

Solamnic Knight Prestige Class

Hit Dice: d10.

Entry Requirements

Race: Human. In the Age of Mortals, characters with a human parent may also become Solamnic knights.

Alignment: Lawful good.

Base Attack Bonus: +5.

Skills: Diplomacy 2 ranks, Knowledge (nobility) 2 ranks, Ride 4 ranks.

Feats: Armor Proficiency (heavy), Iron Will, Martial Weapon Proficiency (any one), Shield Proficiency.

Special: Must be a member of the respective knightly order.

Class Skills

The Solamnic knight's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

Skill Ranks at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+1	+0	+1	Honor-bound, knightly courage
2 nd	+2	+1	+1	+1	Order discipline
3 rd	+3	+2	+1	+2	Heroic Initiative +1
4 th	+4	+2	+1	+2	Order discipline
5 th	+5	+3	+2	+3	Heroic Initiative +2
6 th	+6	+3	+2	+3	Order discipline
7 th	+7	+4	+2	+4	Heroic Initiative +3
8 th	+8	+4	+3	+4	Order discipline
9 th	+9	+5	+3	+5	Aura of courage
10 th	+10	+5	+3	+5	Order discipline

Class Features

All of the following are class features of the Knight of Solamnia prestige class.

Honor-bound (Ex): One per day as a reaction, you may add a +2 circumstance bonus to your saving throws, armor class or melee attack rolls if your imminent failure or death would cause you to break a promise, oath or sworn duty. This bonus lasts for the entire encounter.

Knightly Courage (Su): A Solamnic knight applies their Charisma modifier (if positive) as a morale bonus to all saving throws against fear effects.

Order Discipline (Ex): At 2nd level, and every two levels beyond, a Knight of Solamnia may select a discipline appropriate for the order they belong to.

Strength of Honor (Su): A 2nd level Knight of the Crown can channel their steadfast dedication to the knighthood into great feats of strength. They gain a +4 morale bonus to their Strength score for a number of rounds per day equal to 2 + their Charisma modifier. Every two levels after 2nd, the knight can use strength of honor for 2 additional rounds per day. At 6th level, the morale bonus to the knight's strength score increases to a +6. A knight can activate strength of honor as a free action. The total number of rounds of strength of honor is renewed after resting for 8 hours, although these hours need not be consecutive.

Defend the Weak (Ex): A 2nd level Knight of the Sword can designate an ally or non-combatant with fewer hit dice than themselves once per encounter as their protectorate. Any time the knight is adjacent to their protectorate, they receive a morale bonus to their armor class equal to their Charisma modifier. The knight gains a +1 bonus to attack and damage rolls made to defend their protectorate from enemies. Every two levels after 2nd, this bonus increases by +1.

Noble Rhetoric (Ex): At 2nd level, a Knight of the Rose gains this ability, which functions like the noble class feature of the same name, except the knight's effective noble level is 3 lower than their class level. Levels in this class stack with levels in any other class that grants a similar ability to determine their effective noble level.

Fight to the Death (Ex): A 4th level Knight of the Crown gains Diehard as a bonus feat even if they do not meet the normal prerequisites.

Smite Evil (Su): At 4th level, a Knight of the Sword gains this ability, which functions like the paladin class feature of the same name. At 6th level, the knight may use this ability twice per day. At 8th level they may use it three times per day. Levels in this class stack with levels in any other class that grants this ability.

Rallying Cry (Ex): A 4th level Knight of the Rose can use his noble rhetoric to bring his allies back from the brink of defeat. To be affected, the ally must be able to perceive the knight's rhetoric. An affected ally receives a +2 morale bonus on all attack rolls and a 10 ft. bonus to their base speed. Rallying cry is a mind-affecting ability and uses audible components.

Armor Training (Ex): At 6th level, a Knight of the Crown learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Levels in this class stack with levels in any other class that grant this ability.

Aura of The Oath (Su): At 6th level, when a Knight of the Sword activates their Honor-bound class ability, each ally within 10 feet of the knight also gains a +2 circumstance bonus to their saving throws, armor class or melee attack rolls as a reaction if their alignment is within one step of the Sword knight's.

This ability only functions while the Knight of the Sword is conscious, not if they are unconscious or dead and otherwise lasts for the entire encounter.

Wisdom of the Measure (Sp): At 6th level, a Knight of the Rose may use their extensive knowledge of the Solamnic Measure to inform their actions. If they succeed at a DC 10 Knowledge (nobility) check the Rose knight may cast *divination* as a spell-like ability. Each point that the knight's skill check exceeds 10 adds +1% to their base chance for a correct divination. They may use this ability 1 time per day at 6th level and one additional time per day every two levels thereafter, to a maximum of 3 times per day at 10th level.

The information provided by this ability always comes in the form of a historical anecdote, proverb, or law written in the Measure.

Battle Equestrian (Ex): At 8th level, a Knight of the Crown can make a full attack action even if their mount moves more than 5 feet. When mounted, the knight deals triple damage with a lance on a charge and can choose to use their mount's Strength score in place of their own. The strength modifier of the knight or his mount is not tripled upon a successful charge attack.

Aura of the Measure (Su): At 8th level, a Knight of the Sword and all allies within 10 feet gain the

benefits of a *protection from evil spell*. Evil summoned creatures cannot enter the radius of the knight's aura.

Once per day, the knight can choose to add an additional spell effect that only works within the radius of the aura including *aid*, *daylight*, *death ward*, *dimensional anchor*, *discern lies*, *dispel magic*, *freedom of movement*, *invisibility purge*, *prayer*, *protection from energy*, *remove fear*, *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details).

This ability functions only while the knight is conscious, not if they are unconscious or dead.

Final Stand (Su): At 8th level, a Knight of the Rose can use their noble rhetoric to inspire their allies to fight harder, temporarily increasing their strength and vitality. To be effected an ally must be able to perceive the knight's rhetoric. An affected ally receives a +2 bonus to their Strength score and a +4 bonus to their Constitution score. This adds the usual benefits to melee attack rolls, melee damage rolls, hit points, Fortitude saves, Constitution checks, and so forth. Final stand can use audible or visual components. The knight must choose which components to use when starting their rhetoric.

Crown of the Knighthood (Su): At 10th level, a Knight of the Crown gains a morale bonus equal to their Charisma modifier (if any) on all saving throws. They gain an additional +4 bonus on all saves against compulsion effects and can cast *greater heroism* on themselves once per day as a spell-like ability.

Soul of the Knighthood (Su): At 10th level, any weapon wielded by a Knight of the Sword counts as good-aligned for purposes of damage reduction. The knight can also cast *holy aura* on themselves as a spell-like ability once per day. However, the target for this spell-like ability is self only.

Flower of the Knighthood (Su): At 10th level, a Knight of the Rose gains immunity to all spells of the enchantment school. Once per day, the knight can cast *foresight* as a spell-like ability with a target range of self only.

Heroic Initiative (Ex): At 3rd level a Solamnic knight gains a +1 bonus on Initiative checks. This bonus increases to +2 at 5th level and +3 at 7th level. If the knight gain this ability from another class, the bonuses stack.

Aura of Courage (Ex): At 9th level, a Solamnic knight gains this ability, which functions like the paladin class feature of the same name.