Knight Gallant

Noble swordsman who earn their valor and honor on the battlefield. Honing their swordskills, and becoming commanders on the battlefield, these valiant knights earn the title "Knight Gallant". Their swordskill prowess, and presence on the battlefield is unmatched by any warrior. They are a King's greatest sword.
Hit Die: d12

Requirements
To qualify to become a knight gallant, a character must fulfill all the following criteria.
Base Attack Bonus: +7.
Skills: Diplomacy 2 ranks, Intimidate 2 ranks, Knowledge (Nobility) 7 ranks, Sense Motive 2 ranks.
Special: Must have at least 2 Swordskills, either from a class that grants access to Swordplay, or the Martial Training feat.

Class Skills
The knight gallant's skills (and the key ability for each skill) are Acrobatics (Dex), Diplomacy (Cha), Intimidate (Cha), Knowledge (Nobility) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Survival (Wis).
Skill Points Per Level: 4 + Int modifier

Table: The Knight Gallant					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+1	Trained in Swordplay, Sword Arts, Formation Tactics, Limit Break
2nd	+2	+1	+1	+1	Graceful Swings (+1), Knight Gallant Talent
3rd	+3	+2	+1	+2	Formation Tactics, Sword Arts
4th	+4	+2	+1	+2	Graceful Swings (+2), Knight Gallant Talent
5th	+5	+3	+2	+3	Formation Tactics, Sword Arts, Stalwart
6th	+6	+3	+2	+3	Graceful Swings (+3), Knight Gallant Talent
7th	+7	+4	+2	+4	Formation Tactics, Sword Arts
8th	+8	+4	+3	+4	Graceful Swings (+4), Knight Gallant Talent
9th	+9	+5	+3	+5	Formation Tactics, Sword Arts
10th	+10	+5	+3	+5	Graceful Swings (+5), Knight Gallant Talent, Legendary Knight

Class Features
All of the following are class features of the knight gallant prestige class.

Weapon and Armor Proficiency: Knight gallants are proficient with all simple and martial weapons, knight swords, all types of armor (light, medium, and heavy), and shields.

Limit Break (Su): At 1st level, the knight gallant receives the Limit Break (Galvanize).

Galvanize (Su): This Limit Break allows the knight gallant to rally himself and allies to the fight, never backing down and to press on forward, granting a +1 morale bonus to attack and damage rolls to himself and allies within 30 feet. This bonus increases by another +1 per two knight gallant levels after 1st. Additionally, all allies gain 10 temporary hit points, plus an additional 5 temporary hit points per knight gallant level after 1st that lasts until the limit break ends or lost from damage. This limit break lasts for 1 round + 1 round per two knight gallant levels after 1st. This limit break requires only is a swift action.

Trained in Swordplay (Ex): At 1st level, the knight gallant's swordsmanship is not without merit and continues to grow. He treats his knight gallant levels as sword saint levels to determine his bonuses to swordplay and swordskills.

If he does not have the swordplay class feature and instead has the Martial Training feat, swordskills gained from that feat becomes treated as "Sword Arts" for the purpose of DC's and recovery (see below).

Sword Arts (Su): At 1st level, the knight gallant has learned to master sword skills in a new form known as Sword Arts. Unlike regular swordskills, sword arts do not need to be readied and are always available to the knight gallant. However, they follow the same rules of use based on his class he has swordplay in. The DC of sword art is 12 + his knight gallant level + his Charisma modifier. He still gains the +1 bonus to DCs if he is using a sword he created himself. He gains his first sword art at 1st level. He gains another sword art every two knight gallant levels after 1st. Unlike regular swordskills, sword arts cannot be practiced or perfected.

Recovering sword arts can be done two ways, at 1st level, he chooses one of the following triggers to recover a sword art. Sword Arts are only recovered this way once per round. He chooses an additional trigger every two knight gallant levels after 1st. These triggers do not recover swordskills from other classes other than knight gallant.

