Knight

The few, the proud, the knights are martial characters dedicated to restoring the ideals of knightly chivalry before they fade forever. The knights see moral decay everywhere they look in the world around them, brought on by a lapse in ethical behavior. Knights adhere to a rigid code of behavior that embraces such values as honor, honesty, chivalry, and courage. The first duty of knights is to this code and the ideals for which it stands, rather to a holy order. A knight is expected to display these ideals in all aspects of his behavior throughout all his actions and deeds, however arduous they may be.

Role: Knights are frontline combatants. Within the adventuring party, the knight plays a front-line role, although he is more likely to ensure that the weaker (martially-speaking) members of the party are protected.

Alignment: Any Lawful.

Hit Die: d12.

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 knight's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).
Skill Points Per Level: 4 + Int modifier.

Table 3-11: The Knight					
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+1	+2	+0	+2	Defensive Stance, Threat Control, Defend Ally (+2,) Limit Breaks
2nd	+2	+3	+0	+3	Knight talent, Stand Firm, Defensive Training
3rd	+3	+3	+1	+3	Shield Block (+1), Armor Training 1
4th	+4	+4	+1	+4	Knight talent, Bulwark, Active Defense
5th	+5	+4	+1	+4	Deft Shield, Defend Ally (+3), Armored Defense
6th	+6/+1	+5	+2	+5	Knight talent, Fortress of Defense
7th	+7/+2	+5	+2	+5	Shield Ally, Defend Ally (+4), Armor Training 2
8th	+8/+3	+6	+2	+6	Knight talent, Shield Buffet
9th	+9/+4	+6	+3	+6	Shield Block (+2), Fortification (Light)
10th	+10/+5	+7	+3	+7	Knight talent, Stalwart, Defend Ally (+5)
11th	+11/+6/+1	+7	+3	+7	Improved Defensive Stance, Armor Training 3
12th	+12/+7/+2	+8	+4	+8	Advanced Knight talent
13th	+13/+8/+3	+8	+4	+8	Counterattack, Defend Ally (+6)
14th	+14/+9/+4	+9	+4	+9	Advanced Knight talent, Improved Shield Ally
15th	+15/+10/+5	+9	+5	+9	Shield Block (+3), Fortification (Medium), Steel Defense, Armor Training 4
16th	+16/+11/+6/+1	+10	+5	+10	Advanced Knight talent, Defend Ally (+7)
17th	+17/+12/+7/+2	+10	+5	+10	Improved Mobile Defense
18th	+18/+13/+8/+3	+11	+6	+11	Advanced Knight talent
19th	+19/+14/+9/+4	+11	+6	+11	Shield Ward, Defend Ally (+8), Armor Training 5
20th	+20/+15/+10/+5	+12	+6	+12	Advanced Knight talent, Indestructible, Superior Defensive Stance

Class Features

All of the following are class features of the knight.

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

Limit Breaks (Su): At 1st level, the knight receives the Limit Breaks (A Knight's Blessing and A Knight's Protection).

> *A Knight's Blessing (Su):* This Limit Break allows the knight to protect not only himself but his allies. For a duration of 1 round + 1 round per four knight levels after 1st, the knight and any allies within 30 feet gain the effects of [Protect](#), [Shell](#), and [Regen](#). At 5th level, these increase to the II versions, at 9th level, the III versions, at 13th level, the IV versions, and at 17th level, the V versions. This limit break requires only a swift action.

> *A Knight's Protection (Su):* This Limit Break covers both the knight and his allies in a protective bubble. For a duration of 1 round + 1 round per four knight levels after 1st, this Limit Break grants the knight and any allies within 30 feet a protective bubble that grants damage reduction 1/- as well as spell resistance 5. Damage reduction increases by 1 and spell resistance increases by 5 per four knight levels after 1st. This DR and SR stacks with any granted by the knight's class features and knight talent. This limit break requires only a swift action.

Defensive Stance (Ex): Starting at 1st level, a knight can enter a defensive stance, a position of readiness and trance-like determination. A knight can maintain this stance for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can maintain the stance for 2 additional rounds per day. Temporary increases to Constitution, such as those gained from spells like dwarf's endurance, do not increase the total number of rounds that the knight can maintain a defensive stance per day. The knight can enter a defensive stance as a free action. The total number of rounds of defensive stance per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in a defensive stance, the knight gains a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. In addition, he gains a +2 dodge bonus to Armor Class. He also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the defensive stance ends, and are not replenished if the knight enters a defensive stance again within 1 minute of his previous defensive stance. While in a defensive stance, a knight cannot move more than half of his movement speed or his stance ends.

