

## Primal Knight

*The primal knight is a knight who harnesses a Primal's power for his own.*

The primal knight is an archetype of the knight class.

**Prerequisite:** A primal knight must choose one of the six primals to worship (Garuda, Ifrit, Leviathan, Ramuh, Shiva, or Titan).

**Alignment:** A primal knight's alignment must be within one step of his primal's, along either the law/chaos axis or the good/evil axis.

This replaces the knight's lawful alignment requirement.

**Limit Break (Su):** At 1st level, the primal knight receives the Limit Break chosen from a primal from above.

*Primal Influence (Su):* This Limit Break surrounds the primal knight with the power of his selected primal. For a duration of 1 round + 1 additional round per four knight levels, the primal knight's attacks gain an additional 1d6 of elemental damage plus 1d6 per four knight levels after 1st and force the opponent to make a Reflex save (DC 10 + half of the knight's level + his Charisma modifier) or suffer a status effect for 1d6 rounds. The element and status are based on the select primal: **Garuda** – wind and squall, **Ifrit** – fire and burning, **Leviathan** – water and drenched, **Ramuh** – lightning and static, **Shiva** – ice and frozen, **Titan** – earth and weighted. This limit break requires only a swift action.

This ability replaces one of the knight's standard Limit Breaks.

**Primal Form (Su):** A primal knight can call upon a primal's powers, granting him increased combat capability and resistance to elements. At 1st level, a primal knight can enter a primal form for a number of rounds per day equal to 4 + his Constitution modifier. For each level after 1st he possesses, the primal knight can enter a primal form for 2 additional rounds per day. Temporary increases to Constitution, such as that gained from *dwarf's endurance*, do not increase the total number of rounds that a primal knight can enter a primal form per day. A primal knight can enter a primal form as a free action. The total number of rounds of primal form per day is renewed after resting for 8 hours, although these hours need not be consecutive.

While in a primal form, a primal knight gains a +2 bonus on melee attack rolls, melee damage rolls, and thrown weapon damage rolls. In addition, he gains additional abilities depending on his primal (see below)

- *Garuda Form:* While in this primal form, the primal knight gains wind resistance 10 and earth resistance 5, but a weakness to ice. In addition, a weapon wielded by a primal knight in this primal form deals 1d6 points of wind damage.
- *Ifrit Form:* While in this primal form, the primal knight gains fire resistance 10 and ice resistance 5, but a weakness to water. In addition, a weapon wielded by a primal knight in this primal form deals 1d6 points of fire damage.
- *Leviathan Form:* While in this primal form, the primal knight gains water resistance 10 and fire resistance 5, but a weakness to lightning. In addition, a weapon wielded by a primal knight in this primal form deals 1d6 points of water damage.
- *Ramuh Form:* While in this primal form, the primal knight gains lightning resistance 10 and water resistance 5, but a weakness to earth. In addition, a weapon wielded by a primal knight in this primal form deals 1d6 points of lightning damage.
- *Shiva Form:* While in this primal form, the primal knight gains ice resistance 10 and wind resistance 5, but a weakness to fire. In addition, a weapon wielded by a primal knight in this primal form deals 1d6 points of ice damage.

- *Titan Form:* While in this primal form, the primal knight gains earth resistance 10 and lightning resistance 5, but a weakness to wind. In addition, a weapon wielded by a primal knight in this primal form deals 1d6 points of earth damage.

A primal knight can end his primal form as a free action, and is fatigued for 1 minute after a primal form 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 primal knight can't enter a new primal form while fatigued or exhausted, but can otherwise enter a primal form multiple times per day. If a primal knight falls unconscious, his primal form immediately ends. Knight talents that use defensive stance can use primal form instead. Extra Defensive Stance feat can also be used to increase the number of rounds for primal form.

This ability replaces defensive stance.

**Greater Primal Form (Su):** At 11th level, a primal knight's bonus on melee attack rolls, melee damage rolls, and thrown weapon damage rolls while in a primal form increases to +3. In addition, his primal form's abilities increased based on primal (see below).

- *Greater Garuda Form:* While in this primal form, the primal knight gains wind resistance 20 and earth resistance 10, but a weakness to ice. In addition, a weapon wielded by a primal knight in this primal form deals 2d6 points of wind damage.
- *Greater Ifrit Form:* While in this primal form, the primal knight gains fire resistance 20 and ice resistance 10, but a weakness to water. In addition, a weapon wielded by a primal knight in this primal form deals 2d6 points of fire damage.
- *Greater Leviathan Form:* While in this primal form, the primal knight gains water resistance 20 and fire resistance 10, but a weakness to lightning. In addition, a weapon wielded by a primal knight in this primal form deals 2d6 points of water damage.
- *Greater Ramuh Form:* While in this primal form, the primal knight gains lightning resistance 20 and water resistance 10, but a weakness to earth. In addition, a weapon wielded by a primal knight in this primal form deals 1d6 points of lightning damage.
- *Greater Shiva Form:* While in this primal form, the primal knight gains ice resistance 20 and wind resistance 10, but a weakness to fire. In addition, a weapon wielded by a primal knight in this primal form deals 2d6 points of ice damage.
- *Greater Titan Form:* While in this primal form, the primal knight gains earth resistance 20 and lightning resistance 10, but a weakness to wind. In addition, a weapon wielded by a primal knight in this primal form deals 2d6 points of earth damage.

This ability replaces improved defensive stance.

**Tireless Form (Su):** At 17th level and higher, a primal knight no longer becomes fatigued at the end of his primal form.

This ability replaces tireless stance.

**Mighty Primal Form (Ex):** At 20th level, a primal form's bonus on melee attack rolls, melee damage rolls, and thrown weapon damage rolls while in a primal form increases to +4. In addition, his primal form's abilities increased based on primal (see below).

- *Mighty Garuda Form:* While in this primal form, the primal knight gains wind immunity and earth resistance 15, but a weakness to ice. In addition, a weapon wielded by a primal knight in this primal form deals 3d6 points of wind damage.

- *Mighty Ifrit Form:* While in this primal form, the primal knight gains fire immunity and ice resistance 15, but a weakness to water. In addition, a weapon wielded by a primal knight in this primal form deals 3d6 points of fire damage.
- *Mighty Leviathan Form:* While in this primal form, the primal knight gains water immunity and fire resistance 15, but a weakness to lightning. In addition, a weapon wielded by a primal knight in this primal form deals 3d6 points of water damage.
- *Mighty Ramuh Form:* While in this primal form, the primal knight gains lightning immunity and water resistance 15, but a weakness to earth. In addition, a weapon wielded by a primal knight in this primal form deals 3d6 points of lightning damage.
- *Mighty Shiva Form:* While in this primal form, the primal knight gains ice immunity and wind resistance 15, but a weakness to fire. In addition, a weapon wielded by a primal knight in this primal form deals 3d6 points of ice damage.
- *Mighty Titan Form:* While in this primal form, the primal knight gains earth immunity and lightning resistance 15, but a weakness to wind. In addition, a weapon wielded by a primal knight in this primal form deals 3d6 points of earth damage.

This ability replaces superior defensive stance.