

# Knight Specs

## Elemental Knight – Knight Spec

Amongst all knightly orders are those sworn to protect a land, an idea or even those that came before.

### 6th level

#### Elemental Pact I

**Range:** Self

**Area:** Self

**Duration:** Permanent

**Stacking:** Special

**Misc.:** NA

**Cost:** 0

The Elemental Knight swears a pact to a specific (players choice) primal force of either Fire, Lightning, Cold, Earth, Holy or Profane. They will gain specific abilities related to that element but when using the opposite element, they will cast it at -1 level. The -1 LI applies to all skill, ability, or spell cast by the knight, no matter what the source.

#### **Elements and their opposition**

Fire	Water (Cold)
Air (Lightning)	Earth
Holy	Profane

#### Elemental Weapon

**Range:** Self

**Area:** 1 Weapon

**Duration:** Permanent

**Stacking:** Special

**Misc.:** NA

**Cost:** 0

The Knights weapon now does elemental damage of the pact type chosen at will. This ability may be turned off and on, but 5 seconds must pass between activation and deactivation. This will override any current elemental damage the weapon normally has, suspending it for the duration.

## 7th level

### Elemental Blow

**Range:** Melee Strike

**Area:** 1 Target

**Duration:** Instantaneous

**Stacking:** Damage

**Misc.:** NA

**Cost:** 7

This ability allows the Knight to deliver an elemental strike via a single weapon strike to a target's torso or limb. If the knight strikes a limb, the remaining damage will transfer to the torso. The elemental blow will do an additional 15 points of Damage and is added to the Knight's base hand-held damage. This ability can only be delivered with a hand-held melee weapon, and the Knight must call out "**Elemental Blow (type), X points**" when she believes that she has successfully struck the target. If the weapon strike is not successful, or is countered by **Dodge Blow** (Fighter 7, Thief 7) or **Evade** (Movement Monk 7), the ability is still used, and the points are expended. 5 seconds must pass before the use of another skill, ability, or spell. This ability requires no meditation time.

### Elemental Protection

**Range:** Self

**Area:** Self

**Duration:** Permanent

**Stacking:** Armor

**Misc.:** NA

**Cost:** 0

The Elemental Knight gains an innate protection against his pact element equal to 2 points per level. This ability may be turned off and on, but 5 seconds must pass between activation and deactivation. The protection must match the same element as chosen for the damage on the sword.

## 8th level

### Elemental Pact II

**Range:** Self

**Area:** Self

**Duration:** Permanent

**Stacking:** Special

**Misc.:** NA

**Cost:** 0

The Elemental Knight can now swear an additional pact from the list above. This pact cannot be one that is in opposition to a currently chosen element. Example, if the knight had sworn an initial pact to fire, he could choose Holy, but he could not choose water at this point. If he chose Holy he would incur a -1 LI when using profane. The knight may only have 1 elemental protection or weapon type up at a time and they must match.

### Pact Burst

**Range:** Melee

**Area:** 5-foot radius

**Duration:** Instantaneous

**Stacking:** Damage

**Misc.:** KD5

**Cost:** 8

This ability causes a ball of elemental energy to appear in an area surrounding a creature struck in melee combat by the Knight. The type must be one of the knight's elemental pact types. All targets within the area of effect, except the knight, will take +2 points of damage per level of knight, and will also take a 5-second Knockdown. Damage caused by this ability is added to the Knight's base hand-held damage. This ability is a pre-cast and can only be delivered with a successful strike with a hand-held melee weapon. The elemental type is chosen from his pacts at the time of delivery.

## 9th level

### Elemental Skin

**Range:** Self

**Area:** Self

**Duration:** Permanent

**Stacking:** Armor

**Misc.:** NA

**Uses:** ½ level

The knight's affinity to his element has grown so great that he may now **Evade** per the Monk ability, a single target spell if it matches his pact element. He may do this a number of times equal to half his level and all restrictions of **Evade** apply.

### Improved Elemental Protection

**Range:** Self

**Area:** Self

**Duration:** Permanent

**Stacking:** Armor

**Misc.:** NA

**Cost:** 0

The Elemental Knight's innate elemental protection when using his pact increases to 3 points per level.

## 10th level

### Aspect of the Pact

**Range:** Self

**Area:** Self

**Duration:** 5 minutes or 1 combat

**Stacking:** Var.

**Misc.:** NA

**Cost:** 10

The knight fully embraces his elemental self, gaining the following abilities based on his chosen pacts. The knight may use 1 ability from each of his chosen pacts, but they must be used during the combat. 5 seconds must pass between each use.