A knight can end his defensive stance as a free action, and is fatigued for 1 minute after a defensive stance ends. This fatigue cannot be reduced or mitigated in any way and applies even to normally fatigue-immune characters, but can be cured as normal. A knight can't enter a new defensive stance while fatigued or exhausted, but can otherwise enter a defensive stance multiple times per day. If a knight falls unconscious, his defensive stance immediately ends. Defensive stance does not stack with rage. If mounted or otherwise not on his feet, this stance ends automatically.

Threat Control (Ex): At 1st level, the knight gains the Antagonize feat as a bonus feat. Additionally, for every 5 the knight beats the DC, he antagonizes the target for 1 additional round. The antagonize condition does not end after 1 attack, only ends when the duration ends.

Defend Ally (Ex): Also at 1st level, at the start of the knight's turn, when he is within 5 feet of an ally, the knight can transfer up to 2 points of Armor Class to the ally (making his own Armor Class worse by the same number). The maximum number of points he can transfer increases by 1 for every three levels beyond 1st.

Stand Firm (Ex): At 2nd level, a knight gains a +1 bonus to his combat maneuver defense against bull rush, overrun, and trip. This bonus also applies on saves against trample attacks. The bonus increases by +1 for every four levels beyond 2nd.

Defensive Training (Ex): Starting at 2nd level, a knight counts his total knight level as his fighter level for the purpose of qualifying for any armor or shield-related feats. If he has levels in fighter, these levels stack.

Knight Talents: As a knight gains experience, he learns a number of talents that aid him in defending himself and his allies. Starting at 2nd level, a knight gains one knight talent. He gains an additional knight talent for every two levels of knight attained after 2nd level. Unless specified otherwise, a knight cannot select an individual talent more than once.

Antagonistic Personality (Ex): This talent allows the knight to more quickly gain the attention of his foes. The knight may use the Antagonize feat as a move action instead of a standard action. **Prerequisite:** The knight must have the threat control class feature or the antagonize feat to select this talent/

Armor Expertise (Ex): When wearing armor, the knight can increase the maximum Dexterity bonus allowed by his armor and reduce the armor check penalty (to a minimum of 0) and. Each time the knight takes this ability, he picks one of the following choices:

- Reduce his armor check penalty by 2 points.
- Increase his maximum Dexterity bonus allowed by 1 point and reduce his armor check penalty by 1 point.
- Increase his maximum Dexterity bonus allowed by 2 points.

The knight's total increase to his maximum Dexterity bonus allowed cannot exceed his total reduction to armor check penalty. When determining the knight's total reduction to armor check penalty, include reductions from feats, traits, or class features (including this option). A knight can choose this option multiple times.

Armor Specialization (Ex): The knight selects one specific type of armor with which he is proficient, such as chain shirt or full plate. While wearing the selected type of armor, the knight adds +1 to the armor's armor bonus. At 9th level, this bonus increases to +2. This increase to the armor bonus doesn't increase the benefit that the knight gains from feats, class abilities, or other effects that are determined by his armor's base armor bonus. A knight can choose this option multiple times. Each time he chooses it, he applies its benefit to a different type of armor. **Prerequisite:** The knight must be at least 6th level before selecting this talent.

Armored Bastion (Ex): When wearing heavy armor, the knight gains DR 1/—. At 7th level, the knight gains DR 1/— when wearing medium armor, and DR 2/— when wearing heavy armor. The DR from this ability stacks with that provided by armor and knight class features, but not with other forms of damage reduction.

Armored Confidence (Ex): While wearing armor, the knight gains a bonus on Intimidate checks based upon the type of armor he is wearing: +1 for light armor, +2 for medium armor, or +3 for heavy armor. This bonus increases by 1 at 7th level and every four knight levels thereafter. In addition, the knight adds half his armored confidence bonus to the DC of Intimidate checks to demoralize or antagonize him.

Armored Master: The knight gains an armor mastery feat or a shield mastery feat as a bonus feat. He must meet all of the feat's prerequisites. This talent may be taken more than once. Each time, a different feat must be selected.

