

Onion Knight

Why is it that we use the name of a certain vegetable to refer both to those who excel and also those without experience in the ways of the world? It is a well-known fact that all heroes in all tales disliked vegetables as children. Their legend begins with their overcoming of this weakness, and then continues with a journey filled with hardships. That noble vegetable, the onion, lives on as a symbol of hardships overcome, and as the mark of a true hero.

The onion knight is an archetype of the knight class.

Class Skills: The onion knight gains Knowledge (Arcana) and Spellcraft as class skills, but lose Knowledge (Nobility) and Handle Animal.

Weapon and Armor Proficiency: An onion knight is proficient with all simple weapons and with all armor (light, medium, and heavy) and shields (except tower shields).

This ability replaces the knight's normal weapon and armor proficiency.

Limit Breaks (Su): At 1st level, the onion knight receives the Limit Breaks (Dual Spell Barrage and Onion Flurry)

Dual Spell Barrage (Su): This Limit Break allows the onion knight to cast two spells, that he could cast at his level, in the same turn, drawn from his spell list for a duration of 1 round + 1 additional round per four knight levels. MP is still expended for both spells. This limit break requires a swift action.

Onion Flurry (Su): This Limit Break allows the onion knight to make a flurry of attacks. For a duration of 1 round + 1 additional round per four knight levels after 1st, the onion knight may, as a full attack action, make an extra melee attack at his highest BAB, but all such attacks receive a -2 penalty. This does not stack with anything that grants additional attacks (such as *haste*). While this Limit Break is active, all weapon damage from the onion knight ignores damage reduction. This limit break requires a swift action.

These abilities replace the knight's standard Limit Breaks.

Spells: An onion knight gains the ability to cast spells at 1st level. He begins play with two level 1 spells of his choice, from any spell list, except the blue mage and summoner spell list. As the onion knight is not a natural mage, he cannot find or purchase scrolls with spells to add to his repertoire. He may only learn spells from Arcane Insight or from the *Plagiarize* ability.

To learn or cast a spell, the onion knight must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against an onion knight's spell is 10 + the spell level + his Wisdom modifier. In addition, an onion knight gains additional MP for having a high attribute (Wisdom).

Level	MP	Spell Level
1 st	1	1 st
2 nd	2	1 st
3 rd	3	1 st
4 th	5	2 nd
5 th	8	2 nd
6 th	10	2 nd
7 th	13	3 rd

8 th	18	3 rd
9 th	22	3 rd
10 th	26	4 th
11 th	33	4 th
12 th	39	4 th
13 th	44	5 th
14 th	53	5 th
15 th	61	5 th
16 th	67	6 th
17 th	78	6 th
18 th	88	6 th
19 th	99	6 th
20 th	105	6 th

This ability replaces defensive stance.

Self-Taught (Ex): At 1st level, the onion knight gains proficiency with any one weapon, even if he does not meet the prerequisites.

This ability replaces defend ally.

Way of the Onion: At 2nd level and every other level thereafter, the onion knight may choose a knight talent or pick one of the following talents:

Arcane Insight (Ex): The onion knight is considered to have the Precise Shot feat while casting spells or using any magical items that require ranged touch. In addition, he learns any two spells, up to one level below the current level he can cast, from any spell list except blue mage and summoner. Each time this talent is taken, the onion knight gains two new spells. **Prerequisite:** An onion knight must be at least 4th level to select this talent.

Arcane Onion (Ex): An onion knight with this talent may learn two cantrips drawn from any spell list except blue mage and summoner, and learns an additional cantrip every four knight levels after 2nd. This talent can only be taken once.

Core Training (Ex): The onion knight can increase one of his ability scores by 2 points. Each time this talent is taken, he picks a different ability score.

Feat: An onion knight may select any feat instead of a talent. He must still meet all prerequisites for this feat. This talent may be selected multiple times choosing a new feat each time.

Onion Combat (Ex): An onion knight with this talent gains a +1 bonus to attack rolls and damage rolls for every four knight levels after 2nd. This bonus only applies to the weapon he has selected for the *weapon bond* talent. The onion knight can only take this talent once. **Prerequisites:** An onion knight must be at least 6th level and have the weapon bond talent to select this talent.

Plagiarize (Su): Once per day, when a spell is cast within 60 feet, if the onion knight can see it being cast, he may attempt to identify and remember the spell, adding it to his list of known spells, except for 7th-9th level spells, regardless if he can cast the spell currently. To learn the spell, the onion knight must make a Spellcraft check (DC 15 + double the spell's level). He can remember a number of spells equal to his Wisdom modifier using this ability. **Prerequisite:** An onion knight must have arcane insight talent to select this talent.