- **Fire:** Blood Heat
- **Earth:** Immune to 3 knockdowns, Roots, or Knockbacks
- **Air:** Speed per the monk ability
- **Water:** Dodge Blow
- **Holy:** Blessed Bolt per cleric
- **Profane:** Pain Strike

### Elemental Pact Master

**Range:** Self

**Area:** Self

**Duration:** Permanent

**Stacking:** Special

**Misc.:** NA

**Cost:** 0

The Elemental Knight can now swear a 3<sup>rd</sup> pact. This pact cannot be one that is in opposition to a current pact the knight has sworn. Additionally, the knight can now select different elements for damage and protection. The elements may be turned off, on, or changed, at will but 5 seconds must pass between activation, deactivation, or change. In addition, the knight gains the ability of **Speak Easy** (Magic User 1) with any elementals of the same type that he has sworn a pact to.

## Guardian – Knight Spec

The guardian is sworn to protect others ahead of himself.

### 6th level

#### Improved Dispel Fear

**Range:** 30 feet                      **Area:** 10-foot radius    **Duration:** instant  
**Stacking:** N/A                      **Misc:** N/A                      **Cost:** 0

The guardian can now dispel fear on multiple targets within a 10-foot area. This ability replaces the knight's normal *Dispel Fear* (Knight 5) and costs the same 5 spell points.

#### Intercept:

**Range:** 5 feet                      **Area:** 1 target                      **Duration:** instant  
**Stacking:** N/A                      **Misc:** N/A                      **Uses:** 1 per level

The guardian jumps in front of the target taking the damage that would have hit the intended target, along with any carried effects. Only ranged single target attacks such as arrows, thrown daggers, strikes, etc. that do damage may be intercepted and a shield will not protect the guardian from a non-critical arrow. The Guardian will take the damage to the torso, except for targeted attacks, i.e. *Target Arrow* (Ranger) would affect the knight's limb. A *Physical Attack* (Monk), *Wrath* (Cleric), or *Physical Protection* (Cleric) or *No Defense* damage may not be intercepted. Additionally, the Guardian may not use *Evade* or *Dodge Blow* to reduce the damage. This ability may be used 1 per level of the guardian and is used as an immediate counter.

#### Set joint:

**Range:** touch                      **Area:** 1 target                      **Duration:** instant  
**Stacking:** N/A                      **Misc:** N/A                      **Uses:** ½ level

The guardian can set the joint of a limb with zero points either on himself or another person, moving one point to the limb from the torso, provided the limb has not been severed. This ability may be used a number of times equal to the half the knight's level and requires 5 seconds of meditation time. This ability allows the knight to redistribute points of health from the torso to the limb, this does not add health. If the transfer makes the torso go to zero, the recipient will go unconscious.

## 7th level

### Absorb knockdowns:

**Range:** 30 feet

**Area:** 1 target

**Duration:** Until used

**Stacking:** n/a

**Misc:** n/a

**Cost:** 7

The guardian may intercept the first knockdown intended for another person. This ability must be pre-cast with the target designated before used. The guardian may only have one up at a time and may not absorb a knockdown that he would normally be affected by, i.e., if both the guardian and his designated target are caught in the same fireball, the ability may not be used to absorb the knockdown of the target since the guardian is also affected. In this case the ability is considered to have not been used and the guardian may still use the pre-cast later.

### Shield Smash:

**Range:** Melee

**Area:** self

**Duration:** Instantaneous

**Stacking:** n/a

**Misc.:** n/a

**Cost:** 7

The guardian can roleplay smashing with his shield by presenting it strongly towards the intended target. The Guardian should call out "Shield Smash <color>, 5-foot knockback, 0 second knockdown". This may be countered by a **Strength III** (Knight 7) or better if it is already in effect.

### Transfer HP

**Range:** 1-inch

**Area:** 1 target

**Duration:** Game Day

**Stacking:** Base

**Misc.:** n/a

**Uses:** Once

A Guardian can transfer his own hit points, in any increment to someone else, maximum of 1 point per level. This ability will reduce the Guardians total hit points to unconsciousness and death by the amount transferred. The guardian may not heal the transferred points. This will increase the recipient's life points to unconsciousness and death by the amount of points transferred, raising the recipients total to unconsciousness and death. Once invoked, this ability will last for the entire game day and is not dispelable, including by the knight's death. It will expire at game day end. This ability is subject to the consent rule.

## 8th level

### Improved Confidence:

**Range:** 30 feet

**Area:** 10 Targets

**Duration:** 1 Combat

**Stacking:** LI

**Misc.:** NA

**Cost:** 0

At this level when the Guardian cast **Confidence** (Knight 7), the individuals affected will be at +2 LI instead of the normal +1.