Armored Sacrifice (Ex): When damage would cause the knight or an adjacent ally to be knocked unconscious or killed, the knight can instead direct the damage to a suit of armor that he is wearing or a shield he is using as an immediate action. The original target takes no damage, but the armor or shield is treated as if it had only half its normal hardness. The knight can use this option once per day, plus one additional time each day at 12th level and every eight knight levels thereafter, to a maximum of three times per day at 20th level.

Armored Strike (Ex): While wearing medium armor, heavy armor, or a pair of gauntlets, a knight is considered to be armed even when unarmed—he doesn't provoke attacks of opportunity when attacking foes with unarmed strikes and he can choose to deal lethal or nonlethal damage with his unarmed strikes. While wearing medium armor or heavy armor, a knight's unarmed strikes may be with elbows, knees, or feet. This means that he may make unarmed strikes with his hands full. Treat these attacks as weapon attacks made using the same special material (if any) as the armor or gauntlets. The knight increases his unarmed strikes' damage die by one step when attacking with gauntlets or with unarmed strikes while wearing medium or heavy armor. This increase in damage die doesn't stack with class features from other classes that increase the amount of damage done with unarmed strikes, such as black belts' or monks' unarmed strikes.

Barricade (Ex): The knight adds his base armor's armor check penalty (before applying Armor Training) as a bonus to the DC of opponents attempting to feint him using Bluff and Acrobatics checks to pass by him without provoking an attack of opportunity for moving through spaces he threatens.

Citadel (Ex): This talent allows a knight to grant temporary hit points to an adjacent ally. The knight must be conscious and able to take actions to grant this benefit. As a move action, the knight can grant an adjacent ally 1d8 temporary hit points + 1 per two knight levels. The knight must remain conscious, able to move, and adjacent to the ally or the temporary hit points end. A knight may do this a number of times per day equal to 3 + his Charisma modifier.

Critical Deflection (Ex): While wearing armor or using a shield, the knight gains a +2 bonus to his AC against attack rolls made to confirm a critical hit. This bonus increases by 1 at 7th level and every four knight levels thereafter, to a maximum of +6 at 19th level.

Cushioning Armament (Ex): While wearing armor or using a shield, if the knight takes falling damage or takes bludgeoning damage from an area effect that doesn't allow a saving throw to reduce the damage (such as ice storm or stone call), he can direct half of the damage to his armor or shield. This damage ignores the half the armor or shield's hardness.

Defensive Training: A knight may take this talent to gain one of the following feats as a bonus feat: Armor Focus, Armor Specialization, Bodyguard, Combat Expertise, Covering Defense, Diehard, Dodge, Endurance, Greater Armor Focus, Greater Armor Specialization, Greater Shield Focus, Greater Shield Specialization, Improved Shield Bash, Improved Shield Focus, Missile Shield, Mobility, Mounted Shield, Saving Shield, Shield Focus, Shield Master, Shield Slam, Shield Specialization, Shield Wall, Shield Ward, and Stand Still. This talent may be taken more than once. Each time, a different feat much be selected. The knight must meet all prerequisites for the feat chosen.

Effortless Impetus (Ex): A knight adds his total reduction to armor check penalty as a bonus on his initiative checks, (minimum +2, and up to a maximum of: +3 at up to 7th level, +4 at 11th level, +5 at 15th level, and +6 at 19th level). This total armor check penalty reduction includes reductions from feats, traits, or class features. This option functions even when the knight is not wearing armor.

Fearless Defense (Ex): While in a defensive stance, the knight is immune to the shaken and frightened conditions.

Halting Blow (Ex): If a foe's movement in the knight's threatened area provokes an attack of opportunity and the knight successfully hits the foe with the attack, the foe's movement ends immediately. The foe cannot move again until its next turn but can still take the rest of its action.

Immobile (Ex): While in a defensive stance, the knight adds his class level to his CMD against any bull rush, grapple, overrun, pull, and push combat maneuvers, as well as any attempts to move him.

Imposing Figure (Ex): A knight adds his Strength modifier to his Intimidate skill checks.

Improved Armored Defense (Ex): The knight counts his level as 5 higher when calculating the damage reduction provided by the knight's armored defense feature. **Prerequisite:** The knight must have the Armored Defense class feature to select this talent.

Increased Damage Reduction (Ex): The knight's damage reduction from this class increases by 1/—. This increase is always active while the knight is in a defensive stance. He can select this power up to two times. Its effects stack. **Prerequisite:** The knight must be at least 6th level before selecting this talent.

