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ABANDONED ARTS® PRESENTS:

# CLASS ACTS: CAVALIERS

THREE NEW CAVALIER ORDERS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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## CAVALIER ORDERS

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As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, each cavalier pledges him- or herself to a specific order at 1st level. Each cavalier order grants a cavalier a number of bonuses, class skills, and special abilities. In addition, each cavalier order includes a number of edicts that the cavalier must follow. If he or she violates any of these edicts (the violation of an edict being subject to GM interpretation), he or she loses the benefits of the order's challenge ability for 24 hours.

A cavalier cannot change this order without first undertaking a lengthy process to dedicate his or her efforts to a new cause. When this choice is made, the cavalier immediately loses all the benefits of the old order, and must then follow the edicts of his or her new order for one entire level without gaining any benefits from that order. Once accomplished, the cavalier gains all of the bonuses from the new order. Note that the name of any order might vary depending on the setting or the GM's preference.

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### THE ORDER OF THE FANG

*While some cavaliers willingly join the order of the fang, just as many find themselves coerced into the service. Cavaliers of this order swear fealty to an often-tyrannical monstrous lord, usually a dragon or a powerful aberration or magical beast.*

**Edicts:** The cavalier must guard and serve the life, lair, interests, and aims of his monstrous lord with his life. Both loyalty and ruthlessness are required of the cavalier, and – above all else – the cavalier must protect the secrets of his master (which often includes the location of his master's den or lair) at all costs.

**Challenge:** Whenever an order of the fang cavalier issues a challenge, he may attempt to use the Intimidate skill to demoralize the target of his challenge as a free action as soon as the challenge is issued. If successful, the target becomes shaken for one round longer than it otherwise would, plus one additional round for every four levels the cavalier possesses (to a maximum of 5 additional rounds at 17th level).

Additionally, an order of the fang cavalier may attempt to demoralize the target of his challenge as a move action, although this application of the Intimidate skill does not impose any additional rounds of the shaken condition, if successful.

**Skills:** An order of the fang cavalier adds Knowledge (arcana) and Knowledge (dungeoneering) to his list of class skills. The order of the fang cavalier takes only a -2 penalty when attempting to use the Intimidate skill to demoralize or influence a creature larger than he is.

### ORDER ABILITIES

A cavalier belonging to the order of the fang gains the following abilities as he increases in level.

**Vicious Feint (Ex):** At 2nd level, an order of the fang cavalier gains the ability to startle his opponents with his shocking speed and ferocity. The cavalier gains a +2 bonus on initiative checks, and also gains the ability to draw a weapon and attempt a feint maneuver as part of a single swift action. The cavalier may only normally attempt such an assault once per encounter. Once a creature has witnessed the cavalier using this ability, that opponent cannot be the target of a feint attempt performed in this way until 24 hours have passed (although the cavalier may still use this ability to draw a weapon as a swift action).

During the surprise round (or the first round of combat, if there is not a surprise round) an order of the fang cavalier gains a +2 bonus on Bluff skill checks made to attempt a feint maneuver.

**A Fate Worse Than Death (Ex):** At 8th level, an order of the fang cavalier has come to terms with the dire knowledge that a fate worse than death is likely to be his reward for failure. The cavalier gains Diehard as a bonus feat, even if he does not meet the usual prerequisites for that feat and he gains a +2 morale bonus on attack rolls and saving throws as long as his hit point total is 0 or lower. At 12th level, and again at every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 20th level.

**Ruthless (Ex):** At 15th level, an order of the fang cavalier gains the ability to drive home deadly strikes with ruthless brute force. Whenever the cavalier scores a critical threat on an attack of opportunity, he may choose to confirm the critical threat without rolling. Furthermore, the cavalier's attack deals 4d6 additional points of damage if the critical threat was scored as the result of an attack of opportunity provoked by any of the following actions: attempting to perform a combat maneuver, casting a spell, delivering a coup de grace attack, drinking a potion or applying an oil, loading a weapon, making a ranged attack, making a non-proficient unarmed attack, making a skill check, reading a scroll, retrieving a stored item, sheathing a weapon, standing from a prone or seated position, or using a spell-like ability.

