

White Knight

The compassion to pursue good, the will to uphold law, and the power to defeat evil—these are the three weapons of the white knight. Few have the purity and devotion that it takes to walk the white knight's path, but those few are rewarded with the power to protect, to heal, and to smite.

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

Alignment: Must be of a good alignment.

Sense Evil (Su): At 1st level, at will, a white knight can, as a move action, concentrate on a single item or individual within 30 feet and determine if it is evil, with a successful Sense Motive skill check. The DC for an item is equal to 10 + the caster level of the item. The DC for an individual is equal to 10 + the CR of the creature.

Smite Evil (Su): Also at 1st level, once per day, a white knight can call out to the powers of good to aid her in her struggle against evil. As a swift action, the white knight chooses one target within sight to smite. If this target is evil, the white knight adds her Charisma modifier (if any) to her attack rolls and adds her holy knight level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the white knight possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, the white knight gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the white knight targets a creature that is not evil, the smite is wasted with no effect. The smite evil effect remains until the target of the smite is dead or the next time the white knight rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the white knight may smite evil one additional time per day to a maximum of seven times per day at 19th level.

This ability replaces cover.

Holy Strike (Ex): At 3rd level, a white knight's ferocity in dealing with evil lends her a helping hand in vanquishing her foes. Any time a white knight strikes an evil opponent, she deals extra damage. This extra damage is 1d6 when first gained, and it increases by 1d6 for every three holy knight levels after 3rd. If the holy strike is also a critical hit, the extra damage is not also multiplied. This extra damage can only be done with melee weapons.

This ability replaces shared defense.

Nimbus of Light (Su): At 4th level, a white knight learns to use the power of good to bolster her defenses and aid her allies. As a standard action, she can call upon her holy power to cause a nimbus of light to emanate from the white knight in a 30-ft.-radius. The white knight can use this ability a number of times per day equal to 3 + her Charisma modifier. This power lasts for 1 minute.

Bless (Su): At 4th level, the white knight's nimbus of light grants all allies in this area (including the white knight) a +1 morale bonus to AC and on attack rolls, damage rolls, and saving throws against fear as long as they remain in the area of light.

Health (Su): At 8th level, the white knight's nimbus of light also heals the white knight and her allies, curing of them of 1d4 points of ability damage and granting Fast Healing 2.

Resistance (Su): At 12th level, the white knight's nimbus of light is treated as daylight for the purposes of affecting creatures with sensitivity to light. In addition, the nimbus grants allies in the area resistance 10 to one type of elemental damage, selected by the white knight when this power is activated.

Protection (Su): At 16th level, the white knight's nimbus of light grants the white knight and her allies protection from critical hits. There is a 25% chance that critical hits made against the white knight and her allies in the area are instead treated as normal hits. This does not stack with other abilities that grant similar protection.

Aegis (Su): At 20th level, the nimbus of light increases in size out to a range of 60 feet. In addition, all of its bonuses increase. The morale bonus to AC and on attack rolls, damage rolls, and saving throws against fear increases to +2. The amount of ability damage healed increases to 2d4 and Fast Healing 4. The elemental resistance increases to 20 against one elemental damage type. Finally, protection against critical hits increases to 50%.

This ability replaces divine arts gained at 4th, 8th, 12th, 16th, and 20th level.

Channel Positive Energy (Su): When a white knight reaches 5th level, she gains the supernatural ability to channel positive energy like a cleric. Using this ability consumes two uses of her lay on hands ability. A white knight uses her level as her effective cleric level when using channel energy. This is a Charisma-based ability.

This ability replaces unwavering confidence.

Aura of Life (Su): At 11th level, a white knight emits a 10-foot aura of life around her that weakens undead creatures. Undead in this aura take a –4 penalty on Will saves made to resist positive energy. In addition, undead in this aura do not regain hit points from channeled negative energy. This ability functions only while the white knight is conscious, not if she is unconscious or dead.

This ability replaces aura of courage.

Shining Light (Su): At 12th level, a white knight can unleash a 30-foot burst of pure, white light as a standard action. Evil creatures within this burst take 1d6 points of holy damage for every two holy knight levels and are blinded for 1 round. Evil dragons, evil outsiders, and evil undead are blinded for 1d4 rounds on a failed save. A Reflex save halves this damage and negates the blindness. The DC of this save is equal to 10 + half of the holy knight's level + her Charisma modifier. Good creatures within this burst are healed 1d6 points of damage per two holy knight levels and receive a +2 sacred bonus on ability checks, attack rolls, saving throws, and skill checks for 1 round. A white knight can use this ability once per day at 12th level plus one additional time per day at 15th and 18th level.

This ability replaces a blessing gained at 12th level.

Aura of Purity (Su): At 13th level, a white knight emits a 10-ft.-aura of purity, negating diseases, inhaled poisons, and noxious gaseous effects. Abilities used that deal these effects are automatically countered while within the white knight's aura. This ability functions only while the white knight is conscious, not if she is unconscious or dead.

This ability replaces aura of resolve.

Aura of Justice (Su): At 15th level, a white knight can expend two uses of her smite evil ability to grant the ability to smite evil to all allies within 10 feet, using her bonuses. Allies must use this smite evil ability by the start of the white knight's next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

This ability replaces sentinel.

Aura of Faith (Su): At 17th level, a white knight's weapons are treated as good-aligned for the purposes of overcoming Damage Reduction. Any attack made against an enemy within 10 feet of her is treated as good-aligned for the purposes of overcoming Damage Reduction. This ability functions only while the white knight is conscious, not if she is unconscious or dead.

This ability replaces aura of healing.

Aura of Righteousness (Su): At 19th level, a white knight gains DR 5/evil. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against dark spells and effects. This ability functions only while the white knight is conscious, not if she is unconscious or dead.

This ability replaces aura of warding.

Divine Champion (Su): At 20th level, a white knight becomes a conduit for the power of good. The white knight gains DR 10/evil. Whenever she casts healing spells or uses lay on hands to heal a creature, she heals the maximum possible amount. In addition, any weapon the white knight wields is considered Good aligned for purposes of bypassing damage reduction, dealing an additional 1d6 points of holy damage against all evil opponents and an additional 2d6 points of holy damage against evil undead and evil-aligned dark knights.

This ability replaces holy champion.