Intercept (Ex): Once a round as an immediate action, when a melee or ranged weapon would successfully strike an adjacent ally, the knight can choose to have the weapon strike him instead of the intended target. The attack automatically hits the knight, regardless his AC or any miss chance in effect, and he suffers the normal consequences of the attack.

Internal Fortitude (Ex): While in a defensive stance, the knight is immune to the sickened and nauseated conditions.

Offensive Verbiage (Ex): This talent allows the knight to make all around him feel anger towards him. When using the Antagonize feat, use the same check against all enemies within a 30-ft.-radius of the knight. **Prerequisite:** The knight must have the threat control class feature or the antagonize feat to select this talent.

Oversized Shield Wielder (Ex): A knight may wield light and heavy shields, but not tower shields, designed for a creature one size category larger than himself. When using an oversized shield, he increases his shield bonus to AC by 1 and when he uses bulwark to grant an ally of his size or smaller a cover bonus to AC, the bonus increases by 2. At 11th level, the shield bonus increases by an additional 1 and the cover bonus increases by an additional 2. A knight cannot bash with an oversized shield unless he can bash with tower shields, treating it as a tower shield of his size for all purposes. **Prerequisite:** The knight must be at least 8th level before selecting this talent.

Picket (Ex): A knight with this talent gains a bonus to attack rolls and damage for attacks the knight makes with a readied action. The attacks must be made with a weapon with the brace quality, and the target must be a charging foe. The bonus is equal to half the knight's class level.

Quick Insult (Ex): This talent allows the knight to find the best words to use against his targets. The knight may use the Antagonize feat as a swift action instead of a standard or move action. **Prerequisites:** The knight must have the threat control class feature and the antagonist personality knight talent to select this talent.

Renewed Defense (Ex): As a standard action, the knight heals 1d8 points of damage + his Constitution modifier. For every four levels the knight has attained above 2nd, this healing increases by 1d8, to a maximum of 5d8 at 18th level. This power can be used only once per day and only while in a defensive stance.

Resist (Ex): A knight can learn to maximize his armor's effectiveness against unusual attack types. The knight selects one of the following damage types: earth, fire, ice, lightning, water, or wind. When wearing medium or heavy armor, the knight gains resist 5 against the selected damage type. If the knight is 10th level or higher, this resistance increases to 10. This talent may be taken up to five times. Its effects do not stack. Each time it is taken, a different damage type must be selected.

Resolute (Ex): Whenever the knight takes damage from a melee or ranged attack while wearing heavy armor, the knight can convert 1 point of lethal damage to 1 point of nonlethal damage. He can use this ability once each time he takes damage. This ability cannot be used to convert ability damage, ability drain, or elemental damage to nonlethal damage. At 6th level, and every four levels thereafter, the amount of damage the knight can convert increases by 1.

Roused Defense (Ex): The knight may enter a defensive stance even if fatigued.

Shelter of Steel (Ex): This talent allows a knight to use his armor to absorb some of the inevitable punishment of battle. As a move action, a knight in medium or heavy armor can gain 1d8 temporary hit points + 1 per two knight levels. The knight may do this a number of times per day equal to his Constitution modifier (minimum 1).

Shield Defender (Ex): A knight with this talent shields an adjacent ally from an incoming attack. As an immediate action, once per round, when a melee or ranged attack (physical attacks only) targets an ally that is adjacent to the knight, the knight causes the attacker to have the unlucky status effect against that ally for 1 round. The knight must be wielding a shield to gain the benefit of this talent.

Shield Wielder (Ex): The knight can treat heavy shields as light weapons. He increases his shield's damage die by one step when using a shield to make a shield bash attack.

Slam (Ex): A knight with this talent throws himself bodily into foes and barriers, trusting his armor to protect him. The knight gains a bonus to all combat maneuvers made to bull rush or overrun foes, and to Strength checks made to break open doors and gates. This bonus is equal to his total armor bonus plus shield bonus, to a maximum of his class level.

Smash (Ex): While in a defensive stance, the knight may make an extra attack per round that is either a shield bash or a slam (even if he doesn't normally have a slam attack). If used as part of a full attack action, the extra attack is made at the knight's full base attack bonus –5. The smash deals 1d4 points of damage (if the knight is Medium, or 1d3 if he is Small) plus half the character's Strength modifier. The character can make this attack as part of the action to maintain or break free from a grapple; this attack is resolved before the grapple check is made. If the attack hits, any grapple checks made by the knight against the target this round are at a +2 bonus.

