



## Household Knight

### A Feudal Lord Campaign Character Class

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A household knight bears the title and noble trappings of knighthood, but is landless. Therefore, most household knights live in residence with the lord they serve.

In return for loyal service, a lord grants the household knight provisions and upkeep. Though they bear no heraldry of their own, they are permitted to wear a small badge representative of their lord and loyal service.

**Adventures:** Household knights, though in the service of a lord, most are found at the forefront of battle distinguishing themselves with courage and honor. Some move about the land sowing the seeds of treachery and oppression on behalf of nefarious lords while others uphold the tradition of honor that virtuous lords represent.

**Characteristics:** The most defining trait a household knight has is their steadfastness for law and tradition. They are able to show ferocity on the battlefield as well as being well versed in the subtle intrigue of court life. They revel in the notion of being an extension of their lord's hand and the honor it entails.

They seek recognition beyond anything else. Because they are poor, household knights value their service and life by the way they live: honorably.

**Alignment:** All household knights are lawful in nature. They seek to preserve the traditions and laws that uphold their power as titled soldiers. They are quick to attack those that might circumvent such traditions or bring chaos to order.

**Religion:** Most household knights give praise to those that uphold their values of hereditary ascension. It is common to have household knights worship the same faith, or lack thereof, as their lord.

Though religion holds a purpose to retain order among the common people, household knights recognize the constant struggle between their secular lords and priests. If such tensions were to tighten toward conflict, the household knight would serve the worldly value of tradition rather than the spiritual trappings of religion.

**Background:** Household knights are almost always chosen from the elite—second or third sons of nobility. However, almost anyone who has served a feudal lord well could attain knighthood by becoming a household knight.

**Races:** Humans tend to hold the most promise for becoming a household knight, for most feudal lords do not recognize the ancestral lands of other races. However, other races, such as elves and dwarves, often have similar ties to the human concept of knighthood. The elves for its pageantry and chivalry; dwarves for its long standard of traditions

HOUSEHOLD KNIGHT

Requires the use of a Roleplaying Game Core Book published by  
Wizards of the Coast, Inc.





Table I-1: The Household Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Heraldry Bonus	Special	Commands per Day
1st	+1	+2	+0	+0	+2	Superior charge +1d6	1
2nd	+2	+3	+0	+0	+2	Horsemanship	1
3rd	+3	+3	+1	+1	+2	Leadership, superior charge +2d6	2
4th	+4	+4	+1	+1	+3	Fearful Strike (1/day)	2
5th	+5	+4	+1	+1	+3	Superior charge +3d6	3
6th	+6/+1	+5	+2	+2	+3	Improved horsemanship, squire, tactical expertise	3
7th	+7/+2	+5	+2	+2	+4	Masterful leadership, superior charge +4d6	4
8th	+8/+3	+6	+2	+2	+4	Fearful Strike (2/day)	4
9th	+9/+4	+6	+3	+3	+4	Superior charge +5d6, tactical mastery	5
10th	+10/+5	+7	+3	+3	+5	Commanding presence	5
11th	+11/+6/+1	+7	+3	+3	+5	Masterful horsemanship, superior charge +6d6	5
12th	+12/+7/+2	+8	+4	+4	+5	Fearful Strike (3/day)	6
13th	+13/+8/+3	+8	+4	+4	+6	Superior charge +7d6	6
14th	+14/+9/+4	+9	+4	+4	+6	Courtly presence	6
15th	+15/+10/+5	+9	+5	+5	+6	Superior charge +8d6	7
16th	+16/+11/+6/+1	+10	+5	+5	+7	Fearful Strike (4/day)	7
17th	+17/+12/+7/+2	+10	+5	+5	+7	Superior charge +9d6	7
18th	+18/+13/+8/+3	+11	+6	+6	+7	Defender of the realm	7
19th	+19/+14/+9/+4	+11	+6	+6	+8	Superior charge +10d6	8
20th	+20/+15/+10/+5	+12	+6	+6	+8	Fearful Strike (5/day)	8

and significance of hereditary lineage. Half-orcs often represent orc tribes with such bravery when dealing with humans as they understand the lawful tendencies of feudal lords more than their chaotic chieftains.

**Other Classes:** Household knights get along with most classes so long as they hold with the support of the feudal system as well as for law and order. Of all classes, they differ greatly from barbarians preferring to allow missionaries to convert them rather than deal in social niceties. Household knights also have a great dislike for mercenaries, whom have no loyalty except to those that present them with the most coin.

## GAME RULE INFORMATION

Household knights have the following game statistics.

**Abilities:** Dexterity and Charisma provides the most benefit to the household knight's capabilities. While a solid Strength score will allow to sustain damaging blows consecutively.

**Alignment:** A household knight subject themselves to law and order, therefore they must be lawful.

**Hit Die:** d8.

## Class Skills

The household knight's class skills (and the key

ability for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (tactics) (Int), Knowledge (nobility and royalty) (Int), Profession (Wis), Ride (Dex).

**Skill Points at 1st Level:** (4 + Int modifier) x 4

**Skill Points at Each Additional Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the household knight.

**Weapon and Armor Proficiency:** A household knight is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (not including tower shields).

**Command (Ex):** The household knight is able to incite allies by issuing encouraging commands. The household knight can only issue one command at a time.