Skillful (Ex): The onion knight gains two extra skill points per level that he takes this talent, and every level thereafter. This talent can be taken up to 3 times.

Weapon Bond (Ex): The onion knight selects one weapon he is proficient with. He gains Weapon Focus with this weapon. This talent can only be taken once.

These abilities may replace knight talents and advanced knight talents.

Armored Onion (Ex): At 4th level, normally, armor heavier than light armor interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component. An onion knight's limited focus and specialized training, however, allows him to avoid spell failure so long as he sticks to light armor and light shields. This training does not extend to medium armor or to heavy shields. This ability does not apply to spells gained from a different spell-casting class. At 9th level, an onion knight learns to use medium armor and heavy shields with no chance of spell failure. At 15th level, an onion knight learns to use heavy armor with no chance of spell failure.

This ability replaces bulwark, fortification, and steel defense.

Lucky (Su): Starting at 5th level, an onion knight can reroll any of his dice rolls and take the higher of both rolls. This ability can be used once per day per four knight levels.

This ability replaces deft shield.

Jack of all Trades (Ex): At 11th level, all skills are considered class skills to the onion knight, but trained skills must still be trained to use.

This ability replaces improved defensive stance.

Onion Mastery: At 12th level and every other level thereafter, the onion knight may choose an advanced knight talent or pick one of the following talents:

Fruitful Presence (Su): An onion knight with this talent may spread his luck to his allies. The onion knight may use two uses of his *lucky* ability to allow an ally to reroll any 1 dice roll. An ally may only be affected by this ability once per day. This talent can only be taken once.

Improved Weapon Bond (Ex): An onion knight selects a weapon for which he has selected for his *weapon bond* talent. He is treated as having the Weapon Specialization feat for that weapon, even if he does not meet the prerequisites. This talent can only be taken once. **Prerequisite:** An onion knight must have weapon bond talent to select this talent.

Ominous Presence (Su): An onion knight spells bad fortune for enemies. He may use a single use of his *lucky* ability to force an enemy to reroll any 1 dice roll. An enemy may only be affected by this ability once per day. This talent can only be taken once.

Onion Casting (Ex): Once per day, the onion knight may cast a spell improved with a Metamagic feat he knows without increasing the MP cost. This talent can be taken more than once increasing the number of uses per day by 1 each time. **Prerequisite:** An onion knight must have arcane insight talent to select this talent.

Onion Magus (Su): An onion knight with this talent can cast a spell from any ally's spell list within 60 feet, as though the spell was on his spell list. This ability can be used a number of times per day equal to his Wisdom modifier. **Prerequisites:** An onion knight must have arcane insight and plagarize talents to select this talent.

Onion's Might (Ex): An onion knight with this talent adds his Wisdom modifier to all damage rolls with weapons he is proficient with. In addition, spells the onion knight casts have his DC increased by 1 for every four knight levels after 12th. This talent can only be taken once.

Onion Vitality (Ex): An onion knight with this talent permanently increases his hit points by 10. This talent can be taken multiple of times.

Onion Weapon (Ex): The onion knight selects a weapon for which he has selected for the weapon bond talent. The onion knight adds half of his knight level to attack rolls with this weapon. **Prerequisites:** An onion knight must be at least 18th level and have weapon bond and improved weapon bond talents to select this talent.

Overwhelming Spirit (Ex): An onion knight with this talent permanently increases the HP threshold for using Limit Breaks by 25%. He can only take this talent twice.

Saving Grace (Ex): An onion knight with this talent permanently increases all base saving throws by +1. This talent can only be taken up to 2 times.

Skill Savvy (Su): Three times per day, an onion knight with this talent can gain a +10 insight bonus on any skill check. The bonus must be declared before the roll. This talent can only be taken once. **Prerequisite:** An onion knight must have skillful talent to select this talent.

Tenacity (Ex): Once per day, as an immediate action, the onion knight can negate any 1 status ailment that would be inflicted on him, automatically passing the saving throw. This talent can be taken more than once, allowing an additional use per day each time it's taken.

Onion Artisan (Ex): At 17th level, the onion knight can take a 10 on any skill roll even when distractions would not normally allow.

This ability replaces tireless stance.

Soul of the Onion (Ex): At 20th level, the onion knight's true potential bursts forth. He gains the following abilities:

- A permanent +2 bonus to any one ability score.
- A combat feat of his choosing, though he has meet the prerequisites.
- Two spells of any spell level (from 1 to 6).
- A permanent +1 bonus to all saving throws.
- A damage reduction of 5/- that stacks with all other damage reductions.

This ability replaces superior defensive stance.