

## Holy Knight

Holy knights are righteous guardians of the weak. Trained under the royal banner of Ul'dah, and known by some as the Sultansworn, these holy knights use the divine light inside them to protect their Oaths and their allies. Using their Divine arts to protect or heal their allies and using their Holy brand to vanquish their foes.

**Role:** Holy knights have abilities that strengthen their attacks or deal heavy damage. Their magic and martial skills also make them well suited to defending others and blessing the fallen with the strength to continue fighting.

**Hit Die:** d10

**Starting Wealth:** 5d6 × 10 gil (average 175 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

### Class Skills

The holy knight's class skills (and the key ability for each skill are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

**Skill Points Per Level:** 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 <sup>st</sup>	+1	+2	+0	+2	Oath Stance, Lay on Hands, Cover, Limit Breaks	—	—
2 <sup>nd</sup>	+2	+3	+0	+3	Holy Grace, First Into Battle, Divine Art	—	—
3 <sup>rd</sup>	+3	+3	+1	+3	Blessing, Shared Defense	—	—
4 <sup>th</sup>	+4	+4	+1	+4	Divine Art	1	1 <sup>st</sup>
5 <sup>th</sup>	+5	+4	+1	+4	Unwavering Confidence	2	1 <sup>st</sup>
6 <sup>th</sup>	+6/+1	+5	+2	+5	Blessing, Divine Art	3	1 <sup>st</sup>
7 <sup>th</sup>	+7/+2	+5	+2	+5	Divine Health	4	2 <sup>nd</sup>
8 <sup>th</sup>	+8/+3	+6	+2	+6	Divine Art	5	2 <sup>nd</sup>
9 <sup>th</sup>	+9/+4	+6	+3	+6	Blessing, Flash of Light	6	2 <sup>nd</sup>
10 <sup>th</sup>	+10/+5	+7	+3	+7	Divine Art	7	3 <sup>rd</sup>
11 <sup>th</sup>	+11/+6/+1	+7	+3	+7	Aura of Courage	8	3 <sup>rd</sup>
12 <sup>th</sup>	+12/+7/+2	+8	+4	+8	Blessing, Divine Art	10	3 <sup>rd</sup>
13 <sup>th</sup>	+13/+8/+3	+8	+4	+8	Aura of Resolve	12	4 <sup>th</sup>
14 <sup>th</sup>	+14/+9/+4	+9	+4	+9	Divine Art	14	4 <sup>th</sup>
15 <sup>th</sup>	+15/+10/+5	+9	+5	+9	Blessing, Sentinel	16	4 <sup>th</sup>
16 <sup>th</sup>	+16/+11/+6/+1	+10	+5	+10	Divine Art	19	4 <sup>th</sup>
17 <sup>th</sup>	+17/+12/+7/+2	+10	+5	+10	Aura of Healing	22	4 <sup>th</sup>
18 <sup>th</sup>	+18/+13/+8/+3	+11	+6	+11	Blessing, Divine Art	25	4 <sup>th</sup>
19 <sup>th</sup>	+19/+14/+9/+4	+11	+6	+11	Aura of Warding	29	4 <sup>th</sup>
20 <sup>th</sup>	+20/+15/+10/+5	+12	+6	+12	Holy Champion, Divine Art	33	4 <sup>th</sup>

### Class Features

All of the following are class features of the holy knight.

**Weapon and Armor Proficiency:** Holy knights are proficient with all simple, martial weapons, and knight swords and with all armor (light, medium, and heavy) and shields (including tower shields).

**Limit Breaks (Su):** At 1st level, the holy knight receives the Limit Breaks (Brightest Day and Last Bastion).

*Brightest Day (Su):* This Limit Break causes a bright light to erupt around the holy knight and her allies within 30 feet for a duration of 1 round + 1 round per four holy knight levels after 1st. This dispels any concealment granted to any enemies within the area of effect and causes them to be afflicted with the Blind status effect for the duration of the limit break, a Fortitude save (DC 10 + half of the holy knight's level + her Charisma modifier) to negate this effect.

*Last Bastion (Su):* This Limit Break allows the holy knight to use the power of light to protect herself and her allies to reduce harm inflicted. The holy knight and all allies within a 30-ft.-radius of the holy knight take half damage from any source for a duration of 1 round + 1 round per four holy knight levels after 1st. This limit break requires only a swift action.