Spear Brace (Ex): This knight talent allows a knight to brace a pole-arm or spear on an equipped shield, to aid in handling and fighting with it. His increased stability gives the knight, when using a shield that prevents his hand from being free, he can use his shield-arm to hold (and fight with) a pole-arm or spear with which he is proficient.

Steel Headbutt (Ex): While wearing medium or heavy armor, a knight can deliver a headbutt with his helm as part of a full attack action. This headbutt is in addition to his normal attacks, and is made using the knight's base attack bonus –5. A helmet headbutt deals 1d3 points of damage if the knight is wearing medium armor, or 1d4 points of damage if he is wearing heavy armor (1d2 and 1d3, respectively, for Small creatures), plus an amount of damage equal to half the knight's Strength modifier. Treat this attack as a weapon attack made using the same special material (if any) as the armor. The armor's enhancement bonus does not modify the headbutt attack, but the helm can be enchanted as a separate weapon.

Take the Blow (Ex): This knight talent, as an immediate action, allows the knight to absorb part of the damage dealt to an adjacent ally. Each time this ally takes damage from a physical attack before his next turn, the knight can take half this damage on himself. The target takes the other half as normal. The knight can only absorb damage from physical melee attacks and ranged attacks, such as an incoming arrow or a blow from a sword, not from spells and other effects.

Tempered Will (Ex): The knight may reroll a failed Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The knight must take the second result, even if it is worse. This power can only be used once per defensive stance.

Uncanny Block (Ex): With uncanny block, a knight can interpose a shield between himself and danger before his senses would normally allow him to do so. When the knight has a shield equipped, he cannot be caught flat-footed even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized or if a foe successfully makes a Bluff check to feint against him.

Unexpected Strike (Ex): The knight can make an attack of opportunity against a foe that moves into any square threatened by the knight, regardless of whether or not that movement would normally provoke an attack of opportunity. This power can only be used once per defensive stance.

Unhindered Movement – Heavy (Ex): The knight can move at his normal speed while wearing heavy armor. He can run in heavy armor as if he were wearing medium armor. **Prerequisite:** The knight must have unhindered movement (medium) talent before selecting this talent.

Unhindered Movement – Medium (Ex): The knight can move at his normal speed while wearing medium armor. While wearing medium armor, he can use movement based abilities such as the Fleet feat, as if he were wearing light armor.

Unmoving (Ex): The knight selects two combat maneuvers from the following list: bull rush, drag, grapple, overrun, reposition, and trip. Whether using his armor as leverage against a grappling foe or using its weight to help him stop a bull rush, a knight can use his armor to protect him from the chosen maneuvers. While wearing armor, the knight gains a bonus to his CMD against these combat maneuvers. The bonus is +1 if he's wearing light armor, +2 if he's wearing medium armor, and +3 if he's wearing heavy armor. This bonus increases by +1 at 7th level and every four knight levels thereafter, to a maximum at 19th level of +5 for light armor, +6 for medium armor, and +7 for heavy armor. Mithral armor provides a bonus 1 lower than normal for armor of its type. A knight can choose this option up to three times. Each additional time he chooses this option, he selects two combat maneuvers he hasn't previously selected.

Vigilant Knight (Ex): While in a defensive stance, the knight can stand his ground against all enemies, warding the spot where he made his stand to prevent foes from slipping past and attacking those he protects. The knight adds his knight level as a bonus to the DC of opponents attempting to Bluff him and Acrobatics checks to pass by him without provoking an attack of opportunity for moving through spaces he threatens.

Warding Shield (Ex): While wearing a heavy, light, or tower shield, if the knight makes a successful Reflex saving throw against an attack which normally deals half damage on a successful save, as an immediate action he can make a second Reflex save against the same DC to direct the remaining damage to his shield. He gains a bonus on this second saving throw equal to the total shield bonus (including enhancement bonuses) of this shield. The shield is treated as if it had only half its normal hardness against this damage.

Shield Block (Ex): Starting at 3rd level, the knight excels in using his armor and shield to frustrate his enemy's attacks. As a free action, he can designate a single opponent as the target of this ability. His shield bonus to AC against that foe increases by 1, as he moves his shield to deflect an incoming blow, possibly providing just

enough protection to turn a telling swing into a near miss. This shield bonus increases to +2 at 9th level, and +3 at 15th level.