Issuing a command requires a standard action. A command lasts a number of rounds equal to the household knight's Charisma modifier or until he uses a free action to dismiss it.

Giving a command relies on the household knight ordering, encouraging, directing, or otherwise cajoling allies.

Unless otherwise noted, a command affects all allies (including himself) within 10 feet per Heraldry bonus. The ally must be able to hear the household





knight and have an Intelligence score of 3 or higher. They must also be able to understand the household knight's language to benefit from any effects.

Allies must continue to remain in the area of a command until its effects end. If they are unable to do so or elect to move outside the area, they no longer are affected even if they return to the area at a later time.

A command prematurely ends should the household knight becomes dazed, unconscious, stunned, paralyzed, or otherwise unable to issue commands.

All bonuses granted by a household knight's command are circumstance modifiers that do not stack with one another. Most commands allows allies to add the household knight's Heraldry bonus to certain rolls.

**Superior Charge (Ex):** If a household knight can catch an opponent when he is unable to defend himself effectively from his charge, he can strike a vital spot for extra damage.

When mounted, attacking with a reach weapon, and using the charge action, the household knight's attack deals extra damage any time his target is flat-

footed. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two household knight's levels thereafter. Should the household knight score a critical hit with a superior charge, this extra damage is not multiplied.

Unless otherwise noted, he cannot use a weapon that deals lethal damage to deal nonlethal damage in a superior charge, not even with the usual -4 penalty.

A household knight can superior charge only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to a superior charge. The household knight must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A household knight cannot perform a superior charge while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

**Horsemanship (Ex):** The household knight gains the Mounted Combat feat, even if he does not have the normal prerequisites for that feat.

The benefits of horsemanship apply only when he is riding a horse or a paladin's special mount. He loses all benefits of horsemanship while riding a mount other than a horse or a paladin's special mount.

**Leadership (Ex):** By providing supervision and guidance, a household knight can improve an ally's chances of succeeding at a skill check. Instead of making a skill check to aid another, the household knight makes a Diplomacy check (DC 10). He cannot take 10 or take 20 on the check. Success grants a competence bonus on the ally's skill check equal to the household knight's Charisma bonus or Heraldry bonus, whichever is greater. The ally must be within sight and hearing distance of the household knight and must be able to understand him.

A household knight cannot use this ability on himself.

**Fearful Strike (Ex):** At 4th level, a household knight learns to instill fear when striking from horseback. The household knight must declare that he is using this ability before making the attack roll (thus, a failed attack roll ruins the attempt). An opponent damaged by the household knight's attack is shaken for 1 round; taking a -2 penalty on attack rolls, saving throws, and skill checks for 1 round. A household knight may use this ability once per day at 4th level, twice per day at 8th level, three times per day at 12th level, four times per day at 16th level, and five times per day at 20th level.

**Improved Horsemanship (Ex):** The household



knight gains the Ride-by-Attack feat, even if he does not have the normal prerequisites for that feat.

The benefits of improved horsemanship apply only when he is riding a horse or a paladin's special mount. He loses all benefits of improved horsemanship while riding a mount other than a horse or a paladin's special mount.

**Squire:** Upon reaching 6th level, a household knight gains the service of a loyal cohort of the player's choice (with the Game Master's approval). The cohort is a 4th-level character when first gained; after that point, follow the normal rules described in the Leadership feat to determine the cohort's level, but treat the household knight's level as being two lower than normal.

The household knight doesn't gain any followers from this ability. If the household knight selects the Leadership feat, he attracts followers as normal, the penalty to the household knight's effective level is eliminated, and the household knight automatically qualifies for the "special power" modifier to his Leadership score.

**Tactical Expertise (Ex):** Starting at 6th level, as a full-round action, a household knight can use his tactical knowledge to coordinate allies. Allies to be affected must be within sight and hearing distance of the household knight and must be able to understand him.

The household knight must make a Knowledge (tactics) check with a DC equal to 15 + the number of allies affected. He cannot take 10 or take 20 on the check. If the check succeeds, all affected allies gain a competence bonus on attack rolls or a dodge bonus to Armor Class equal to the household knight's Heraldry bonus. The household knight chooses which of the two benefits to impart and must impart the same benefit to all affected allies.

The benefits last for 1 round.

If the check fails, the household knight's allies gain no benefit, but the action is still spent.

A household knight cannot apply the benefits of this ability to himself.

**Masterful Leadership (Ex):** The household knight gains this ability at 7th level. It works like the leadership ability (see above), except the household knight adds his Charisma bonus and his Heraldry bonus to the ally's skill check.

**Tactical Mastery (Ex):** At 9th level, the household knight requires less time to direct his allies. This ability is similar to tactical expertise (see Tactical Expertise, above) but requires an attack action instead of a full-round action.

**Commanding Presence (Ex):** At 10th level and beyond, a household knight can use his commanding

presence to enable an ally or weaken a single foe's resolve.

Enabling an ally requires an attack action and a successful Diplomacy check (DC 20). If the check succeeds, the household knight can negate any one of the following harmful conditions affecting a single ally: cowering, dazed, fatigued, nauseated, panicked, shaken, or stunned. The ally to be affected must be within sight and hearing distance of the household knight and must be able to understand him.

