

Rune Knight

The holy knights trade in white magic and nimbus of light for the ability to inscribe magical runes of ancient and mysterious power upon their weapons and armor and to perform bard songs.

The rune knight is an archetype of the holy knight class.

Class Skills: The rune knight adds Perform (Sing) as a class skill. This replaces Handle Animal as a class skill.

Song Magic: The rune knight learns bard songs rather than holy knight spells. Performing a song also requires the rune knight to make a Perform skill check of DC 10 + twice the song's level in addition to spending MP. Failure in making the skill check still expends the MP cost of the song. All songs have a duration of one round + the rune knight's Charisma modifier and are dismissible with a standard action that does not provoke attacks of opportunity. The rune knight may do other things while the song duration is in effect. Most songs have a radius of 30 feet, centered on the rune knight, unless otherwise stated.

This ability modifies and replaces the holy knight's spellcasting ability.

Scribe Rune (Su): Beginning at 5th level, a rune knight can inscribe magical runes to bless his weapon or armor. The rune knight may apply a 1st-level bard song to his armor or weapon. The rune knight may apply any defensive songs upon his armor or any offensive songs upon his weapons. Any song that affects more than one target only affects one target. The level of the song the rune knight can scribe onto his weapon or armor increases at 9th level, and every four levels thereafter (to maximum of 4th level songs at 17th level).

The rune knight can only have one rune per song level active at a time.

Only a rune knight has the power to draw upon runes, so his weapons and armor are treated as non-magical equipment in the hands of others. Scribing runes requires a standard action. The runes last for a number of rounds equal to his holy knight level or until the rune knight uses Scribe Rune again. The rune knight may use this ability a number of times per day equal to 3 + his Charisma modifier.

This ability replaces unwavering confidence.

Rune Eruption (Su): At 13th level, as a standard action, a rune knight can have his runes affect allies or enemies within a 20-ft.-radius burst for a duration of rounds equal to 3 + his Charisma modifier. A rune knight can use this ability once per day at 13th level plus one additional time per day at 16th and 19th level.

This ability replaces royal authority.