**Oath Stance (Su):** At 1st level, the holy knight swore an oath to guard and fight for the weak. As a swift action, she may choose to be under the effects of either Shield Oath or Sword Oath (see below). She cannot be in both oaths at the same time. If she switches to one oath, the other oath immediately ends.

- *Shield Oath (Su):* Under this stance, the holy knight gains a +1 (plus an additional +1 for every three levels thereafter) deflection bonus to AC and an insight bonus equal half of her holy knight level to attack rolls. She also gains damage reduction equal to half her holy knight level (rounded down, which stacks with all other damage reduction). However, she receives a -2 penalty (plus an additional -1 for every three levels thereafter) on all damage rolls while under this oath.
- *Sword Oath (Su):* Under this stance, the holy knight gains a +1 (plus an additional +1 for every three levels thereafter) insight bonus to attack rolls and an insight bonus equal to half her holy knight level to damage rolls. She also ignores damage reduction equal to up to half her holy knight level (rounded down). However, she receives a -2 penalty (plus an additional -1 for every three levels thereafter) to her AC while under this oath.

**Lay on Hands (Su):** At 1st level, a holy knight can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to half her holy knight level (minimum 1) plus her Charisma modifier. With one use of this ability, a holy knight can heal 1d6 hit points of damage for every two holy knight levels she possesses. Using this ability is a standard action, unless the holy knight targets herself, in which case it is a swift action. Despite the name of this ability, a holy knight only needs one free hand to use this ability. Alternatively, a holy knight can use this healing power to deal damage to undead creatures, dealing 1d6 points of holy damage for every two levels the holy knight possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

**Cover (Ex):** At 1st level, the defensive prowess of the holy knight is second to none, allowing her to focus her actions purely on defending herself and her allies in ways that cannot be replicated. When an ally within 10 feet is targeted with a melee or ranged attack, the holy knight may, as an immediate action, step forward to reposition the ally adjacently to her and forcing the enemy to make the attack roll on the holy knight's armor class instead. She may move as part of this ability, provided her total movement before her next turn does not exceed her speed (her movement provokes attacks of opportunity as normal). Additionally, while using cover, the holy knight adds her Charisma modifier to her AC for the attack.

At 5th level, the range of cover increases by 5 feet and increases by an additional 5 feet per five holy knight levels thereafter.

**Holy Grace (Su):** At 2nd level, a holy knight applies her Charisma modifier (if positive) as a bonus on all saving throws. If the character is ever able to add her Charisma modifier to her saves through use of another

ability (for example, the dark knight's dark blessing) she may only add her Charisma modifier once to her saves.

**First Into Battle (Su):** At 2nd level, a holy knight can spend 1 use of lay on hands to act in the surprise round, even if she is surprised. When the holy knight makes an initiative check, she gains a bonus to the check equal to her Charisma bonus.

**Divine Arts (Su):** At 2nd level, arts of divine light slumber within the holy knight. She calls upon this divine power when her allies are in danger. She can only use these arts while under Sword Oath or Shield Oath. The holy knight gains a divine art ability at 2nd level and every two holy knight levels thereafter. The holy knight can use divine art abilities a number of times per day equal to half her holy knight level plus her Charisma modifier.

*Bastion of Light (Su):* As a swift action, the holy knight chooses one ally within 30 feet to bind a tether of light that binds the holy knight and the ally chosen. For a number of rounds equal to the holy knight's Charisma modifier, all physical damage that would be dealt to the ally is instead dealt to the holy knight. If the ally or the holy knight were to be further than 30 feet from each other, the effect ends immediately.

*Brand of the Sultan (Su):* The holy knight can charge holy light into her weapon and swing forth, sending out a wave of energy. As a standard action, she sends this energy outward dealing 1d6 holy damage per two holy knight levels to all enemies in 60-ft.-radius. A Reflex save (DC 10 + half of the holy knight's level + her Charisma modifier) can half this damage. Those who fail the save are knocked prone.

