

## Redeemed Knight

*Once having walked the path of darkness you have deemed to walk the path of light again, but having succumbed to your dark side has still left a taint upon you and leaves you forever changed.*

**Hit Die:** d10.

### Requirements

To qualify to become a redeemed knight, a character must fulfill all of the following criteria.

**Skills:** Knowledge (religion) 5 ranks.

**Special:** Must have the Darkside and Grit class features.

### Class Skills

The redeemed knight's class skills (and the key ability for each skill) are Diplomacy (Cha), Heal (Wis), Ride (Dex), Perception (Wis), and Sense Motive (Wis).

**Skill Ranks at Each Level:** 4 + Int modifier.

Table: The Redeemed Knight					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+1	+0	+1	A Light in the Darkness, Grit Unbound, Limit Break
2 <sup>nd</sup>	+2	+1	+1	+1	Temperance, +1 level to existing spell-casting class
3 <sup>rd</sup>	+3	+2	+1	+2	Daring Stance, Divine Arts, +1 level to existing spell-casting class
4 <sup>th</sup>	+4	+2	+1	+2	Lay on Hands, +1 level to existing spell-casting class
5 <sup>th</sup>	+5	+3	+2	+3	Blessings, +1 level to existing spell-casting class
6 <sup>th</sup>	+6	+3	+2	+3	Divine Arts, +1 level to existing spell-casting class
7 <sup>th</sup>	+7	+4	+2	+4	Blessings, +1 level to existing spell-casting class
8 <sup>th</sup>	+8	+4	+3	+4	Aura of Confidence, +1 level to existing spell-casting class
9 <sup>th</sup>	+9	+5	+3	+5	Divine Arts, Blessings, +1 level to existing spell-casting class
10 <sup>th</sup>	+10	+5	+3	+5	Knight Reborn, +1 level to existing spell-casting class

### Class Features

All of the following are class features of the redeemed knight prestige class.

**Weapon and Armor Proficiency:** The redeemed knight is proficient with all simple and martial weapons, knight swords, all types of armor (light, medium, and heavy), and shields.

**MP per Day / Spells Known:** At each level except 1st, a redeemed knight gains MP per day and spells known as if he had also gained a level in a spell-casting class to which he belonged before adding the prestige class level and an increased effective level of spellcasting. He does not, however, gain any other benefit a character of this class would have gained. If he had more than one spell-casting class before becoming a redeemed knight, he must decide to which class to add each level for the purpose of determining MP per day and spells known.

**Limit Break (Su):** At 1st level, the redeemed knight receives the Limit Break (Light Fantastic).

*Light Fantastic (Su):* This Limit Break allows the redeemed knight to reach and protect his allies more effectively. For a duration of 1 round + 1 round per two redeemed knight levels after 1st, the redeemed knight increases his reach by 5 feet + an additional 5 feet at 5th and 10th level, and all allies adjacent or within his

threatened area, gain a dodge bonus to their AC equal to the redeemed knight's Charisma modifier. This limit break requires only a swift action.

**Grit Unbound (Su):** At 1st level, a redeemed knight's reformed style brings a renewed vigor to his previously sluggish style. While the redeemed knight is in grit stance, his total movement speed is no longer halved; but foes are no longer flat-footed when struck with an attack of opportunity. In addition, he treats his redeemed knight levels as dark knight levels to determine his bonuses and penalties from Grit Stance.

At 3rd level, a redeemed knight may adopt a new stance called Daring Stance. A redeemed knight may only have one stance active at a time and activating Daring or Grit stance immediately ends the other stance. Entering and leaving either stance is a move action.

- *Daring Stance (Su):* Under this stance, the redeemed knight gains a +1 (plus an additional +1 for every two redeemed knight levels after 1st) insight bonus to damage rolls, and a -2 penalty to his AC. While in this stance, his threatened area is increased by 5 feet. This threatened area is increased by an additional 5 feet at 5th (10 feet increase), and again 10th level (15 feet increase). He may make attacks of opportunity against any opponent in this threatened area that provokes attacks of opportunity. He may move as part of these attacks, provided his total movement before his next turn does not exceed his speed. Any movement he makes provokes attacks of opportunity as normal.

**A Light in the Darkness (Su):** Any abilities from the redeemed knight's levels in dark knight that deal shadow damage have half of their damage converted to holy, meaning abilities such as Abyssal Drain or Soul Eater will deal half shadow and half holy damage. If a creature would absorb the redeemed knight's shadow or holy damage but not both elements at once, the creature does not receive healing from that damage type, but also takes no damage from it.

**Temperance (Su):** At 2nd level, the redeemed knight learns to channel his energy in a less destructive manner, though the dark taint still remains. Anytime the redeemed knight would lose hit points from his darkside ability all adjacent allies are healed for an amount equal to half the hit points lost this way. If the redeemed knight has Improved Darkside, he may add his Charisma modifier to the number of hit points restored to allies this way. In addition, he treats his redeemed knight levels as dark knight levels to determine the effects of his Darkside ability.

**Divine Arts (Su):** At 3rd level and every three redeemed knight levels thereafter, the redeemed knight gains a divine art as a holy knight of his level. The redeemed knight can use divine art abilities a number of times per day equal to his Charisma modifier. A redeemed knight does not need to be in Sword or Shield Oath to utilize these divine arts.

If the redeemed knight has levels in a dark knight with the Abyssal Arts class feature, he instead uses his Abyssal Art uses per day to utilize Divine Arts. In addition, the redeemed knight may treat his levels in dark knight as holy knight levels to determine the power of any Divine Arts.

**Lay on Hands (Su):** At 4th level, a redeemed knight can heal wounds by touch as per the holy knight's lay on hands ability, using his redeemed knight levels as holy knight levels to determine the power and uses per day of this ability.

If the redeemed knight has levels in a dark knight with the Harm Touch class feature, he can no longer use it, but may treat his dark knight levels as holy knight levels as well to determine the power of this ability.

**Blessings (Su):** At 5th, 7th, and 9th level, a redeemed knight can select one blessing using her redeemed knight levels -2 as holy knight levels to determine what he qualifies for.

If the redeemed knight has levels in a dark knight with the Defile class feature, he may replace any Defiles with a Blessing of the same level (ie. Blinded Defile can become the Fatigued Blessing, but cannot become the Dazed Blessing).

**Aura of Confidence (Su):** At 8th level, a redeemed knight draws upon his newfound convictions to sustain him and his allies in battle. The redeemed knight and all allies within 15 feet gain a number of temporary hit points equal to 3 + the redeemed knight's Charisma modifier and DR 2/-. If an ally already has a form of untyped DR, they may treat their DR as 1 point higher while they remain within the redeemed knight's aura. Allies affected by this ability retain this bonus to DR for 1 round after leaving the redeemed knight's aura, and temporary hit points are refreshed at the end of the redeemed knight's turn.

This ability functions only while the redeemed knight is not unconscious or dead. Allies within the aura must also be conscious, and able to hear the redeemed knight to receive the benefits of this aura.

**Knight Reborn (Su):** At 10th level, once per day as a standard action, a redeemed knight becomes a beacon of hope, displaying the power of his reformed conviction. For a number of rounds equal to his Charisma modifier, he gains fast healing 5, gains the benefits of both Grit and Daring stance without the penalty to AC or Damage, and all Holy or Shadow damage he deals becomes untyped. For the duration of this ability, healing from the Temperance ability heals allies within 15 feet instead of just adjacent allies.