The household knight cannot use this ability on himself.

Weakening a foe's resolve requires an attack action and a successful Intimidate check (DC = target's level check). If the check succeeds, the target is shaken for a number of rounds equal to 1d6 + one-half the household knight's class level + the household knight's Charisma modifier. The target must be within sight and hearing distance of the household knight and must be able to understand him. A target that resists the household knight's attempt to weaken its resolve is immune to the household knight's use of this ability for 24 hours.

**Masterful Horsemanship (Ex):** The household knight gains the Spirited Charge feat, even if he does not have the normal prerequisites for that feat.

The benefits of masterful horsemanship apply only when he is riding a horse or a paladin's special mount. He loses all benefits of masterful horsemanship while riding a mount other than a horse or a paladin's special mount.

**Courtly Presence (Ex):** At 14th level, the household knight may add his Charisma modifier to his Heraldry bonus.

**Defender Of The Realm (Ex):** Starting at 20th level, a household knight applies his Heraldry bonus to the die result to modify an attack roll, skill check, ability check, or saving throw made while mounted on a horse or paladin's special mount. He may do this a number of times a days equal to his Charisma modifier.

## Feudal Lord Class Features

The household knight is presented to be of use in any campaign, although the concept is specially designed for the *Feudal Lords Campaign Setting*<sup>TM</sup>. For those using this class in this setting add the following class feature.

**Illiteracy:** Household knight characters do not automatically know how to read and write. A household knight may spend 2 skill points to gain the ability to read and write all languages he is able to speak. A household knight who gains a level in any other



class that is literate automatically gains literacy. Any other character who gains a household knight level does not lose the literacy he or she already had.

### Literacy in the Feudal Lords Setting

Like that of the medieval period, most do not have the ability to read or write. Bards, clerics, paladins, sorcerers, and wizards each have the ability to read and write. All other characters have the illiteracy ability.

**Table 1-2: The Epic Household Knight**

Household Knight Level	Heraldry Bonus	Special	Commands per Day
21st	+8	Superior charge +11d6	8
22nd	+9	Legendary presence	8
23rd	+9	Superior charge +12d6	9
24th	+9	Fearful Strike (6/day), bonus feat	9
25th	+10	Superior charge +13d6	9
26th	+10	Defender of Worlds	9
27th	+10	Superior charge +14d6	10
28th	+11	Fearful Strike (7/day), bonus feat	10
29th	+11	Superior charge +15d6	10
30th	+11	—	10

HOUSEHOLD KNIGHT

in his own right. Regardless of which, his influence and leadership are well known and most of his exploits have since become legendary.

**Hit Die:** d8

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Superior Charge (Ex):** The epic household knight's superior charge damage increases by +1d6 at every odd-numbered level (21st, 23rd, and so forth).

**Legendary Presence (Ex):** At 22nd level, the epic household knight may add either his Wisdom or Intelligence modifier to his Heraldry bonus. Once a choice is selected, it cannot be changed.

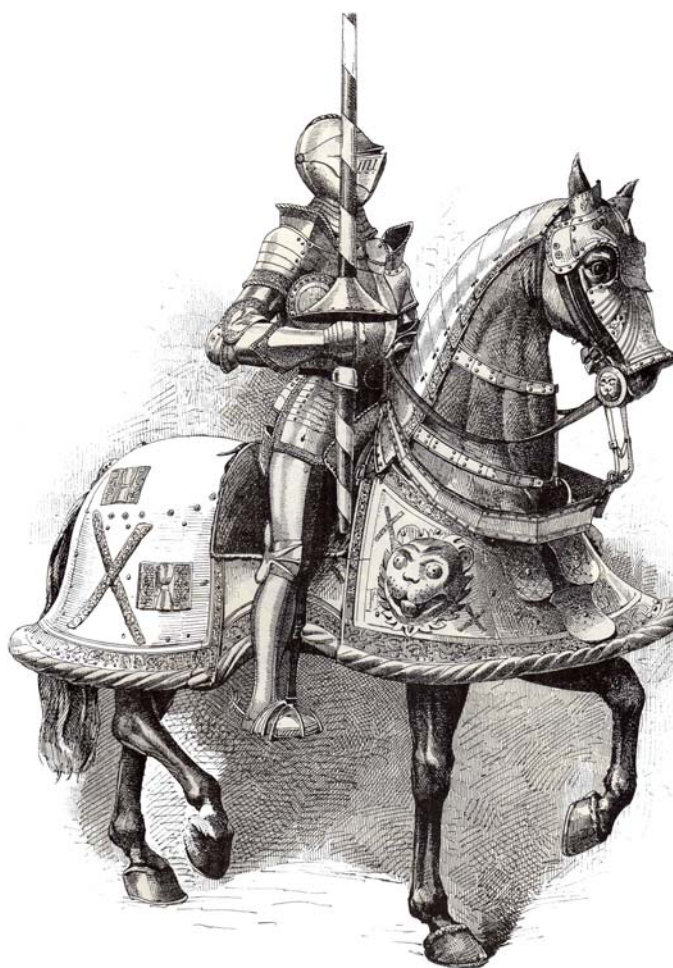
**Fearful Strike (Ex):** The epic household knight gains one use of fearful strike per day every four levels after 20th (24th, 28th, 32nd, and so forth).