## 9th level

### Group Haven

**Range:** 1-inch

**Area:** 5-foot radius

**Duration:** 5 minutes/level

**Stacking:** NA

**Misc.:** LI, Material Component

**Cost:** LI

This spell allows the Knight to cast a **Haven** (Cleric 1) with a 5' radius circle that moves with the assigned target. Attacking creatures must be informed of the existence of a **Haven**, its level, and the people who are under its protection. All affected opponents within 50 feet of the assigned target cannot attack characters protected by this spell, although they can still communicate with or follow the protected characters. This spell does not affect the targeting or damage of area effect attacks such as **Fire Ball** (Magic User 5). Affected creatures cannot attempt to dispel the **Haven**.

Each character protected by the spell may not take any offensive actions while under the effect of the spell and may not take any offensive actions for 5 seconds after the spell ends for him. A character with a **Haven** in effect can use defensive spells such as **Wrath** (Cleric 5) and can change the target of a **Wrath** while under the effects of the **Haven**.

All the restrictions of **Haven** apply. If an individual moves more than 5 feet from the assigned target, the spell effect will drop for that individual. Reentering the area of effect will not put the spell back up for that individual. Everyone under the effect must be touching a yellow flag; a single flag can be shared or multiple may be used. This is an LI spell. Material component: yellow flag.

### Group missile protection:

**Range:** 30 feet

**Area:** 5 targets

**Duration:** 1 combat

**Stacking:** Special

**Misc.:** mat

**Cost:** 9

The guardian can meditate for 15 seconds and then grant 5 targets of his choosing 5 points of missile protection. All targets affected must wear a blue flag and each person is considered to have the protection up on themselves individually. All the restrictions of **Missile Protection** (Monk 5) apply.

## 10th level

### Area protection (absorb):

**Range:** 5 feet

**Area:** 15 feet

**Duration:** instant

**Stacking:** N/A

**Misc.:** N/A

**Uses:** 1 per day.

The guardian uses his willpower and turns a single area of effect spell, that he is taking damage from, into a single target spell centered on him. The guardian can use this ability 1 per day. This ability is an immediate counter.

### Group elemental protection:

**Range:** 30 feet      **Area:** 5 targets      **Duration:** 1 combat  
**Stacking:** Special      **Misc.:** mat      **Cost:** 10

The guardian can meditate for 15 seconds and then grant 5 targets of his choosing, 10 points of elemental protection of the guardian's choice. Each target may have a different elemental protection on them. All targets affected must wear a blue flag and each person is considered to have the protection up on themselves individually. All the restrictions of **Elemental Protection** (Monk 5) apply.

## Paladin/Blackguard – Knight Spec

I have sworn an oath on my sword and it is the symbol of my honor

### 6th level

#### +3 Magical Weapon

**Range:** Self      **Area:** 1 Weapon      **Duration:** Permanent  
**Stacking:** Special      **Misc.:** NA      **Cost:** 0

The Knight may use her relic or order-blessed weapon as a +3-magical weapon.

#### Banish Supernatural

**Range:** Melee      **Area:** 1 Target      **Duration:** 1 Minute  
**Stacking:** LI      **Misc.:** LI      **Uses:** ½ level

A Paladin can channel the power of his deity to force a supernatural creature into a phase out status. This is an LI +2 skill. All restrictions of **Phase Out** will apply except for the consent rule. While in **Phase Out**, the creature cannot physically interact with any other environment; therefore, he cannot open doors, hold doors open, pick up an object, or perform other similar actions. The creature can, however, walk, run, and talk to people who are not in a phased-out state. While in **Phase Out**, the creature cannot be the target of an attack or spell other than **Dispel Magic** (Magic User 4, Cleric 5, Druid 5). However, if the creature has an ongoing damaging effect or spell (such as a Pyro glyph or venom poison), the damage is suspended while in the phased-out condition but will resume when the creature phases back in.

While phased out, the creature can only perform actions that he could normally do without taking damage in a non-phased out condition; for example, he will not gain the ability to walk across water, swim through lava or acid, walk through walls, or float through space. He will be unable to cast spells, including **Dispel Magic** (Magic User 4, Cleric 5, Druid 5), and cannot activate magic items or pre-cast SAS; also, his auto-activated magic items will not be triggered while this spell is in effect. Traps and glyphs may not be circumvented by this spell. This spell does not render the caster invisible, and if struck with a physical object he must declare "passed through".

The **Phase Out** spell can be dispelled by another caster with a **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) of the appropriate (4<sup>th</sup>) level. It is not possible to surround someone who is in **Phase Out** in order to prevent him from leaving an area.

When the creature phases back in, either by waiting the 1-minute duration of the spell or having the spell dispelled by someone else, he will be unable to use SAS, activate magic items, or engage in anything but defensive combat for 5 seconds. Defensive combat means that the caster cannot cause damage in melee.

