

Temple Knight

Some holy knights feel the call of white magic more closely than others, focusing on reaching greater heights.

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

Limited Prowess: A temple knight's base attack bonus decreases by one step (from Full BAB to 3/4 BAB). Also decreases temple knight's hit dice from d10 to d8.

Spell Proficiency (Ex): Temple knights are considered to have the Precise Shot feat while casting spells, using class features that require ranged touch or using any magical items that require ranged touch.

Spells and Cantrips: Beginning at 1st level, a temple knight gains the ability to cast white magic spells, which are drawn from the white mage spell list. A temple knight begins play with 3 1st level white mage spells of her choice. The temple knight also selects a number of additional 1st-level spells equal to her Charisma modifier to add to her list of spells. Each time a character attains a new holy knight level, she gains two spells of her choice to add to her list of spells. The two free spells must be of spell levels she can cast. Like most spellcasters, a temple knight can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a spell, the temple knight must have a Charisma score equal to at least 10 + the spell level (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a temple knight's spell is 10 + the spell level + the temple knight's Charisma modifier. In addition, a temple knight gains additional MP for having a high attribute (Charisma). All white mage spells learned by the temple knight uses his Charisma modifier instead of Wisdom for all spells' effects.

Level	Base MP	Spell Level
1 st	1	1 st
2 nd	2	1 st
3 rd	3	1 st
4 th	4	2 nd
5 th	6	2 nd
6 th	8	2 nd
7 th	10	3 rd
8 th	14	3 rd
9 th	17	3 rd
10 th	20	4 th
11 th	25	4 th
12 th	29	4 th
13 th	33	5 th
14 th	40	5 th
15 th	46	5 th
16 th	50	6 th
17 th	59	6 th
18 th	66	6 th
19 th	74	6 th
20 th	79	6 th

In addition, a temple knight learn a number of cantrips, or 0-level white magic spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Temple knights begin with 2 0-level spells and gain an additional 0-level spell every three levels after 1st level.

This ability modifies and replaces the holy knight's spellcasting ability gained at 4th level.

Faithful Steed (Sp): Upon reaching 1st level, the temple knight gains the ability to gain the service of a yellow chocobo to serve her in her crusade against evil. This mount functions as a chocobo knight's animal companion, using the holy knight's level as her effective chocobo knight level.

Once per day, as a full-round action, a temple knight may magically call her mount to her side. This ability is the equivalent of a spell of a level equal to one-third the holy knight's level. The mount immediately appears adjacent to the temple knight. A temple knight can use this ability once per day at 1st level, and one additional time per day for every four holy knight levels thereafter, for a total of five times per day at 17th level.

At 12th level, a temple knight's mount becomes a white chocobo.

At 15th level, a temple knight's mount gains spell resistance equal to the holy knight's level + 11.

Should the temple knight's mount die, the temple knight may not summon another mount for 30 days or until she gains a holy knight level, whichever comes first. During this 30-day period, the temple knight takes a –1 penalty on attack and weapon damage rolls. In addition, a temple knight gains Mounted Combat as a bonus feat.

This ability replaces oath stance.

Challenge (Ex): Once per day, a temple knight can challenge a foe to combat. As a swift action, the temple knight chooses one target within sight to challenge. The temple knight's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the dark knight's level. The temple knight can use this ability once per day at 2nd level, plus one additional time per day for every three levels beyond 2nd, to a maximum of seven times per day at 20th level. Challenging a foe requires much of the temple knight's concentration. The temple knight takes a –2 penalty to his Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends.

This ability replaces holy grace.

Mounted Talents (Ex): As a talented temple knight gains experience, she learns a number of talents that expand her role as a mounted combatant. Starting at 2nd, a talented temple knight gains a mounted talent. She gains an additional mounted talent at 4th level and every two holy knight levels thereafter. A temple knight cannot select an individual talent more than once unless the talent specifies otherwise.

A complete list of mounted talents can be found here: [Mounted Talents](#)

These abilities replace divine arts gained at 2nd level and higher.

White Magery (Ex): At 3rd level and every four holy knight levels thereafter, a temple knight increases her power with her spells. At each such opportunity, she can choose from the list of the following (with a maximum of 2 per):

- **Healing Mastery:** This increases the temple knight's caster level by 1 for all spells with from the healing school.

- **Increased Healing:** This increases any healing spell from the white mage spell list the temple knight casts by 1 extra die of the appropriate type. This allows the temple knight to overcome any healing cap a spell might restrict her to.
- **Spell Mastery:** This increases the DC for all of the temple knight's spells by 1.
- **Spell Penetration:** This increases the temple knight's caster level checks by 1 made to overcome a creature's spell resistance. This stacks with the Spell Penetration feat.

This ability replaces blessings.

Armored Mage (Ex): At 3rd level, normally, armor of any kind interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component. A temple knight's limited focus and specialized training, however, allows her to avoid spell failure so long as she 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 6th level, a temple knight learns to use medium armor and heavy shields with no chance of spell failure. At 9th level, a temple knight learns to use heavy armor with no chance of spell failure.

This ability replaces shared defense.

Clear Mind (Ex): At 5th level, a temple knight can regain her MP quicker. The temple knight must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. For example, she could be riding in the back of a carriage and benefit from this ability. The temple knight does not gain this recovery if she is asleep or unconscious. The temple knight regains 1 MP per hour. This increases by 1 for every five holy knight levels after 5th.

This ability replaces unwavering confidence.