**Defender Of Worlds (Ex):** Starting at 26th level, in lieu of damage, an epic household knight may reduce the Damage Reduction of a creature equivalent to his Heraldry bonus when attacking with a melee weapon.

When Damage Reduction of a creature reaches 0, it remains so a number of days equal to the epic household knight's Charisma modifier. Otherwise, it returns to normal in an hour.

**Bonus Feats:** The epic household knight gains a bonus feat (selected from the list of epic household knight bonus feats) every four levels after 20th (24th, 28th, 32nd, and so forth).

*Epic Household Knight Bonus Feat List:* Armor Skin, Dire Charge, Damage Reduction, Epic Leadership, Epic Prowess, Epic Reputation, Epic Skill Focus, Epic Weapon Focus, Great Charisma, Legendary Charge, Legendary Command, Legendary Commander, Legendary Rider, Lingering Strike, Penetrate Damage Reduction, Superior Initiative, Terrifying Charge.



## EPIC HOUSEHOLD KNIGHT

The epic household knight might serve a powerful sovereign or have since become a powerful sovereign

*Illustrated by Dover*



## COMMANDS

Commands lasts a number of rounds equal to the Charisma modifier of the character issuing the order. Unless otherwise noted, the bonuses provided are equal to the Heraldry bonus of the commanding character.

There is no need to memorize commands or perform any ritualistic behavior before issuing a command. Also, a character does not need to have a restful sleep to be able to issue a command.

Each level a command possesses uses 1 daily slot. Therefore, a 6th-level household knight may issue three 1st-level commands; one 1st-level command and one 2nd-level command; or one 3rd-level command.

### 1ST-LEVEL COMMANDS

#### Bravado

**Heraldry Bonus:** Half

Grant temporary hit points equal to half the commanding character's heraldry bonus.

#### Charge

**Heraldry Bonus:** Half

This command grants a bonus to hit when performing a charge.

#### Regroup

**Heraldry Bonus:** Full

This command grants a bonus against fear effects. If allies have already succumbed to fear effects before the *regroup* command was given, they may get one additional roll.

#### Forward

**Heraldry Bonus:** None (see below)

Subjects of this command may move an additional five-foot step each turn. This additional movement does not provoke an attack of opportunity. This extra movement must be made within a threatened area.

#### Tenacity

**Heraldry Bonus:** Full

Grants a bonus to Strength checks and grapple checks.

#### Withdraw

**Heraldry Bonus:** None (see below)

Subjects of this command may move an additional five-foot step each turn. This additional movement

does not provoke an attack of opportunity. This extra movement must begin within a threatened area and must finish outside a threatened area.

### 2ND-LEVEL COMMANDS

#### Bravado, Greater

**Heraldry Bonus:** Full

Grant temporary hit points equal to a commanding character's heraldry bonus.

#### Calvary Charge

**Heraldry Bonus:** Full

This command grants a bonus to hit when performing a mounted charge.

### 3RD-LEVEL COMMANDS

#### Charge, Greater

**Heraldry Bonus:** Full

This command grants a bonus to hit when performing a charge.

#### Merciful Strike

**Heraldry Bonus:** Half

This grants a damage bonus to a nonlethal attack.

#### Steadfast

**Heraldry Bonus:** Half

Those affected by this command gain damage reduction.

### 4TH-LEVEL COMMANDS

#### Ardor

**Heraldry Bonus:** Half

This grants a damage bonus to melee attacks.

#### Merciful Strike, Greater

**Heraldry Bonus:** Full

This grants a damage bonus to a nonlethal attack.

#### Ready, Aim, Fire

**Heraldry Bonus:** Half

This grants a damage bonus to ranged attacks.

#### Steadfast, Greater

**Heraldry Bonus:** Full

Those affected by this command gain damage reduction.





**Situation****Heraldry Check Modifier**

The hero is famous, known far and wide with either a positive or negative connotation

+10

NPC is part of the hero's professional or social circle

+5

The hero has some small amount of fame or notoriety

+2

## HERALDRY

Heraldry is used to determine whether another character (an NPC) recognizes a character. It is a measure of reputation as well as a measure of social standing. Those who recognize a character with a heraldry bonus are more likely to help the hero or do what he or she asks, provided the reputation has a positive connotation to the character who recognizes him or her. A high Heraldry bonus also makes it difficult for the hero to mask his or her identity.

Most of the time, a character doesn't decide to use his or her Heraldry. The Game Master decides when a character's Heraldry bonus can be relevant to a scene or encounter. At the moment it becomes relevant, the Game Master makes a Heraldry check for an NPC who might be influenced in some fashion due to the character's fame or notoriety, as detailed below.



### Fame and Infamy

Most characters with a high Heraldry bonus (+5 or higher) are considered well known within their profession or social circle. Whether this has a positive or negative connotation depends on the point of view of the person who recognizes the character.

When an NPC has a positive opinion of a character's reputation, the character is considered to be famous by that NPC. Fame, when recognized, provides a bonus to certain Charisma-based skill checks.

When an NPC has a negative opinion of a character's reputation, the character is considered to be infamous by that NPC. Also, at the Game Master's option, a character might be considered infamous in certain situations due to events that have transpired in the campaign.

Infamy, when recognized, provides a penalty to certain Charisma-based skill checks.