Armor Training (Ex): Starting at 3rd level, a knight learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, 15th and 19th), these bonuses increase by +1 each time, to a maximum –5 reduction of the armor check penalty and a +5 increase of the maximum Dexterity bonus allowed. In addition, a knight can also move at his normal speed while wearing medium armor. At 7th level, a knight can move at his normal speed while wearing heavy armor.

Active Defense (Ex): At 4th level, a knight gains a +1 dodge bonus to AC when wielding a shield and fighting defensively, using Combat Expertise, or using total defense. This bonus increases by +1 for every four levels beyond 4th. As a swift action, he may share this bonus with one adjacent ally or half of the bonus (minimum + 0) with all adjacent allies, until the beginning of his next turn.

Bulwark (Ex): At 4th level, when a knight is using a heavy or tower shield, he can, as a move action, provide partial cover (+2 cover bonus to AC, +1 bonus on Reflex saves) to himself and all adjacent allies until the beginning of his next turn.

At 11th level, he can instead provide cover (+4 cover bonus to AC, +2 bonus on Reflex saves) and evasion (as a thief) to one adjacent ally until the beginning of his next turn. This cover does not allow Stealth checks.

At 18th level, he can provide cover to himself and all adjacent allies, or he can provide improved cover (+8 cover bonus to AC, +4 bonus on Reflex saves, improved evasion) to a single adjacent ally. The knight ignores the armor limitation of evasion for himself.

Deft Shield (Ex): At 5th level, the armor check penalty from a shield is reduced by –1 for a knight. If the shield is also a tower shield, the attack roll penalty is also reduced by –1. At 10th level, these penalties are reduced by –2.

Armored Defense (Ex): At 5th level, a knight gains DR 1/— when wearing light armor, DR 2/— when wearing medium armor, and DR 3/— when wearing heavy armor. At 10th level and every five knight levels thereafter, this damage reduction increases by 1 (light), 2 (medium), 3 (heavy). This damage reduction stacks with that provided by adamantine armor and the Armor Specialization feat, but not with other forms of damage reduction.

Fortress of Defense (Ex): At 6th level, the knight's strict vigilance and active defensive maneuvers force his opponents to move with care. Any space he threatens is treated by hostile creatures as though it were difficult terrain for enemies. If a creature would not be affected by difficult terrain due to its movement type, the effects still apply. In addition, whenever the knight hits an opponent with an attack of opportunity, that opponent becomes flat-footed until the end of his next turn.

Shield Ally (Ex): At 7th level, as an immediate action, once per round, the knight can intercept an attack on an adjacent ally, effectively moving the target out of the way, trading places with him or her and forcing the enemy to make the Attack roll on the knight's armor class instead. This movement does not provoke an attack of opportunity for either the knight or the target nor does it remove the knight from being in Defensive Stance. He can only intercept physical melee attacks and ranged attacks, such as an incoming arrow or a blow from a sword, not from spells and other effects. This action may only be taken before the result of the attack roll is determined.

Shield Buffet (Ex): At 8th level, as a move action, a knight may make a combat maneuver check to use his shield to impede an adjacent enemy. If successful, the target suffers a –2 penalty on its attack rolls against the

knight and a –2 penalty to AC on attacks made by the knight until the beginning of his next turn. At 13th level, a knight may use this ability as a swift action.

Fortification (Ex): At 9th level, a knight can use his armor to shield critical areas from injury. He treats any armor he wears as if it had the light fortification special ability. At 15th level, his armor gains the moderate fortification special ability. This fortification does not stack in any way with armor that has these special abilities. In these cases, the knight takes the better of the two fortifications.

Stalwart (Ex): At 10th level, a knight can use mental and physical resiliency to avoid certain attacks. If he makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. A helpless knight does not gain the benefit of the stalwart ability.

Improved Defensive Stance (Ex): At 11th level, a knight's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, Will saves, dodge bonus to AC while in a defensive stance increases to +3. Also, the amount of temporary hit points gained when entering a defensive stance increases to 3 per Hit Die. In addition, while in a defensive stance, he may move up to his normal movement without losing the benefit of the stance.

Advanced Knight Talents: At 12th level, and every two levels thereafter, a knight can choose one of the following knight advanced talents in place of a knight talent.