*Circle of Scorn (Su):* The holy knight plunges her weapon into the ground causing beams of piercing light to erupt around her in a 30-ft.-radius dealing 1d6 points of holy damage + an additional 1d6 per two holy knight levels to all enemies within. A successful Reflex save (DC 10 + half of the holy knight's level + her Charisma modifier) halves the damage. Evil creatures who fail the save take additional points of holy damage equal to the holy knight's Charisma modifier every round for 3 rounds after.

*Clemency (Su):* As a standard action, the holy knight may call upon her holy light to heal herself or an ally within 30 feet, healing 1d6 hit points + an additional 1d6 per two holy knight levels + her Charisma modifier. If the holy knight heals an ally, she heals half the amount that was healed to the ally.

*Divine Veil (Su):* As a standard action, the holy knight conjures a light to cover all allies within a 30-ft.-radius. All allies (not including the holy knight) in the radius gain temporary hit points equal to three times the holy knight's Charisma modifier and gains DR 5/- for a number of rounds equal to her Charisma modifier.

*Goring Blade (Su):* As a standard action, the holy knight can strike down an enemy with a melee attack of holy lightning. If successful, she deals an extra 1d6 damage (half holy, half lightning) to the enemy plus an extra 1d6 damage per four holy knight levels. An enemy hit by goring blade takes the holy knight's Charisma modifier in damage the next round. A successful Fortitude save (DC 10 + half of the holy knight's level + her Charisma modifier) negates the bonus damage from Charisma.

*Hallowed Ground (Su):* As a standard action, the holy knight may protect herself with a divine light that gives her DR 1/- per two holy knight levels (that stacks with Shield Oath), Fast Healing 1 (+1 per two holy knight levels) and gains an insight bonus equal to half her level to her CMD for a number of rounds equal to her Charisma modifier.

*Holy Spirit (Su):* As a standard action, the holy knight can unleash a burst of holy energy to engulf an enemy cleansing them of evil. An enemy that the holy knight can see within 60 feet takes 1d6 points of holy damage per two holy knight levels, a successful Fortitude save (DC 10 + half of the holy knight's level + her Charisma modifier) reduces this damage by half.

*Intervention (Su):* The holy knight can shield an ally with holy light that is under attack within the final moment. If an ally within 50 feet of the holy knight that she can see is under attack, she can, as an immediate action, half all damage dealt from a single attack on that ally.

*Rage of Halone (Su):* As a swift action, the holy knight unleashes a wave of holy energy on her next first successful attack on an enemy, dealing 1d6 points of holy damage + an additional 1d6 per two holy knight levels to the enemy and all enemies in a 20-ft.-line. All enemies except the target in the area of effect must make a Reflex save (DC 10 + half of the holy knight's level + her Charisma modifier) to reduce the damage by half.

*Requiescat (Su):* As a standard action, the holy knight can charge lightning into her weapon and swings downward bringing down thunder and lightning onto her foes. The holy knight makes a melee attack at her highest base attack bonus and, if successful, she deals normal damage plus an additional 1d6 half lightning half holy damage for every three holy knight levels to the target and all enemies adjacent to the target. All enemies except the target in the area of effect must make a Reflex save (DC 10 + half of the holy knight's level + her Charisma modifier) to reduce the damage by half.

*Royal Authority (Su):* As a standard action, the holy knight can make her authority known. She selects an enemy within 50 feet, the target must make a Will save (DC 10 + half of the holy knight's level + her Charisma modifier) or be compelled to surrender to the holy knight, to lay down arms and give up the fight. An enemy that succumbs to this ability remains docile until it is injured by the holy knight or one of her obvious allies, at which point the compulsion to surrender immediately ends and the enemy is free to make his own choices again. If the enemy makes the save, it is not subject to this ability for 24 hours.

*Sheltron (Su):* As a move action, the holy knight conjures holy light around her that halves the damage of the next attack that hits the holy knight until the start of her next turn.

*Spirits Within (Su):* As a standard action, the holy knight can pour her entire spirit into attack using her weapon as a conduit for his light. She makes a melee attack at her highest base attack bonus and, if successful, she deals normal damage plus an additional 1d6 holy damage for every two holy knight levels. The weapon used for this attack is treated as having the [ghost touch](#) special ability and keeps that effect for a number of rounds equal to the holy knight's Charisma modifier.

