight reaches 7th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 3rd level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A Knight also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the Knight's Combat Maneuver Defense/Grapple when defending against disarm and sunder attempts made against weapons from this group.

Weapon groups are defined as follows (GMs may add other weapons to these groups, or add entirely new groups):

Axes: battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, light pick, orc double axe, and throwing axe.

Blades, Heavy: bastard sword, elven curve blade, falchion, greatsword, longsword, scimitar, scythe, and two-bladed sword.

Blades, Light: dagger, kama, kukri, rapier, sickle, storknife, and short sword.

Bows: composite longbow, composite shortbow, longbow, and shortbow.

Close: gauntlet, heavy shield, light shield, punching dagger, sap, spiked armor, spiked gauntlet, spiked shield, and unarmed strike.

Crossbows: hand crossbow, heavy crossbow, light crossbow, heavy repeating crossbow, and light repeating crossbow.

Double: dire flail, dwarven urgrosh, gnome hooked hammer, orc double axe, quarterstaff, and two-bladed sword.

Flails: dire flail, flail, heavy flail, morningstar, nunchaku, spiked chain, and whip.

Hammers: club, greatclub, heavy mace, light hammer, light mace, and warhammer.

Pole Arms: glaive, guisarme, halberd, and ranseur.

Spears: javelin, lance, long spear, shortspear, spear, and trident.

Thrown: blowgun, bolas, club, dagger, dart, halfling sling staff, javelin, light hammer, net, shortspear, shuriken, sling, spear, storknife, throwing axe, and trident.

Ride-By Attack: At 5th level, the Knight gains the Ride-By Attack as a feat, even if he does not have the required prerequisites.

“Hail and Greetings Fair Citizen”: At 6th level the Knight has become a known figure of authority that is known for upholding the laws and traditions of the land, and as a protector of its citizens. Tales of the Knights exploits have begun to spread far and wide. Because of this, the Knight gains a +2 bonus to Diplomacy and Sense Motive checks, as well as good relations with local merchants, sheriffs, constables and especially the townsfolk.

Trample: At 9th level, the Knight gains the Trample feat, even if he does not have the required prerequisites.

Voice of Authority: Starting at 10th level, the Knight gains the ability to give compelling commands to his or her allies on the battlefield as a full-round action that does not provoke an attack of opportunity. By using their Voice of Authority, the Knight is able to give all allies within 50 feet of the Knight a +2 competence bonus to all of their Attack Rolls, Skill Checks, and Saves; this bonus lasts for a number of rounds equal to the Knight's Charisma bonus. At 12th level, the Knight gains the ability to use Voice of Authority twice per day. At 16th level the Knight gains the ability to use Voice of Authority three times per day and the competence bonus rises from a +2 to a +3. At 19th level the Knight gains the ability to use Voice of Authority four times per day and the competence bonus rises from a +3 to a +4.

Spirited Charge: At 14th level, the Knight gains the Spirited Charge feat, even if he does not have the required prerequisites.

Armor Mastery (Ex): At 16th level, a Knight gains DR 5/— whenever he is wearing armor or using a shield, and at 18th level; a Knight's DR rising from DR 5/— to DR 7/—.

Weapon Mastery (Ex): At 20th level, a Knight chooses one melee weapon, such as the longsword, greataxe, etc. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, he cannot be disarmed while wielding a weapon of this type.

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TABLE: THE KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+3	+1	+1	+3	Ancient Armor, Armor training, Wrath does the Wicked, Knight's Code,
2nd	+4	+1	+1	+4	Bravery, Mounted Combat
3rd	+5	+1	+1	+4	Honor Thy Colors, Weapon Training
4th	+6/+1	+2	+2	+5	Armor training
5th	+7/+2	+2	+2	+5	Ride By Attack
6th	+8/+3	+2	+2	+6	Bonus feat, Hail & Greetings Fair Citizen
7th	+9/+4	+3	+3	+6	Weapon Training
8th	+10/+5	+3	+3	+7	Armor training
9th	+11/+6/+1	+3	+3	+7	Trample, Leadership feat
10th	+12/+7/+2	+4	+4	+8	Voice of Authority
11th	+13/+8/+3	+4	+4	+8	Weapon Training
12th	+14/+9/+4	+4	+4	+9	Armor training
13th	+15/+10/+5	+5	+5	+9	Bonus feat
14th	+16/+11/+6/+1	+5	+5	+10	Spirited Charge
15th	+17/+12/+7/+2	+5	+5	+10	Weapon Training
16th	+18/+13/+8/+3	+6	+6	+11	Armor mastery DR 5/—
17th	+19/+14/+9/+4	+6	+6	+11	Bonus feat
18th	+20/+15/+10/+5	+6	+6	+12	Armor mastery DR 7/—
19th	+21/+16/+11/+6	+7	+7	+12	Bonus feat
20th	+22/+17/+12/+7	+7	+7	+13	Weapon mastery



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