- When an enemy within 30 feet is dropped to 0 HP or below by any means.
- When an ally within 30 feet is dropped to 50% HP
- When the knight gallant is dropped to 50% HP
- When an enemy within 30 feet is successfully attacked by an ally benefiting from flanking.
- When the knight gallant or an ally within 30 feet is brought to 1 HP or above from 0 or below HP, including from death.
- When the knight gallant confirms a critical hit.
- When a critical threat does not confirm on the knight gallant

The second way is via the same manner he recovers swordskills via his swordplay class feature (if available).

Formation Tactics (Ex): The knight gallant is an able commander at times of war, able to coordinate and assist hundreds of troops as a single unit. Even an adventuring party would have ease coordinating under such leadership. At 1st level, he chooses a formation tactic from the list below. Unless otherwise noted, to benefit from a formation tactic, the knight gallant and allies must be able to hear and see each other, and be within 60 feet of each other.

Every two knight gallant levels after, the knight gallant chooses an additional formation tactic from the list below to be able to use to assist his allies in battle. He can only select each formation tactic once unless otherwise noted.

Battle Clarity (Ex): When in the thick of the fight, and near allies, the knight gallant doesn't need to be atop a chocobo to see how the battle is unfolding and where his enemies lie. The sound of battle is chaos to some but clear to the knight gallant. If the knight gallant can see but can't hear what is going on in the battle, he is unhindered, and treated as if he could hear. If he can hear, but can't see what is going on, he is treated as if he could see what is going on. Such as listening to battle while under darkness. He also adds his Charisma modifier to Perception checks while in battle. He can only use this ability while within 30 feet of an ally who is also in battle.

Battle Plan (Ex): Before battle, the knight gallant can plan ahead for the fight to come and coordinate his allies. Firstly, the knight gallant gains a bonus teamwork feat that he meets the prerequisite for. His allies also benefit from this teamwork feat. His allies do not need to meet the prerequisite of teamwork feats used this way.

He can also choose to change this to a different teamwork feat he has at anytime by spending a full round action to re-coordinate his group to the tactic. Changing his teamwork feat does not provoke attacks of opportunity.

Blocking Square (Ex): In the heat of battle, one would aim to pick off the weak. When this happens, it's up the knight gallant to protect them. The knight gallant gains the Cover ability as a holy knight equal to his knight gallant level. His knight gallant levels stack with holy knight levels when determining bonuses from this ability.

Chant (Su): From the knight gallant's desire to help his allies in times of war, he has manifested the ability to even heal them, with the same power he uses to destroy those with his sword. As a standard action that doesn't provoke attacks of opportunity, he may sacrifice 50% of his current hit points and heal that amount to any ally that he can touch. Chanting a small incantation of his own. This can be anything from a prayer to his god, or words he feels is uplifting to him in hard times. This ability can only be used up to 3 times per day.

Column Stance (Ex): A simple line formation can do a lot for those in the back. When the knight gallant and an ally, or 2 other allies are adjacent to each other and are subject to a Reflex saving throw, the knight gallant or one ally can forgo their saving throw to give the other the effects of improved evasion.

Flying Wedge (Ex): A common tactical formation used to charge enemy lines. When the knight gallant performs a charge, allies behind him can as an immediate action move half their movement speed towards the knight gallant's general direction, or charge with the knight gallant at half their movement speed, attacking the same enemy or different enemies if available. Allies who charge as part of this are staggered on their next turn.

Focus (Ex): When the knight gallant sees troops falling behind, losing their ground or losing their will to fight, he can choose to rally them to focus on victory. When an ally within 30 feet of the knight gallant who can hear him, fails a saving throw, the knight gallant can, as an immediate action, allow the ally to reroll the saving throw with a +2 morale bonus.

Hold the Line (Ex): When the knight gallant sees his allies falling to blows, at a moment's notice, he calls out to them, to keep fighting on, to not give in and to hold the line. When an ally within 30 feet who can see and hear the knight gallant, drops below 1 hit point, the knight gallant, as an immediate action, can make that ally to make a Fortitude save (DC 20) to be left at 0 hit points and staggering even if the blow would kill them. The same ally cannot be affected by this ability again for 24 hours. This ability can only be used up to 3 times a day.