### **Orders Weapon I**

<b>Range:</b> Self	<b>Area:</b> 1 Weapon	<b>Duration:</b> Permanent
<b>Stacking:</b> Special	<b>Misc.:</b> NA	<b>Cost:</b> 0

The Knights blade from his order grants the following magical abilities when held. A Paladin (Good alignment) will do Holy damage, a Blackguard (Evil) will do profane damage. A knight with a neutral alignment must choose either Holy or Profane at the beginning of the day and this choice may not be changed until a new game day or his alignment changes:

- Sword does Holy/Profane damage at will

## **7th level**

### **Backup Weapon**

<b>Range:</b> Self	<b>Area:</b> 1 Weapon	<b>Duration:</b> Permanent
<b>Stacking:</b> Special	<b>Misc.:</b> NA	<b>Cost:</b> 0

The knight may obtain through normal means, a 2<sup>nd</sup> magical weapon to use in addition to his order weapon. This weapon does not get any of the other special abilities of his order weapon. A knight is still restricted from wielding two magic weapons at the same time.

### **Repulse Good/Evil**

<b>Range:</b> Self	<b>Area:</b> 1 Weapon	<b>Duration:</b> Permanent
<b>Stacking:</b> NA	<b>Misc.:</b> LI	<b>Cost:</b> LI

At this level the Knight must choose his allegiance, either good (Paladin) or Evil (Blackguard). This choice is permanent and may not be changed except by game design. All restrictions of Repulse Good/Evil (Cleric 1) are in affect. A Blackguard may only cast Repulse Good while Paladins may only cast Repulse Evil using this ability. A knight with a neutral alignment must choose either Good or Evil at the beginning of the day and this choice may not be changed until a new game day or his alignment changes.

## **8th level**

### **+4 Magical Weapon**

<b>Range:</b> Self	<b>Area:</b> 1 Weapon	<b>Duration:</b> Permanent
<b>Stacking:</b> Special	<b>Misc.:</b> NA	<b>Cost:</b> 0

The Knight may use her relic or order-blessed weapon as a +4-magical.



### Orders Weapon II

**Range:** Self                                **Area:** 1 Weapon                                **Duration:** Permanent  
**Stacking:** Special                                **Misc.:** NA                                **Cost:** 0

The Knights blade from his order grants the following magical abilities when held:

- +1 LI (incoming) vs Supernatural

### Smite Supernatural

**Range:** Melee                                **Area:** 1 target                                **Duration:** Instantaneous  
**Stacking:** Damage                                **Misc.:** NA                                **Cost:** 8

This spell causes a supernatural creature to take a total of 4 points of damage per level of the Paladin on a successful melee strike. The Paladin may not add his base damage to this but may add his orders weapon bonus to the damage. This ability only affects a supernatural creature.

## 9th level

### Lightbeam

**Range:** Melee                                **Area:** 1 Target                                **Duration:** Instantaneous  
**Stacking:** NA                                **Misc.:** NA                                **Cost:** 9

This spell will cause the knights blade to glow with a light that will cause damage to a specific type of supernatural creature. Each type of beam will work regardless of the time of day, location, or light conditions. The Knight must specify which of the following beams she wishes to create. This is a pre-cast ability and will do the damage listed plus the base and weapon damage. The type of beam is chosen when the strike is delivered.

- **Moonbeam:** This is a beam of moonlight that will cause 30 points of damage and a 5 second Knockdown to a lycanthrope, such as a werewolf or werebear.
- **Starbeam:** This is a beam of starlight that will cause 30 points of damage and a 5 second Knockdown to a demon or devil.
- **Sunbeam:** This is a beam of sunlight that will cause 30 points of damage and a 5 second Knockdown to an undead creature.

### Orders Weapon III

**Range:** Self                                **Area:** 1 Weapon                                **Duration:** Permanent  
**Stacking:** Damage                                **Misc.:** NA                                **Uses:** Level

The Knights blade from his order grants the following magical abilities when held:

- May switch exotic elements with 5 seconds between uses a number of time equal to the knight's level.

## **10th level**

### **+5 Magical Weapon**

**Range:** Self

**Area:** 1 Weapon

**Duration:** Permanent

**Stacking:** Special

**Misc.:** NA

**Cost:** 0

The Knight may use her relic or order-blessed weapon as a +5-magical weapon.

### **Challenge - Improved Death Commitment**

**Range:** Self

**Area:** Self

**Duration:** Special

**Stacking:** Special

**Misc.:** NA

**Cost:** 0

In addition to the other abilities under Death Commitment the knight may designate a single target as the focus of his attacks. This is an LI ability at LI +2. The knight should call out, "Challenge, <target> <LI+2>". If the target is affected he will focus all attacks on the knight. This does not mean he cannot react to other attacks, just that he will make the knight the primary target.