

## Dark Knight:

**Requirements:** Non-Evil

**HD:** 1d10

**Skills:** 2+Int

**Class Skills:** Climb, Craft, Heal, Intimidate, Knowledge(Arcana), Knowledge(Planes), Spellcraft, Survival, and Swim

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
1 <sup>st</sup>	1	2	0	2	Dark Weapon, Dark Bane	-	-	-	-
2 <sup>nd</sup>	2	3	0	3	Blood Blast	-	-	-	-
3 <sup>rd</sup>	3	3	1	3	Empowered Bane	-	-	-	-
4 <sup>th</sup>	4	4	1	4	Rune Sword	0	-	-	-
5 <sup>th</sup>	5	4	1	4	Die Hard	1	-	-	-
6 <sup>th</sup>	6 1	5	2	5	Extraordinary Bane	1	-	-	-
7 <sup>th</sup>	7 2	5	2	5	Blood Shield	1	0	-	-
8 <sup>th</sup>	8 3	6	2	6	Blood Armor	1	1	-	-
9 <sup>th</sup>	9 4	6	3	6	Blood Plague	2	1	-	-

**Weapon and Armor Proficiency:** Dark Knights are proficient with all Simple and Martial weapons, as well as a Light, Medium and Heavy armor.

**Spells:** A Dark Knight casts divine spells which are drawn from the Bloodrager Spell List. To prepare or cast a spell, a Dark Knight must have a Constitution score equal to at least 10 + The Spell Level. The difficulty class for a saving throw against a Dark Knight's spell is 10 + The Spell Level + The Dark Knight's Constitution modifier. Like the Paladin and Cleric, the Dark Knight must prepare a spell list at the beginning of each day, after meditating for 1 hour.

**Dark Bane(Sp):** This ability can be used a number of times per day equal to their Dark Knight Level + Their constitution modifier. As a swift action, a Dark Knight can opt to take an additional 1d8 points of negative energy damage after making a successful attack. If they do so, they add the damage they take to the damage dealt to the enemy.

**Dark Weapon(Ex):** The Dark Knight performs a dark blood ritual which saps the life of their opponents so the Knight can continue their quest. If an enemy died before or during the Dark Knight's turn, as a free action the Dark Knight may heal 1d8+Their Constitution modifier. They can use this ability a number of times per day equal to 3+Their Constitution Modifier.

**Blood Blast(Sp):** This ability can be used a number of times per day equal to their Constitution modifier. As a swift action, the Dark Knight can deal 1d8 damage to themselves, dealing half of that damage to a target creature within 5 feet. The creature must also take a constitution save or be stunned for 1 round.

**Empowered Bane(Ex):** Your blood has grown powerful from the dark magics which flow through your body. When using *Dark Bane*, you can choose to deal either 1d8 or 2d8 to yourself and your enemy.

**Rune Weapon(Ex):** Your Dark Weapon has been anointed with blood runes, and you may use it to cast your spells without their spell components. You may also choose to add a spell which deals damage into your attack before you make the attack.

**Die Hard:** At 5<sup>th</sup> level, the Dark Knight gains the Die Hard feat, even if they do not meet the prerequisites. If they already have the feat, they may chose another combat feat.

**Extraordinary Bane(Ex):** Your banes have become extremely powerful, able to deal more damage than before. You may now opt for your *Dark Bane* to deal 1d8, 2d8, or 3d8 damage.

**Blood Shield(Sp):** You can use this ability a number of times per day equal to your Constitution Modifier. As a swift action, you can halve the damage of your next attack, and you gain temporary health equal to the damage dealt. If a creature dies or is brought to 0 hit points from this damage, the creature automatically dies and your temporary health gained from this ability is doubled. This temporary health lasts for 1 hour.

**Blood Armor(Ex):** Your armor is anointed in blood, both yours and your enemy's, and is bound to you for it. After a one hour ritual, your armor gains a red tint with arcane ruins glowing upon it in red. Your armor gains a pool of hit points equal to your Dark Knight level + your Constitution modifier, and any time you take damage, you can opt for your armor to take it instead. When your armor's hitpoints reach 0, the ruins fade away and will not return until the next day.

**Blood Spikes(Sp):** As a standard action, you can stab your sword into the ground and attack all creatures within 5 feet of you. For every creature hit in this manner, you take 1d6 negative energy damage. The attack deals your weapon's damage + the negative energy damage you took, and are also dazed for 1 round. All creatures must take a reflex save, if saved they take half damage and are not dazed. A Dark Knight can cast this a number of times per day equal to their Constitution modifier.