Aegis (Ex): This talent doubles a knight's damage reduction against successful critical hits and sneak attacks. It also grants the knight a bonus to AC against attack rolls made to confirm critical hits. This bonus is equal to half the knight's level.

Counterattack Stance (Ex): While in defensive stance, the knight can enter a counterattack stance. In this stance, the knight cannot make any attacks other than attacks of opportunity or attacks from counterattack stance, any creature within reach of the knight that attempts to melee attack him, whether its a hit or miss, the knight can attack the creature immediately, using his full BAB. Using this stance consumes an additional round of defensive stance, however. **Prerequisite:** The knight must have the defensive stance class feature to select this talent.

Daunting Challenge (Ex): This talent allows the knight to call out opponents, striking fear into the hearts of his enemies. In this manner, the knight separates the strong-minded from the weak-willed, allowing him to focus on opponents that are worthy foes. As a swift action, the knight issues a daunting challenge. This ability affects all creatures within 100 feet of the knight that have a CR less than his character level minus 2. Targets must be able to hear him, speak or understand a language of some sort, and have an Intelligence score of 5 or more. All targets who meet these conditions must make Will saves (DC 10 + half of the knight's level + his Charisma modifier) or become shaken. Whether a creature fails or succeeds on its save against the knight's daunting challenge, it can only be targeted by this effect once per day.

Elemental Shield (Su): Some knights access mystic powers of protection as they become paragons of defensive techniques. With this talent, as a swift action, a knight with a shield equipped gains resistance 10 against earth, fire, ice, lightning, water, and wind damage. This resistance lasts for one round per knight level. The knight may use this ability a number of times per day equal to his Constitution modifier (minimum 1). The resist talent stacks with the elemental shield. **Prerequisite:** The knight must have the resist talent before selecting this talent.

Greater Armor Specialization (Ex): The knight increases the bonus of the armor type chosen with armor specialization by an additional +1 (total bonus of +3). At 17th level this increases by +1 again (total bonus of +4). A knight can choose this option multiple times. Each time he chooses it, he applies its benefit to a different

type of armor. **Prerequisite:** The knight must have the armor specialization talent with the selected armor before selecting this talent.

Greater Armored Strike (Ex): The damage die increase from the armored strike option improves to two steps of damage die increase. While wearing medium or heavy armor, the knight adds his armor's enhancement bonus to attack and damage rolls made with unarmed strikes as if it were a weapon enhancement bonus. **Prerequisite:** The knight must have the armored strike talent before selecting this talent.

Impetuous Endurance (Ex): The knight's fighting spirit enables him to push his body beyond the normal limits of endurance. The knight no longer automatically fails a saving throw on a roll of 1. He might still fail the save if his result fails to equal or beat the DC.

Improved Imposing Figure (Ex): The knight becomes immune to demoralize and antagonize effects from spells, skills, and abilities. In addition, when the knight makes an Intimidate skill check, effects' range are doubled.

Improved Take the Blow (Ex): The knight's ability to absorb damage increases. Once per round, the knight can absorb all the damage from a single attack directed against an adjacent ally. In addition, he continues to absorb half the damage from other physical attacks on an adjacent ally, if he so chooses. The knight must decide whether to use this ability after the attacker determines that an attack has succeeded but before he rolls damage. **Prerequisite:** The knight must have the take the blow talent before selecting this talent.

Improved Uncanny Block (Ex): When the knight has a shield equipped, he cannot be flanked. This defense denies a thief the ability to sneak attack the knight by flanking him, unless the attacker has at least four more thief levels than the target has knight levels. **Prerequisite:** The knight must have the uncanny block talent before selecting this talent.

Indomitable (Ex): This talent allows a knight to add his Constitution modifier to his Will saving throws instead of his Wisdom.

Last Word (Ex): Once per day, while in a defensive stance, a knight can make one melee attack against an opponent within reach in response to an attack that would reduce him to negative hit points, knock him unconscious, or kill him. For example, a knight has 1 hit point left when a fire dragon bites him; the knight may use this ability even if the dragon's bite would otherwise kill him instantly. If the attack hits, roll the damage dice for the attack twice and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as from Fire materia), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally). Once the knight's attack is resolved, he suffers the normal effect of the attack that provoked this ability.