**Shared Defense (Su):** At 3rd level, a holy knight can spend one use of her lay on hands ability as a standard action to grant all adjacent allies (including other holy knights) a bonus. At 3rd level, adjacent allies receive a +1 sacred bonus to their AC and on their saving throws. These bonuses last for a number of rounds equal to the holy knight's Charisma modifier. At 9th level and 15th level, this bonus increases by +1. At 6th level, these bonuses are granted to all allies within 10 feet, and allies that are at fewer than 0 hit points within this area are automatically stabilized. At 12th level, these bonuses are granted to all allies within 15 feet, and allies within this area are immune to bleed damage. At 18th level, these bonuses are granted to all allies within 20 feet, and allies within this area gain a 25% chance to negate any sneak attack or critical hit scored against them. These bonuses are cumulative with each other. Allies only benefit from these bonuses while in the listed area.

**Blessing (Su):** At 3rd level, and every three levels thereafter, a holy knight can select one blessing. Each blessing adds an effect to the holy knight's lay on hands ability. Whenever the holy knight uses lay on hands to heal damage to one target, the target also receives the additional effects from all of the blessings possessed by the holy knight.

At 3rd level, the holy knight can select from the following initial blessings.

- *Blinded:* The target is no longer under the Blind status effect.

- *Deceived*: The target can immediately attempt a new saving throw to disbelieve any ongoing illusions that it failed to disbelieve within the last minute.
- *Fatigued*: The target is no longer fatigued.
- *Shaken*: The target is no longer under the Shaken status effect.
- *Sickened*: The target is no longer under the Sicken status effect.

At 6th level, a holy knight adds the following blessings to the list of those that can be selected.

- *Dazed*: The target is no longer under the Daze status effect.
- *Diseased*: The target is no longer under the Disease status effect.
- *Enfeebled*: The holy knight dispels any magical effects that are reducing one of the target's ability scores (holy knight's choice)
- *Imperiled*: The target is no longer under the Imperil status effect.
- *Silenced*: The target is no longer under the Silence status effect.
- *Staggered*: The target is no longer staggered, unless the target is at exactly 0 hit points.

At 9th level, a holy knight adds the following blessings to the list of those that can be selected.

- *Confused*: The target is no longer confused.
- *Cursed*: The target is no longer under the Curse status effect.
- *Exhausted*: The target is no longer exhausted. **Prerequisite:** The holy knight must have the fatigue blessing before selecting this blessing.
- *Frightened*: The target is no longer frightened. **Prerequisite:** The holy knight must have the shaken blessing before selecting this blessing.
- *Immobilized*: The target is no longer Immobilized.
- *Injured*: The target gains fast healing 3 for a number of rounds equal to half the holy knight's level.
- *Nauseated*: The target is no longer Nauseated. **Prerequisite:** The holy knight must have the sickened blessing before selecting this blessing.
- *Poisoned*: The target is no longer under the Poison status effect.
- *Restorative*: The target heals 1d4 points of ability damage from a single ability score of the holy knight's choosing. **Prerequisite:** The holy knight must have the enfeebled blessing before selecting this blessing.
- *Slowed*: The target is no longer under the Slow status effect.

At 12th level, a holy knight adds the following blessings to the list of those that can be selected.

- *Amputated*: The holy knight's lay on hands also acts as *regenerate*, but only for the purposes of regrowing severed body members, broken bones, and ruined organs. **Prerequisite:** The holy knight must have the injured blessing before she can select this blessing.
- *Berserk*: The target is no longer under the Berserk status effect.
- *Deafened*: The target is no longer deafened.
- *Disabled*: The target is no longer under the Disable status effect.
- *Ensnorcelled*: The holy knight's lay on hands also acts as *dispel*, using the holy knight's level as her caster level (maximum 20).
- *Paralyzed*: The target is no longer under the Paralyze status effect.
- *Petrified*: The holy knight's lay on hands ability also acts as *stone*, but only for the purpose of removing the petrified condition from a creature.
- *Stunned*: The target is no longer under the Stun status effect.
- *Zombie*: The target is no longer under the Zombie status effect.

These abilities are cumulative. Once a status effect or spell effect is chosen, it can't be changed.