### Using the Heraldry Bonus

Whenever the Game Master decides that a charac-

ter's Heraldry can be a factor in an encounter, the Game Master makes a Heraldry check (DC 25) for the NPC involved. A Heraldry check is  $1d20 + \text{the character's Heraldry bonus} + \text{the NPC character's Int modifier}$  (some Knowledge skill modifiers might apply instead of the Int modifier, if the character would be well known in the field covered by the Knowledge skill). Modifiers to the Heraldry check depends on the character and the NPC character in question, as shown below. Note that if the NPC has no possible way of recognizing a hero, then the Heraldry check automatically fails.

If the NPC succeeds at the Heraldry check, he or she recognizes the character. This provides a +4 bonus or a -4 penalty on checks involving the following skills for the duration of the encounter: Bluff, Diplomacy, Gather Information, Intimidate, and Perform.

The Game Master must decide that a character's fame or infamy can come into play in a given situation to make a Heraldry check necessary. An NPC who doesn't know, or know of, the character can't be influenced by his or her reputation.

### Other Uses for the Heraldry Bonus

In the *Feudal Lords Campaign Setting*<sup>TM</sup> the Heraldry bonus has two very important uses: gaining an audience with a noble lord as well as gaining land for fiefs and strongholds.

#### Gaining an Audience

There are many times that an important message must get to a superior or a character might wish to petition a noble lord in person. In a feudal society, this might prove difficult since a lord's time, or that of his minions, is valuable.

When attempting to gain an audience, a character makes a Heraldry check ( $d20 + \text{Heraldry bonus}$ ) and compares the result to the DC of the audience he wishes to speak with. If the Heraldry check succeeds, then an audience is arranged.

The meeting takes place a number of days equal to the DC minus the Heraldry check (a minimum of 1 day). However, a negative result



represents an immediate audience. The meeting lasts a number of minutes for each point the Heraldry check exceeds the DC (a minimum of 1 minute).

DC	Maximum Audience
0	Reeve
4	Clerk
8	Bailiff
12	Knight
16	Constable
20	Estate Steward
24	House Steward
28	Marshall
32	Chamberlain
36	Lady
40	Lord

If the check fails, a character may pass a message to the maximum audience of the DC achieved. The message is passed through the proper channels and will reach the intended audience in a number of days equal to the intended DC and the DC actually attained.

*For Example:* If a character needs an audience with the chamberlain, he must succeed at a Heraldry check (DC 32). However, he rolls a 15 and may only arrange an audience with a knight (DC 12). The character may now decide to pass a message to the knight, who in turn will pass it to the constable; then it finds its way to the estate steward; and so on until it reaches the chamberlain. This process takes a total of 20 days (32, the chamberlain is the intended audience; minus 12, the knight whose audience is achieved with the character's Heraldry check of 15).

The table presented is that of a typical feudal lord. However, additional modifiers are applied if the character wishes an audience with a Baron, Prince, or even higher secular lords.

DC Modifiers	Secular
0	Knight or Dame
0	Typical Lord
+2	Baron or Baroness
+4	Duke or Duchess
+6	Prince or Princess
+8	King or Queen
+10	Emperor or Emperress

### Fiefdom

Even though a character might have the money and means to build a manor house or a large keep, they

DC	Size of Fief	Title Equivalent
15	15	Serjeant
20	30	Minor Knight or Dame
25	45	Knight or Dame
30	90	Vassals-in-Chief
35	180	Lord
40	360	Baron or Baroness
45	720	Duke or Duchess
50	1440	Archduke or Archduchess
55	2880	Prince or Princess
60	5760	King or Queen
65	11520	Emperor or Emperress

still need to acquire land to build upon. While in a chaotic and unruly, forgotten region, land is usually taken. However, in civilized areas most land has hereditary ties granted by powerful lords.

To request a fief, a character must first gain an audience with either a knight, lord, or someone of greater superiority (discussed earlier). The lord possessing the fief to be granted must also recognize the character through his reputation by means of a Heraldry check (discussed under *Using the Heraldry Bonus* header). Finally, the character must succeed in yet another Heraldry check (d20 + Heraldry bonus). The result is compared to the DC needed to gain a fief.

There are other factors involved, then just a few dice rolls. First, there is only so much land a lord may grant to a character. This amount of land is equal to 15 divided by the number of families that reside on that particular lord's fief minus 1 (this last number is the lord's fief).

*For Example:* A lord with 90 families (a Vassals-in-Chief) has only enough land to give 5 other loyal subjects ( $90/15-1=5$ ).

Second, the character must also form an alliance (*most important* alliance; discussed later) with the lord granting the fief.

Lastly, the character must hold some sort of importance to the lord granting the land. This importance is discussed between the Player and the Game Master. Should the Game Master see fit, the character might need to make a Diplomacy check (DC varies) and succeed with a Helpful result. Such DCs have a modifier depending on the lord the character is petitioning.

The size of the fief is represented by the number of peasant families live upon them. Fifteen peasant families is needed to sustain the household of one family of a minor lord. That is to say, one manor house including servants, guardsmen, and furnishings.