Leading the Vanguard (Ex): When leading the charge, the knight gallant and allies who can see and hear him, gain a bonus to initiative equal to his Charisma modifier (minimum +1) as long as he starts combat in front or at least besides his allies in front. What is considered the "front" is the point the party is moving forward towards. Even if ambushed from the sides, as long as the knight gallant was leading the group, the group gains this bonus. This bonus does not stack with abilities that grant the same type of bonus from Charisma such as First into Battle.

Opening Volley (Ex): Before first heading into the fray, the knight gallant will order his archers to let loose a volley on those charging him. When an ally makes a ranged attack on an enemy, the knight gallant and other allies gain a bonus to attack rolls against the enemy equal to the knight gallant's Charisma modifier for 1 round.

Pincer Attack (Ex): When coordinating movement, the knight gallant knows where to set his allies and to make the most use of them. While within 30 feet of the knight gallant, allies who can see and hear him, gain a bonus to attack rolls while flanking and as a dodge bonus against attacks of opportunity equal to his Charisma modifier (minimum +1).

Shield Wall (Ex): When hurdled together, the knight gallant and his allies form a defensive position even if they don't have shields to assist with. When the knight gallant and allies are adjacent to at least one other ally or the knight gallant, they gain a morale bonus to AC and CMD equal to half the knight gallant's Charisma modifier. If 2 or more allies are adjacent to the knight gallant, they gain the benefits of Stalwart.

Shout (Ex): During war and battle, the knight gallant can shout to his comrades with words of courage and determination. This inspiration affects all allies within a 30-ft.-radius centered on the knight gallant who can see and hear him, and bestows 1d6 temporary hit points, plus 1d6 additional temporary hit points for every knight gallant level. These temporary hit points last until the battle ends, or until they are removed through damage. A knight gallant may inspire a number of times per day equal to 3 + his Charisma modifier. This is a standard action and does not provoke an attack of opportunity. The knight gallant can choose whether or not to include himself in this effect.

Graceful Swings (Ex): At 2nd level, the knight gallant's prowess with a sword is elegant, and powerful at once, striking with speed and strength others find hard to contend with. He gains a +1 bonus to attack and damage rolls with all sword weapons he wields. This bonus increases by +1 every two knight gallant levels after 2nd.

Knight Gallant Talents (Su): The knight gallant gains a set of talents that helps his prowess with his swordplay. Starting at 2nd level and every two knight gallant levels thereafter, the knight gallant gains a sword saint talent, using his knight gallant level plus any levels in classes that grant swordplay to qualify for talents. Unless noted, a knight gallant cannot select an individual talent more than once.

At 6th level, he may choose advanced sword saint talents.

Stalwart (Ex): At 5th level, a knight gallant can use mental and physical resiliency to avoid certain attacks. If he makes a successful 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 gallant does not gain the benefit of the stalwart ability.

Legendary Knight (Ex): At 10th level, the legend of the knight gallant's deeds and swordsmanship has spread throughout the realm, mastering the art of war with sword in hand, his story will be forever told and etched in stone. The knight gallant and allies who can see and hear the knight within 30 feet, gain the knight gallant's Charisma modifier as a morale bonus on all saving throws and are immune to fear effects. This does not stack with abilities that uses a Charisma modifier as a bonus to saves such as Divine Grace. Furthermore, the DC of all swordskills from any form the knight gallant uses is increased by 2 regardless of class it originated from.

Sword Arts Swordskills

Apocalypse
Sword Skill: Sword Art
Element: Half Shadow / Half Lightning
Range: 60 ft.
Target: Enemies in a 30-ft.-radius.
Saving Throw: Reflex half (see text)

The knight gallant swings his sword upward, forming crimson lighting to form from his blade, a magical circle appears at the target location and explodes dark, crimson lightning, dealing focus sword damage plus 5d6 damage plus an additional 1d6 damage per two knight gallant levels. A successful Reflex save halves this damage. Those who fail the save are inflicted with Unlucky for 1d4 rounds.