Master Armorer (Ex): The knight can use his base attack bonus in place of his ranks in the Craft (armor) skill. The knight need not be wearing armor or using a shield to use this option. The knight substitutes his total base attack bonus (including his base attack bonus gained through levels in other classes) for his ranks in this skill, but adds the skill's usual ability score modifier and any other bonuses or penalties that would modify that skill. Additionally the knight is treated as having the Craft Magic Arms and Armor and Master Craftsman feats, but only for the purpose of making magic armor. The knight does not need to meet these feats' prerequisites.

Mighty Resilience (Ex): The knight automatically negates the additional damage of one successful critical hit or sneak attack, as well as other abilities or effects that rely on a successful critical hit or sneak attack (such as blinding from Blinding Critical or bleed from sneak attack). The knight takes only normal damage from the attack. This power may only be used once per defensive stance.

Protect the Meek (Ex): With this talent, the knight can move to intercept foes. As an immediate action, he can move up to his speed (or his mount's speed, if mounted) and make a single melee attack. This movement provokes attacks of opportunity as normal. The knight must end his movement adjacent to an enemy. On his next turn, the knight is staggered and cannot use this ability again for 1 round.

Reactionary (Ex): This talent allows a knight to add his Constitution modifier to his Reflex saving throws instead of his Dexterity.

Reflect (Ex): With this talent, a knight can maximize the protection his armor gives him to reduce the damage area attacks deal him. A knight in medium or heavy armor takes only half damage from any attack, spell, or ability that allows a Reflex saving throw. The knight is still allowed a normal saving throw; he simply takes half of the damage he normally would base on the result of that saving throw. If the attack, spell, or ability has a non-damaging effect, the knight suffers the appropriate effect based on his saving throw result.

Retributive Attack (Ex): If an adjacent ally of a knight is rendered helpless or unconscious, the knight with this talent can make a retributive attack against the creature that felled his ally. When making a retributive attack, the knight adds his Charisma bonus (if any) to his attack roll and deals an extra 1 point of damage per knight level on a successful hit. A knight can make a number of retributive attacks per day equal to his Charisma bonus (minimum of one), but never more than once per round. He may make more than one retributive attack against the same foe.

Shield Guard (Ex): With this talent, as a swift action, a knight may designate one square adjacent to him. He may designate two squares if using a heavy shield or three squares if using a tower shield, but these squares must be contiguous. Enemies in these squares cannot flank the knight and do not count for flanking with other creatures. This effect lasts until he moves from his position or uses another swift action to change the affected squares.

Unkillable (Ex): The knight gains a number of hit points equal to 12 plus his Constitution modifier. This talent can be taken multiple of times.

Counterattack (Ex): At 13th level, a knight can make an attack of opportunity against an opponent who hits an adjacent ally with a melee attack, so long as the attacking creature is within the knight's reach.

Improved Shield Ally (Ex): At 14th level, the knight's ability to intercept attacks improves. The knight can now intercept spells with a touch or ranged touch on an adjacent ally.

Steel Defense (Ex): At 15th level, the 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 knight to 0 or fewer hit points, he can make a Fortitude save (DC the attacker's attack roll) to deflect the attack to his armor or shield (light, heavy, or tower shields only), causing it to suffer the damage in his place (apply item hardness as normal). If this would break the character's armor, it gains the broken condition until it is repaired. The knight cannot use this ability with broken armor or a broken shield. The knight must be wearing armor or a shield to use this ability.

Tireless Stance (Ex): At 17th level and higher, a knight no longer becomes fatigued at the end of his defensive stance. If he enters a defensive stance again within 1 minute of ending his defensive stance, he doesn't gain any temporary hit points from his defensive stance.

Shield Ward (Ex): At 19th level, a knight gains evasion (as a thief) while wielding a shield, and adds his shield bonus to his AC (not including enhancement bonuses) on Reflex saves and to his touch AC. In addition, his shield cannot be disarmed or sundered. The knight ignores the armor limitation of evasion.

Superior Defensive Stance (Ex): At 20th level, a knight's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, Will saves, dodge bonus to AC while in a defensive stance increases to +4. In addition, the amount of temporary hit points gained when entering a defensive stance increases to 4 per Hit Die.

Indestructible (Ex): At 20th level, a knight gains complete immunity to critical hits and sneak attacks while he is wearing armor. In addition, unless his armor has the fragile armor quality, it cannot be sundered while he is wearing it.

Ex-Knights: A knight who is no longer lawful loses all supernatural class features and may no longer advance in levels as a knight.