

Fell Knight

Some dark knights feel the call of black magic more closely than others, focusing on reaching greater heights.

The fell knight is an archetype of the dark knight class.

Limited Prowess: A fell knight's base attack bonus decreases by one step (from Full BAB to 3/4 BAB). Also decreases fell knight's hit dice from d10 to d8.

Spell Proficiency (Ex): Fell knights are considered to have the Precise Shot feat while casting spells, using class features that require ranged touch or using any magical items that require ranged touch.

Spells and Cantrips: Beginning at 1st level, a fell knight gains the ability to cast black magic spells, which are drawn from the fell knight spell list. A fell knight begins play with 3 1st level black mage spells of his choice. The fell knight also selects a number of additional 1st-level spells equal to his Charisma modifier to add to his list of spells. Each time a character attains a new dark knight level, he gains two spells of his choice to add to his list of spells. The two free spells must be of spell levels he can cast. Like most spellcasters, a fell knight can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a spell, the fell knight must have a Charisma score equal to at least 10 + the spell level (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a fell knight's spell is 10 + the spell level + the fell knight's Charisma modifier. In addition, a fell knight gains additional MP for having a high attribute (Charisma). All black mage spells learned by the fell knight uses his Charisma modifier instead of Intelligence for all spells' effects.

Level	Base MP	Spell Level
1 st	1	1 st
2 nd	2	1 st
3 rd	3	1 st
4 th	4	2 nd
5 th	6	2 nd
6 th	8	2 nd
7 th	10	3 rd
8 th	14	3 rd
9 th	17	3 rd
10 th	20	4 th
11 th	25	4 th
12 th	29	4 th
13 th	33	5 th
14 th	40	5 th
15 th	46	5 th
16 th	50	6 th
17 th	59	6 th
18 th	66	6 th
19 th	74	6 th
20 th	79	6 th

In addition, a fell knight learn a number of cantrips, or 0-level black magic spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Fell knights begin with 2 0-level spells and gain an additional 0-level spell every three levels after 1st level.

This ability replaces grit stance and the dark knight's spellcasting ability gained at 4th level.

Unholy Steed (Su): Upon reaching 1st level, the fell knight gains the ability to gain the service of a yellow chocobo to serve him in his crusade against good. This mount functions as a chocobo knight's animal companion, using the dark knight's level as his effective chocobo knight level.

Once per day, as a full-round action, a fell knight may magically call his mount to his side. This ability is the equivalent of a spell of a level equal to one-third the dark knight's level. The mount immediately appears adjacent to the fell knight. A fell knight can use this ability once per day at 1st level, and one additional time per day for every four dark knight levels thereafter, for a total of five times per day at 17th level.

At 12th level, a fell knight's mount becomes a black chocobo.

At 15th level, a fell knight's mount gains spell resistance equal to the dark knight's level + 11.

Should the fell knight's mount die, the fell knight may not summon another mount for 30 days or until he gains a dark knight level, whichever comes first. During this 30-day period, the fell knight takes a -1 penalty on attack and weapon damage rolls. In addition, a fell knight gains Mounted Combat as a bonus feat.

This ability replaces darkside.

Challenge (Ex): Once per day, a fell knight can challenge a foe to combat. As a swift action, the fell knight chooses one target within sight to challenge. The fell knight's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the dark knight's level. The fell knight can use this ability once per day at 2nd level, plus one additional time per day for every three levels beyond 2nd, to a maximum of seven times per day at 20th level. Challenging a foe requires much of the fell knight's concentration. The fell knight takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends.

This ability replaces dark blessing.

Mounted Talents (Ex): As a talented fell knight gains experience, he learns a number of talents that expand his role as a mounted combatant. Starting at 2nd, a talented fell knight gains a mounted talent. He gains an additional mounted talent at 4th level and every two dark knight levels thereafter. A fell knight cannot select an individual talent more than once unless the talent specifies otherwise.

A complete list of mounted talents can be found here: [Mounted Talents](#)

These abilities replace abyssal arts gained at 2nd level and higher.

Black Magery (Ex): At 3rd level and every four dark knight levels thereafter, a fell knight increases his power with his spells. At each such opportunity, he can choose from the list of the following (with a maximum of 2 per):

- **Elemental Mastery:** This increases the fell knight's caster level by 1 for all spells with an elemental descriptor.
- **Increased Damage:** This increases any damage spell from the black mage spell list the fell knight casts by 1 extra die of the appropriate type. This allows the fell knight to overcome any damage cap a spell

might restrict him to. Only applies once per casting, such spells with multiple attacks (such as Ruin) only applies to 1 missile.

- **Spell Mastery:** This increases the DC for all of the fell knight's spells by 1.
- **Spell Penetration:** This increases the fell knight's caster level checks by 1 made to overcome a creature's spell resistance. This stacks with the Spell Penetration feat.

These abilities replace defiles.

Armored Mage (Ex): At 3rd level, normally, armor of any kind interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component. A fell knight's limited focus and specialized training, however, allows him to avoid spell failure so long as he sticks to light armor and light shields. This training does not extend to medium armor or to heavy shields. This ability does not apply to spells gained from a different spell-casting class. At 6th level, a fell knight learns to use medium armor and heavy shields with no chance of spell failure. At 9th level, a fell knight learns to use heavy armor with no chance of spell failure.

This ability replaces shared offense.

Clear Mind (Ex): At 5th level, a fell knight can regain his MP quicker. The fell knight must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. For example, he could be riding in the back of a carriage and benefit from this ability. The fell knight does not gain this recovery if he is asleep or unconscious. The fell knight regains 1 MP per hour. This increases by 1 for every five dark knight levels after 5th.

This ability replaces souleater.