Climhazzard

Sword Skill: Sword Art
Element: Half Holy / Half Fire
Range: Centered on knight gallant
Target: Enemies in a 20-ft.-radius.
Saving Throw: Reflex half (see text)

The knight gallant charges holy fire into his blade and swings it down, causing the energy to explode outward, dealing focus sword damage plus 5d6 damage plus an additional 1d6 damage per two knight gallant levels. A successful Reflex save halves this damage. Those who fail the save are Shaken for a number of rounds equal to the knight gallant's Charisma modifier.

Divine Hazard
Sword Skill: Sword Art
Element: Holy
Range: 60 ft.
Target: Enemies in a 30-ft.-radius.
Saving Throw: Reflex half (see text)

The knight gallant points his sword upward letting light shine upon it, sending out a wave of holy light from the sky to strike down and blast the target area, dealing focus sword damage plus 5d6 damage plus 1d6 damage per two knight gallant levels. A successful Reflex save halves this damage. Those who fail the save are also Illuminated for a number of rounds equal to the knight gallant's Charisma modifier.

Golden Cross
Sword Skill: Sword Art
Element: Holy
Range: 30 ft.
Target: Enemies in a 30-ft.-line.
Saving Throw: Reflex half (see text)

The knight gallant forms light around his sword and swings it twice, forming a cross that shoots forward, dealing focus sword damage plus 5d6 damage plus 1d6 damage per two knight gallant levels to enemies in the area of effect. A successful Reflex save halves this damage. Those who fail the save are also knocked prone.

Grand Cross
Sword Skill: Sword Art **Prerequisite**: Knight Gallant Level 10
Element: Physical
Range: 60 ft.
Target: Enemies in two lines, 60-ft.-long and 5-ft.-wide, perpendicular to each other, intersecting at the center. (like a cross)
Saving Throw: Reflex half (see text)

The ultimate sword art. Azure energy swirls around the knight gallant's blade and he swings twice forming a cross of energy in the air that slams and cuts through the designated area, dealing focus sword damage and 10d8 points of damage to all enemies within the area of effect. A successful Reflex save halves this damage. This attack ignores damage reduction to the target in the center of the effect. Targets can only be affected once by this ability even if within both lines. Those who fail the save are also inflicted with Confusion for a number of rounds equal to the knight gallant's Charisma modifier.

Iai Strike

Sword Skill: Sword Art **Prerequisite**: Knight Gallant Level 8
Element: Physical
Range: Melee
Target: One creature.
Saving Throw: Fortitude negates (see text)

The knight gallant readies a stance with his sword, preparing to make a single blow to end his opponent. He makes a single melee attack and, if successful, the target must make a Fortitude save or die. This is a death effect. If the save is passed, the target is dealt focus sword damage instead.

Thunder Slash
Sword Skill: Sword Art
Element: Lightning
Range: Melee
Target: One creature, and enemies within 20 feet of the creature.
Saving Throw: Reflex half (see text)

The knight gallant raises his sword up, letting lightning blast it as he swings down upon his foe, making a melee attack and, if successful, he deals focus sword damage plus 5d6 damage plus 1d6 damage per three knight gallant levels. The blast explodes outward to other enemies dealing the same damage. However, those affected in the area of effect that are not struck in melee are allowed a Reflex save for half damage.

Stock Break
Sword Skill: Sword Art
Element: Half Holy / Half Shadow
Range: Centered on knight gallant
Target: Enemies in 20-ft.-radius.
Saving Throw: Reflex half (see text)

The knight gallant charges divine energy into his blade and swings it down, causing the energy to explode outward, dealing focus sword damage plus 5d6 damage plus an additional 1d6 damage per two knight gallant levels. A successful Reflex save halves this damage. Those who fail the save are staggered for 1 round.

Shock
Sword Skill: Sword Art
Element: Non-Elemental
Range: 60 ft.
Target: Enemies in a 40-ft.-cylinder high, 20-ft.-radius.
Saving Throw: Reflex half (see text)

The knight gallant flourishes his sword and swings it upward, causing an explosive rift of energy to explode upward from the ground, dealing focus sword damage plus 5d6 damage plus 1d6 damage per two knight gallant levels. This leaves the area of effect on the ground as difficult terrain. Those who fail the save are Disabled for 1 round.