

Heaven Knight

Valor, justice, and honor are the heaven knight's lifeblood, and he would sooner cut out his own heart than betray his comrades or his faith.

The heaven knight is an archetype of the holy knight class.

Alignment: Must be of a good alignment.

Devout Worshiper: A heaven knight must follow a good god or goddess who stresses law, justice or protection.

Sacred Weapon (Su): At 1st level, weapons wielded by a heaven knight are charged with the power of his faith. The heaven knight can designate any weapon that he is proficient in as a sacred weapon. Whenever the heaven knight hits with his sacred weapon, the weapon damage is based on his level and not the weapon type. The damage for the different sizes are listed on the table below. The heaven knight can decide to use the weapon's base damage instead of the sacred weapon damage—this must be declared before the attack roll is made. (If the weapon's base damage exceeds the sacred weapon damage, its damage is unchanged.) This increase in damage does not affect any other aspect of the weapon, and doesn't apply to alchemical items, bombs, or other weapons that only deal energy damage.

At 4th level, the heaven knight gains the ability to enhance one of his sacred weapons with divine power as a swift action. This power grants the weapon a +1 enhancement bonus. For every 4 levels beyond 4th, this bonus increases by 1 (to a maximum of +5 at 20th level). If the heaven knight has more than one sacred weapon, he can enhance another on the following round by using another swift action. The heaven knight can use this ability a number of rounds per day equal to his holy knight level, but these rounds need not be consecutive.

These bonuses stack with any existing bonuses the weapon might have, to a maximum of +5. The heaven knight can enhance a weapon with any of the following weapon special abilities: axiomatic, brilliant energy, defending, disruption, flaming, frost, ghost touch, holy, keen, merciful, and shock. Adding any of these special abilities replaces an amount of bonus equal to the special ability's base cost. Duplicate abilities do not stack. The weapon must have at least a +1 enhancement bonus before any other special abilities can be added.

If multiple weapons are enhanced, each one consumes rounds of use individually. The enhancement bonus and special abilities are determined the first time the ability is used each day, and cannot be changed until the next day. These bonuses do not apply if another creature is wielding the weapon, but they continue to be in effect if the weapon otherwise leaves the heaven knight's possession (such as if the weapon is thrown). This ability can be ended as a free action at the start of the heaven knight's turn (that round does not count against the total duration, unless the ability is resumed during the same round). If the heaven knight uses this ability on a double weapon, the effects apply to only one end of the weapon.

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1st-4th	1d4	1d6	1d8
5th-9th	1d6	1d8	2d6
10th-14th	1d8	1d10	2d8
15th-19th	1d10	2d6	3d6
20th	2d6	2d8	3d8

This ability replaces cover.

Smite Evil (Su): At 5th level, a heaven knight can call out to the powers of good to aid him in his struggle against evil. As a swift action, the heaven knight chooses one target within sight to smite. If this target is evil, the heaven knight adds his Charisma bonus (if any) to his attack rolls and adds his holy knight level to all damage rolls made against the target of his smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the heaven knight possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the heaven knight gains a deflection bonus equal to his Charisma modifier (if any) to his AC against attacks made by the target of the smite. If the heaven knight targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the heaven knight rests and regains his uses of this ability. The heaven knight can use this ability once per day, plus one additional time per day for every five holy knight levels beyond 5th (to a maximum of four times per day at 20th level).

This ability replaces unwavering confidence.

Prayer (Su): At 6th level, by spending 1-minute praying, a heaven knight can spend one use of lay on hands to give a living creature temporary hit points equal to the amount that ability normally heals. These temporary hit points last for no more than 1 hour.

This ability replaces a blessing gained at 6th level.

Sacred Armor (Su): At 9th level, the heaven knight gains the ability to enhance his armor with divine power as a swift action. This power grants the armor a +1 enhancement bonus. For every two levels beyond 9th, this bonus increases by 1 (to a maximum of +5 at 17th level). The heaven knight can use this ability a number of minutes per day equal to his heaven knight level. This duration must be used in 1-minute increments, but they don't need to be consecutive.

These bonuses stack with any existing bonuses the armor might have, to a maximum of +5. The heaven knight can enhance armor any of the following armor special abilities: energy resistance (normal, improved, and greater), fortification (heavy, light, or moderate), glamered, and spell resistance (13, 15, 17, and 19). Adding any of these special abilities replaces an amount of bonus equal to the special ability's base cost. For this purpose, glamered counts as a +1 bonus, energy resistance counts as +2, improved energy resistance counts as +4, and greater energy resistance counts as +5. Duplicate abilities do not stack. The armor must have at least a +1 enhancement bonus before any other special abilities can be added.

The enhancement bonus and armor special abilities are determined the first time the ability is used each day and cannot be changed until the next day. These bonuses apply only while the heaven knight is wearing the armor, and end immediately if the armor is removed or leaves the heaven knight's possession. This ability can be ended as a free action at the start of the heaven knight's turn. This ability cannot be applied to a shield.

When the heaven knight uses this ability, he can also use his sacred weapon ability as a free action by expending one use of his lay on hands.

This ability replaces flash of light.

Aspect of War (Su): At 20th level, the heaven knight can channel an aspect of war, growing in power and martial ability. Once per day, as a swift action, a heaven knight gains DR 10/— and can move at his full speed regardless of the armor he is wearing or his encumbrance. In addition, sacred weapon and sacred armor can be activated as a free action. This ability lasts for 1 minute.

This ability replaces holy champion.