

Ark Knight

It's often thought that all of those touched in divine power are ignorant of the world they inhabit; heads too far in the clouds (or in dark places) to pay heed of mortal affairs. Alas, this is often more the case than many may realize, yet not all such beings are quite as distant to the world. There are those that lead lives of epic struggle of Good and Evil with earthlier grace and wisdom, and are perhaps more dangerous because of it. These more level-headed knights are known as Ark Knights, and while they are less mystical than their fellows, they make up for the loss of divine power with greater worldly know-how.

The ark knight is an archetype of the dark knight or holy knight class.

Worldly Knowledge (Ex): With less empowerment from divine sources, the ark knight must make his own way through the world by his own merit and ability. At 1st level and every level thereafter, he gains 2 extra skill points that can only be spent on Wisdom- or Intelligence- based skills and all Intelligence-based skill are now considered Class Skills.

This ability replaces harm touch or lay on hands (as appropriate).

Managerial Enlightenment (Ex): Suppression of the masses through fear or parley, the ark knight is more than capable through the means of his world experience. At 2nd level, the ark knight gains a competence bonus to either Diplomacy or Intimidate (chosen when attained) skill checks equal to his Charisma modifier. In addition, if Diplomacy was chosen, Influence Attitude requires only a full-round action. If Intimidate was chosen, Demoralize Opponent requires only a move action.

This ability replaces first into battle.

From the Earth (Ex): Often overlooked are those whose talents lack the flash and flare of the more supernatural bent, yet these skill-sets have nonetheless gave rise to the foundation of legends and empires, something an ark knight understands better than most. At 3rd level and every three levels thereafter, he may gain a Fighter Talent or Thief Talent, treating his effective level in both classes for the purpose of talents as his class level – 2.

This ability replaces defile or blessing (as appropriate).

Boring Yet Practical (Ex): While the flash and flare may inspire or terrify the common man, the stronger foes will nary be impressed; at times like these it pays to have a solid foundation. An ark knight at 3rd, 6th, 12th and 18th level may select any Combat feat that he meets the prerequisite for.

This ability replaces shared offense or shared defense (as appropriate).

Inventive or Explosive (Ex or Su): Diving into the unknown, some invent things to help with their lifestyle or discover a way to blow things up. At 5th level, an ark knight may select either the ability to create an Automaton like an Engineer or throw Bombs like a Chemist equal to half his class level (rounded down). Once chosen, it cannot be latter changed.

This ability replaces souleater or unwavering confidence (as appropriate).

Silence and the Fury (Ex): Just as the knights of darkness and light stand opposed to one another so two are those that are fueled by passion and serenity. Those of passion work themselves into an unstoppable fury becoming whirlwinds of action and energy. Those of serenity center themselves into an unmovable pillar that weathers all storms with cool efficiency. The unstoppable force and the unmovable object, few battles are as epic as such. At 9th level, an ark knight may select either the ability to Rage like a Berserker or enter the

Defensive Stance (this stance can stack with grit stance or oath stance) like a Knight equal to half his class level (rounded down). Once chosen, it cannot be latter changed.

This ability replaces last resort or flash of light (as appropriate).