

Knight

Knight Level

KNIGHTLY CHALLENGES

KNIGHT CHALLENGE 1/2 Knight Level Misc
USES PER DAY
 = **CHA** + _____ + _____

Knight Challenges Used

CHALLENGE DURATION
Rounds = Knight Level + **CHA**

MINIMUM ENEMY CHALLENGE RATING
 = Knight Level - 2

FIGHTING CHALLENGE

Gain Morale bonuses against 1 intelligent opponent as a swift action.

Attack & Damage Bonus (Morale)
 +
 Will Save Bonus
 +

} = Challenge Bonus

Level 1	→	1
Level 7	→	2
Level 13	→	3
Level 19	→	4

TEST OF METTLE

Forces all intelligent creatures within a 100ft burst to target you as a swift action.

CHALLENGE DC 1/2 Knight Level
 = **10** + **CHA** + _____

CALL TO BATTLE

Allow an ally to attempt another save against a fear effect, adding your Cha modifier as a bonus. This is a swift action.

BONUS TO SAVE
CHA

DAUNTING CHALLENGE

Intelligent creatures within 100ft must make a Will Save or become Shaken.

CHALLENGE DC 1/2 Knight Level
 = **10** + **CHA** + _____

BOND OF LOYALTY

As a free action, allows you to make a new save against a mind-affecting ability. Can be used while mind-controlled.

LOYAL BEYOND DEATH

When reduced below 0 HP, you can spend one Challenge use to continue acting normally. You can use this ability once per round until you run out of Challenge uses.

KNIGHT

Knight Level			Knight's Challenge?
1	<input type="checkbox"/>	{ Knight's Code Knight's Challenge Fighting Challenge +1	YES
2	<input type="checkbox"/>	{ Bonus Feat (Mounted Combat) Shield Block +1	+1 shield AC VS 1 enemy
3	<input type="checkbox"/>	Bulwark of Defense	Threatened squares are difficult terrain
4	<input type="checkbox"/>	{ Armor Mastery (Medium) Test of Mettle	No speed penalty in medium armor Challenge groups YES
5	<input type="checkbox"/>	{ Bonus Feat Vigilant Defender	Increase tumble DC
6	<input type="checkbox"/>	Shield Ally	Absorb damage for ally
7	<input type="checkbox"/>	Fighting Challenge +2	
8	<input type="checkbox"/>	Call to Battle	Allow ally to reroll Fear Save YES
9	<input type="checkbox"/>	Armor Mastery (Heavy)	No speed penalty in heavy armor
10	<input type="checkbox"/>	Bonus Feat	
11	<input type="checkbox"/>	Shield Block +2	
12	<input type="checkbox"/>	Daunting Challenge	Enemies become Shaken YES
13	<input type="checkbox"/>	Fighting Challenge +3	
14	<input type="checkbox"/>	Improved Shield Ally	Absorb all damage for ally
15	<input type="checkbox"/>	Bonus Feat	
16	<input type="checkbox"/>	Bond of Loyalty	Reroll save VS mind-affecting YES
17	<input type="checkbox"/>	Impetuous Endurance	
19	<input type="checkbox"/>	Fighting Challenge +4	
20	<input type="checkbox"/>	{ Shield Block +3 Loyal Beyond Death	Survive at -10 HP YES

HONOR CODE

- I shall not strike an opponent from behind, for a true knight challenges adversity face to face.
- I shall not strike an opponent who has not readied itself, for a true knight fights on fair grounds.
- I shall not hurt a helpless opponent, for a true knight knows when the battle is over.