**Spells:** Beginning at 4th level, a holy knight gains the ability to cast holy knight spells, which are drawn from the holy knight spell list. A holy knight begins play with 1 1st level holy knight spell of her choice. Each time a character attains a new holy knight level, she gains one spell of her choice to add to her list of spells. The free spell must be of spell levels she can cast. Like most spellcasters, a holy knight can find or purchase scrolls with spells to add to her repertoire. Unlike other spellcasters, a holy knight wearing armor does not affect her spellcasting ability.

To learn or cast a spell, the holy 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 holy knight's spell is 10 + the spell level + the holy knight's Charisma modifier. In addition, a holy knight gains additional MP for having a high attribute (Charisma).

Through 3rd level, a holy knight has no caster level. At 4th level and higher, her caster level is equal to her holy knight level – 3.

**Unwavering Confidence (Su):** At 5th level, a holy knight draws upon her convictions to sustain her in battle. As a move action, she gains a +2 morale bonus to Constitution for a number of rounds equal to 4 + her holy knight level + her Constitution modifier. Hit points gained from an increase in Constitution are not lost like temporary hit points. The morale bonus increases to +4 at 10th level, and to +6 at 15th level. The total number of rounds of unwavering confidence per day is renewed after resting for 8 hours, although these hours need not be consecutive.

**Divine Health (Ex):** At 7th level, a holy knight gains immunity to Poison, Sap, and Disease status effects.

**Flash of Light (Su):** At 9th level, a holy knight can channel holy energy into a burst of light within a 10-ft.-radius. All enemies in the area of effect are inflicted with Blind and Shaken status effects, a Fortitude save (DC 10 + half of the holy knight's level + her Charisma modifier) is required for each status effect to negate. Every five holy knight levels thereafter, the area of effect increases by 10 feet.

Using this ability consumes two uses of the holy knight's lay on hands ability, and the effects last for 3 rounds plus a number of rounds equal to her Charisma bonus (if any).

**Aura of Courage (Su):** At 11th level, a holy knight is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the holy knight is conscious, not if she is unconscious or dead.

**Aura of Resolve (Su):** At 13th level, a holy knight is immune to charm spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against charm effects. This ability functions only while the holy knight is conscious, not if she is unconscious or dead.

**Sentinel (Ex):** At 15th level, the holy knight is capable of turning an otherwise lethal blow and continue the fight. When an attack that inflicts hit point damage from a natural attack, melee weapon, or ranged weapon would reduce the holy knight to 0 or fewer hit points, she can make a Fortitude save (DC the attacker's attack roll) to deflect the attack to her armor or shield (light, heavy, or tower shields only), causing it to suffer the damage in her place (apply item hardness as normal). If this would break the character's armor, it gains the broken condition until it is repaired. The holy knight cannot use this ability with broken armor or a broken shield. The holy knight must be wearing armor or a shield to use this ability.

**Aura of Healing (Su):** At 17th level, a holy knight can expend one use of her lay on hands ability to emit a 30-foot aura of healing for a number of rounds equal to her holy knight level. Allies in this aura (including the holy

knight) automatically stabilize if below 0 hit points and are immune to bleed damage. In addition, allies (including the holy knight) that spend at least 1 full round inside the aura are healed an amount of damage equal to their total number of Hit Dice and may make a saving throw against any afflictions they are suffering from, such as a curse, disease, or poison. This saving throw only counts toward curing the affliction and does not impose any penalty on a failed save. Allies can only be healed once by a use of this ability and they can only attempt additional saving throws once per day, even if they are exposed to this aura multiple times.

**Aura of Warding (Su):** At 19th level, the holy knight becomes immune to magical aging effects and adds her Charisma bonus (if any) as a bonus to her touch AC. Allies within 10 feet of the holy knight add the holy knight's Charisma bonus as a bonus to touch AC. This bonus cannot make her touch AC go above her normal AC, nor can it make an ally's touch AC exceed their normal AC. This aura functions only while the holy knight is conscious, not if she is unconscious or dead.

**Holy Champion (Su):** At 20th level, the holy knight becomes the conduit of the divine. Her divine arts and lay on hands always deal the maximum amount possible.