## THE ORDER OF THE JUSTICAR

*Staunch allies of the law and its agents, cavaliers of this order are often sanctioned to act as enforcers of the law, especially in particularly dangerous and lawless lands that traditional forces cannot easily observe or patrol.*

**Edicts:** The cavalier must honor and obey legitimate authorities and laws, strive to thwart crime and villainy, uphold and enforce both the letter and the spirit of the law, and enable and encourage others to do the same.

**Challenge:** Whenever an order of the justicar cavalier issues a challenge, allies within reach of the cavalier gain a +1 dodge bonus to AC against the challenged creature's attacks. This dodge bonus increases by +1 for every four levels that the cavalier possesses (to a maximum bonus of +5 at 20th level). The cavalier himself does not gain this bonus, nor does his mount.

**Skills:** An order of the justicar cavalier adds Knowledge (history) and Knowledge (nobility) to his list of class skills. An order of the justicar cavalier can use the Diplomacy skill to make requests of unfriendly creatures (but not hostile ones), although the DC of such a request is 5 higher than it would otherwise be.

### ORDER ABILITIES

A cavalier belonging to the order of the justicar gains the following abilities as he increases in level.

**Stand Aside (Ex):** At 2nd level, an order of the justicar cavalier can move through spaces occupied by indifferent creatures as though they were allied creatures instead.

**Not So Fast (Ex):** At 8th level, creatures that withdraw from a space within the cavalier's reach provoke an attack of opportunity from the cavalier normally. If such an attack of opportunity is successful, the target's speed is reduced by 10 feet for 1 round.

**I Have You Now (Ex):** At 15th level, the cavalier gains Stand Still as a bonus feat, even if he does not meet the prerequisites. If the cavalier already possesses the Stand Still feat, he gains the ability to make a trip attempt as a free action against a creature whose movement the cavalier is successful in halting by using this feat.

## THE ORDER OF THE THRALL

*Willing or not, cavaliers of this order are utterly beholden to the lords and masters of their order. Mindlessly loyal and willing to pay the ultimate price to further the ends of their tyrannical leaders, these cavaliers make ideal agents and defenders.*

**Edicts:** The edicts of this order are simple: to obey the leaders of the order without thought, question, or hesitation, and to do so unflinchingly, when and where required, without fail or exception.

**Challenge:** Whenever an order of the thrall cavalier issues a challenge, he gains a +1 morale bonus on attack rolls made against the target of his challenge as long as he is under the effects of a charm or compulsion spell or effect. This bonus increases by +1 for every four class levels that the cavalier possesses.

**Skills:** An order of the thrall cavalier adds Spellcraft to his list of class skills. When attempting to identify a spell belonging to the enchantment school, an order of the thrall cavalier may add half his level (minimum +1) to the skill check.

### ORDER ABILITIES

A cavalier belonging to the order of the thrall gains the following abilities as he increases in level.

**Enthralled (Ex):** At 2nd level, the order of the thrall cavalier gains a +2 bonus on weapon damage rolls and Will saving throws as long as he is under the effects of a charm or compulsion spell or effect. At 8th level and at every six levels thereafter, this bonus increases by an additional +1, to a maximum bonus of +5 at 20th level.

**Defender's Blade (Ex):** At 8th level, an order of the thrall cavalier can deliver an unbalancing attack designed to put his opponent at a disadvantage should it choose to attack anyone other than him. As a full-round action, the cavalier can make a single melee attack at his highest attack bonus against an adjacent creature. If this single attack both exceeds the target's Combat Maneuver Defense and succeeds in dealing damage to the target, then any movement that the target makes on or during its next turn (including a five-foot step or a withdraw action) provokes an attack of opportunity from the cavalier.

**My Life for Yours (Ex):** At 15th level, the cavalier gains the ability to move up to his speed (or his mount's speed, if mounted) as an immediate action. This movement provokes attacks of opportunity as normal, and the cavalier must end his movement in a space which is both adjacent to an ally and within the reach of an opponent that threatens that ally. If he does, the cavalier may intercept a single attack against that ally, as long as the attack occurs before the end of the current turn. Furthermore, the attack to be intercepted must come from an opponent that threatens both the cavalier and the intended ally. An attack so intercepted causes the cavalier to take full damage from the attack and any associated effects (such as bleed or poison).

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