The title listed is that of an equivalent land



DC Modifiers	Lord Petitioned
0	Knight or Dame
0	Typical Lord
+2	Baron or Baroness
+4	Duke or Duchess
+6	Prince or Princess
+8	King or Queen
+10	Emperor or Empress

owner, not that actually granted to a character. However, if a Game Master sees fit, the title may be granted along with the fief.

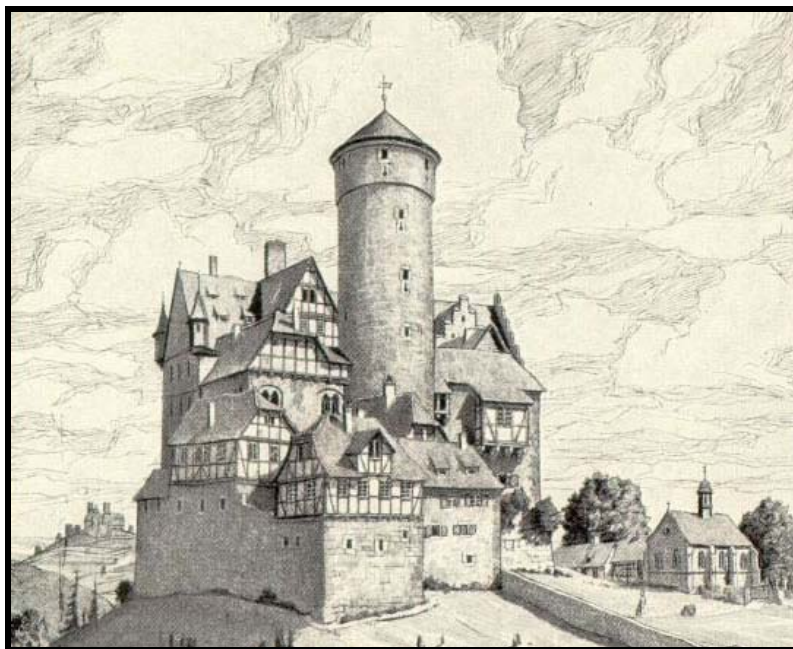
### Guardsmen

The fief has a number of guards equal to the number of families that a fief supports. A fief that supports 45 families, for example, has 45 guardsmen. These guardsmen are typically serfs that provide this service in lieu of land or upkeep. They are 1st-level warriors. In addition, for every 20 guardsmen, there is one 3rd-level warrior sergeant.

Though these guardsmen serve the character, they are completely loyal to the lord under which the character serves.

### Granting Land

A character may also grant land in return for a service or as a favor. Land granted to a NPC improves their reaction by one step. Thus, land given to a Friendly NPC is now considered to be Helpful.



## ALLIANCES

The *Feudal Lords Campaign Setting*<sup>TM</sup>, like that of true medieval Europe, characters find themselves in a web of alliances; for better or for worse. The greater in power a character becomes, so does his influence over lords and ladies. As we seen earlier, a strong allegiance with a influential sovereign could lead to gaining land to build strongholds.

A character may have up to three allegiances, listed in order from *most important* to *least important*. These allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because the character fits into a certain category of people doesn't mean the character has to have that category as an allegiance.

If the character acts in a way that is detrimental to his or her allegiance, the Game Master may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

### Pledging Allegiance

A character's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.

*Person or Group:* This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).

*Organization:* This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a



university, an employer, or an otherwise established authority.

**Nation:** This may or may not be the nation that the character currently resides in. It may be where the individual was born, or where the hero resides after emigrating to a new home.

**Belief System:** This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

**Ethical Philosophy:** This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honor tradition, and he or she expects others to do likewise. An individual with a chaotic outlook tends to follow his or her instincts and whims, favor new ideas and experiences, and behave in a subjective and open manner in dealings with others.

**Moral Philosophy:** This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

### Allegiances and Influence

An allegiance can create an empathic bond with others of the same allegiance. With the Game Master's permission, the character gains a circumstance bonus (depending on the importance of the allegiance) on Charisma-based skill checks when dealing with someone of the same allegiance—as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

Type of Allegiance	Circumstance Bonus
Least Important	+2
Fairly Important	+4
Most Important	+6

### Conflicting Allegiances

There may be a time when a character has one or more allegiances that conflict with one another. A good example of this in the *Feudal Lords* setting is the power struggle between the church and the secular lords.

When such an occurrence happens, the circumstance bonus becomes a penalty when interacting

with conflicting allegiances.

*For Example:* Simon the Shorthand, has allegiances with two feuding lords: Lord Denby (Most Important) and Lord William of the Plain (Fairly Important). When dealing with Lord Denby, Simon must take a -4 penalty to his normal +6 circumstance bonus. Therefore, his circumstance bonus is only a +2 when Simon interacts with Lord Denby's soldiers.

However, when Simon deals with those of Lord William's alliance, he is at a -2 penalty instead of his normal +4 circumstance bonus (6-4=-2). It is evident that Lord William would feel more at ease if Simon breaks his relationship with the lord's more powerful rival.

### Allegiances and Fiefs

At any time that a character breaks an allegiance that he or she gained a fief through, then that fief is forfeit. That is, unless the character is prepared for a civil war.

### Game Master Notes

Conflicting allegiances is a great way for characters to feel the ebb and flow of medieval politics. In the example above, Simon must act as a mediator between the two lords or eventually choose a side.

