

Knight of the Chalice

REQUIREMENTS

Alignment: Lawful.

Base Attack Bonus: +4

Skills: Knowledge (nobility & royalty) 4 ranks, Ride 6 ranks.

Feats: Heavy Armour Proficiency, Power Attack, Cleave, Mounted Combat, Great Cleave.

Special: Member of the Chalice organisation.

CLASS FEATURES

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Defensive blow +2, shining beacon
2nd	+2	+0	+0	+3	Best effort +2, Iron Will
3rd	+3	+1	+1	+3	Supreme Cleave
4th	+4	+1	+1	+4	Defensive blow +3
5th	+5	+1	+1	+4	Best effort +3
6th	+6	+2	+2	+5	No mercy +1
7th	+7	+2	+2	+5	Defensive Blow +4
8th	+8	+2	+2	+6	Best effort +4
9th	+9	+3	+3	+6	No mercy +2
10th	+10	+3	+3	+7	Best effort +5, defensive blow +5

Hit Die: d10

Class Skills: Diplomacy (Cha), Intimidate (Cha), Knowledge (nobility & royalty) (Int), Ride (Dex), Spot (Wis).

Skill points at each level: 2 + Int Modifier.

Weapon and Armour Proficiency: Proficient with all simple and martial weapons, all types of armour, and shields.

Defensive Blow: Whenever the knight is engaged in a melee combat situation where he/she seeks to protect a creature who is weaker than themselves (i.e. fewer HD or total levels) or is helpless, the knight gains the listed morale bonus to his/her attack and weapon damage rolls.

Shining Beacon: The knight is the physical and spiritual embodiment of high ideals. All his/her allies gain a +4 morale bonus on saves versus fear effects when they stand within 10ft. of the knight. If the knight is *held*, unconscious, or otherwise rendered helpless, his/her allies lose the bonus.

Best Effort (Ex): The daunting nature of the knight's goals often requires special focus or effort. Beginning at 2nd level, a knight gains a bonus to any one skill check he/she makes, once per day. You must declare that you are using this ability before you make the skill check.

Iron Will: At 2nd level, the knight gains the feat Iron Will.

Supreme Cleave: Beginning at 3rd level, the knight can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. A character can take only one 5-foot step each round, and then only if the character has not moved or already taken a 5-foot step during the round.

No Mercy: At 6th level, the knight gains the ability to make extra attacks of opportunity. The number of additional attacks of opportunity are equal to the bonus listed above, and use the knight's full attack bonus.



Note that this prestige class is exactly the same as the 'Knight Protector of the Greater Kingdom' found in the Sword and Fist rule book (p24).