However, do not overuse this tactic as you will find Players more willingly to be a free spirit rather than agreeing to an alliance.

## FEATS

The feats presented below are in addition to the feats found in the *Player's Handbook* and other sources that contain epic feats.

### Legendary Charge [Epic]

**Prerequisite:** Superior charge ability +13d6.

**Benefit:** Whenever an opponent moves more than 10 feet out of your threatened area, you may make an immediate charge action to strike that target. The opponent stricken in this manner is considered flat-footed.

### Legendary Command [Epic]

**Prerequisite:** Command special ability.

**Benefit:** Choose one command that applies a full bonus. Allies of that command now gain a bonus that is equal to double your Heraldry bonus instead of normal.



### Lingering Strike [Epic]

**Prerequisite:** Superior charge +11d6

**Benefit:** Any time you deal damage with your superior charge, that target takes damage equal to your superior charge bonus damage on your next turn as well.

### Masterful Command

**Prerequisite:** Command special ability.

**Benefit:** Choose one command that applies a half Heraldry bonus. Allies of that command now gain a full bonus instead of normal.

### Renown Lineage

You have a better chance of someone noticing your great lineage.

**Prerequisite:** Heraldry bonus +1 or greater

**Benefit:** Your Heraldry bonus increases by +3.

### Terrifying Charge [Epic]

**Prerequisite:** Intimidate 25 ranks, fearful strike (5/day)

**Benefit:** When an opponent is the recipient of a fearful strike, that opponent and any other enemy that views you must make a Will save opposed by your Heraldry check (d20 + your Heraldry bonus) or become panicked (if they have fewer Hit Dice than you) or shaken (if they have Hit Dice equal to or up to twice yours) for 4d6 rounds.

## NPC

## HOUSEHOLD KNIGHT

In this section, you are able to create a household knight at any level.

**Starting Ability Scores:** Str 13, Dex 14, Con 12, Int 10, Wis 8, Cha 15.

**Increased Ability Scores:** 4th, Dex 15; 8th, Dex 16; 12th, Cha 16; 16th, Cha 17; 20th, Cha 18.

### Sample Household Knight (Hk5)

CR 5

Human Household Knight 5

LN Medium Humanoid

**Init** +6 **Senses** Listen -1, Spot -1

**Command** 30 ft.

**Languages** Common

**AC** 21, touch 12, flat-footed 20

**hp** 31 (5 HD)

**Fort** +5, **Ref** +3, **Will** +0

**Speed** 20 ft. (4 squares)

**Melee** mwk longsword +7 (1d8+1) or mwk lance +7 (1d8+1) or mwk lance +9 (1d8+1 plus 3d6) with superior charge or

**Ranged** mwk composite shortbow (+1 Str) +8 (1d6+1)

**Reach** 10 ft. with lance

**Base Atk** +5; **Grp** +6

**Atk Options** Fearful strike (1/day; opponent shaken for 1 round), superior charge +3d6

**Special Actions** Command (3/day)

**Combat Gear** 10 normal arrows, 10 cold iron arrows, 10 silvered arrows, 4 *potions of cure light wounds*, *potion of cat's grace*, 2 *oils of magic weapon*

**Abilities** Str 13, Dex 15, Con 12, Int 10, Wis 8, Cha 15

**SQ** leadership

**Feats** Improved Initiative, Mounted Combat (B), Renown Lineage, Trample

**Skills** Diplomacy +6 (4), Handle Animal +6 (4), Intimidate +6 (4), Knowledge (tactic) +6 (6), Knowledge (nobility and royalty) +4 (4), Ride +10 (8)

**Possessions** combat gear plus full plate, masterwork heavy steel shield, masterwork longsword, masterwork lance, masterwork composite short bow (Str +1), *elixir of love*, bit and bridle (mount), dagger, handaxe, masterwork scale mail barding (mount), military saddle (mount); heavy war horse.

### Sample Household Knight (Hk10)

CR 10

Human Household Knight 10

LN Medium Humanoid

**Init** +7 **Senses** Listen +0, Spot +0

**Command** 80 ft.

**Languages** Common

**AC** 24, touch 14, flat-footed 23

**hp** 59 (10 HD)

**Fort** +8, **Ref** +6, **Will** +2

**Speed** 20 ft. (4 squares)

**Melee** mwk longsword +12/+7 (1d8+1) or +1 lance +13/+8 (1d8+2) or +1 lance +15 (1d8+2 plus 5d6) with superior charge or

**Ranged** mwk composite shortbow (+1 Str) +13/+8 (1d6+1)

**Reach** 10 ft. with lance

**Base Atk** +10; **Grp** +11

**Atk Options** Fearful strike (2/day; opponent shaken for 1 round), superior charge +5d6

**Special Actions** Command (5/day), tactical mastery, commanding presence

**Combat Gear** 10 normal arrows, 10 cold iron arrows, 10 silvered arrows, 10 +1 arrows, 2 *potions of cure light wounds*, 2 *potions of cure*



Table I-3: The Household Knight

Level	HP	AC	Melee	Ranged	Heraldry Bonus	F/R/W	Skill Pts./ Feats	Commands Per Day	Gear
1st	9	19	+3	+3	+2	+3/+2/-1	16/1	1	Breastplate, heavy steel shield, mwk melee, mundane ranged, 350 gp.
2nd	15	19	+4	+4	+2	+4/+2/-1	20/2 <sup>1</sup>	1	Half-plate, heavy steel shield, mwk melee, mwk lance, mundane ranged, 600 gp.
3rd	20	19	+5	+6	+2	+4/+3/+0	24/3	2	Mwk half-plate, heavy steel shield, mwk melee, mwk lance, mwk ranged, 900 gp.
4th	25	21	+6	+7	+3	+5/+3/+0	28/3	2	Full plate, mwk heavy steel shield, mwk melee, mwk lance, mwk ranged, 700 gp.
5th	31	21	+7	+8	+3	+5/+3/+0	32/3	3	As 4th level, except 3,000 gp.
6th	37	21	+8/+3	+9/+4	+3	+6/+4/+1	36/5 <sup>2</sup>	3	Full plate, mwk heavy steel shield, mwk melee, +1 lance, mwk ranged, 2,600 gp.
7th	42	22	+9/+4	+10/+5	+4	+6/+4/+1	40/5	4	+1 full plate, mwk heavy steel shield, mwk melee, +1 lance, mwk ranged, 1,600 gp.
8th	48	23	+10/+5	+11/+6	+4	+7/+5/+1	44/5	4	As 7th level, except +1 heavy steel shield and 2,800 gp.
9th	53	24	+11/+6	+12/+7	+4	+7/+6/+2	48/6	5	+1 full plate, +1 heavy steel shield, ring of protection +1, mwk melee, +1 lance, mwk ranged 3,400 gp.
10th	59	24	+12/+7	+13/+8	+5	+8/+6/+2	52/6	5	As 9th level, except 7,400 gp.
11th	64	24	+14/+9/+4	+14/+9/+4	+5	+8/+6/+2	56/7 <sup>3</sup>	5	As 9th level, except +2 lance and 7,200 gp.
12th	70	25	+15/+10/+5	+15/+10/+5	+5	+9/+7/+3	60/8	6	+2 full plate, +1 heavy steel shield, ring of protection +1, mwk melee, +2 lance, mwk ranged, cloak of Charisma +2, 6,200 gp.
13th	75	25	+16/+11/+6	+16/+11/+6	+6	+9/+7/+3	64/8	6	+2 full plate, +2 heavy steel shield, ring of protection +1, +1 melee, +2 lance, mwk ranged, cloak of Charisma +2, 9,200 gp.
14th	81	25	+18/+12/+6	+17/+12/+7	+10	+10/+7/+3	68/8	6	As 13th level, except +3 lance.
15th	86	27	+19/+13/+7	+18/+13/+8	+10	+10/+8/+4	72/9	7	+3 full plate, +3 heavy steel shield, ring of protection +1, +1 melee, +3 lance, mwk ranged, cloak of Charisma +2, 13,200 gp.
16th	92	29	+20/+14/+8/+3	+19/+14/+9/+4	+11	+11/+8/+4	76/9	7	+3 full plate, +3 heavy steel shield, amulet of natural armor +1, ring of protection +2, +1 melee, +3 lance, mwk ranged, cloak of Charisma +2, 23,200 gp.
17th	97	30	+22/+16/+10/+5	+20/+15/+10/+5	+11	+11/+8/+4	80/9	7	As 16th level, except +4 full plate, +4 lance, and 25,200 gp.
18th	103	31	+24/+19/+14/+9	+21/+16/+11/+6	+11	+12/+9/+5	84/10	7	+4 full plate, +4 heavy steel shield, amulet of natural armor +1, ring of protection +2, +1 melee, +5 lance, mwk ranged, cloak of Charisma +2, 30,200 gp.
19th	108	31	+25/+20/+15/+10	+22/+17/+12/+7	+14	+12/+9/+5	88/10	8	As 18th level, except +2 melee, cloak of Charisma +6, and 44,200 gp.
20th	114	31	+26/+21/+16/+11	+23/+18/+13/+8	+15	+13/+9/+5	92/10	8	As 18th level, except +2 melee, cloak of Charisma +6, and 94,200 gp.

<sup>1</sup> Bonus Feat: Mounted Combat<sup>2</sup> Bonus Feat: Ride-by-Attack<sup>3</sup> Bonus Feat: Spirited Charge

moderate wounds, *potion of cat's grace*, 2 oils of magic weapon

**Abilities** Str 13, Dex 16, Con 12, Int 10, Wis 8, Cha 15

**SQ** masterful leadership, squire

**Feats** Improved Initiative, Masterful Command (charge), Mounted Combat (B), Renown Lineage, Ride-by-Attack (B), Trample, Weapon Focus (lance)

**Skills** Diplomacy +12 (10), Handle Animal +6 (4), Intimidate +13 (10), Knowledge (tactic) +10 (10),

Knowledge (nobility and royalty) +4 (4), Listen +0 (1), Ride +13 (10), Spot +0 (1)

**Possessions** combat gear plus +1 full plate, +1 heavy steel shield, +1 lance, masterwork longsword, masterwork composite shortbow (Str +1), *candle of truth*, ring of protection +1, elixir of love, 2 elixirs of truth, bit and bridle (mount), dagger, handaxe, masterwork scale mail barding (mount), military saddle (mount); heavy warhorse.



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