

Class Expansions: The Unhorsed Cavalier



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ATTENDED KNIGHT (CAVALIER)

While some cavaliers are those who roam the plains, rooting out anything that threatens the sanctity of his order's ideals, others go right down into the lair of the threat itself to do battle. These cavaliers quickly learn that it is quite impossible to drag a trusty steed down into some of these cavernous depths. As such, the attended knight forms a bond with a creature of a more... bipedal nature.

Squire Attendant

An attended knight gains the service of a loyal and trusty peasant to act as his squire and carry excessive piles of sharp instrumentation into battle. This squire is a commoner whose class level is equal to the attended knight's class level. The squire comes with no equipment other than a simple weapon, a backpack, a week's worth of trail rations, a waterskin, a bedroll, 50 feet of hempen rope, and the clothes on his back. Everything else must be supplied by the attended knight. If the attended knight takes the Leadership feat, the squire is instead a warrior whose class level is equal to the cavalier's class level - 2 regardless of the cavalier's leadership score. Further, if the Leadership feat is taken, the squire must be the cavalier's cohort.

The squire attendant has the following abilities.

Right Tool for the Job (Ex): At 1st level, the squire attendant has learned how to quickly pass weapons to his master. If the cavalier is adjacent to his squire, the attended knight can draw weapons from his squire's inventory as a free action.

Pack Animal (Ex): At 5th level, the squire attendant is treated as though he had four legs for the purpose of calculating carrying capacity.



Professional Advice (Ex): At 9th level, the squire attendant has learned enough of his master's fighting style to offer little bits of advice regarding the next attack to be made. As a standard action, the squire attendant grants his master a +2 insight bonus to damage rolls for 1 round. At 15th level, this increases to a +4 insight bonus. As cavaliers of all stripes tend to get very excited and block out all but the moment itself in the middle of challenges, the squire attendant cannot use this ability when his master is in the middle of a challenge.

Watchful Squire (Ex): At 13th level, the squire attendant has learned to get by with very little sleep. The squire attendant only needs to sleep for 2 hours to get all the benefits of a full night's rest. Most squires spend the rest of their nights guarding their knight.

An attended knight's bond with his squire attendant is strong, with the pair learning to anticipate each other's moods and moves. Should an attended knight's squire die, the knight may find another random peasant to serve him after 1 week of mourning. Hiring a new squire in this fashion costs 100 gp per cavalier level, most of this going toward the ridiculous heraldry that is forced upon him. This new squire does not gain the right tool for the job, pack animal, professional advice, or watchful squire special abilities until the next time the attended knight gains a level. If the attended knight is 20th level, then the squire gains the aforementioned special abilities once the attended knight's experience total is 10% greater than it was when we first acquired his new squire.

This ability replaces the mount ability.

LONGSHANKS (CAVALIER)

Some cavaliers see the dependence on another creature for rapid transport to be a sign of weakness. These cavaliers, said by many to be nearly as insufferable as paladins, train themselves to be fleet of foot and agile even while wearing plate mail. These cavaliers, known colloquially as longshanks, are not going to share the secret to their physical conditioning anytime soon.

Longshanks Conditioning (Ex)

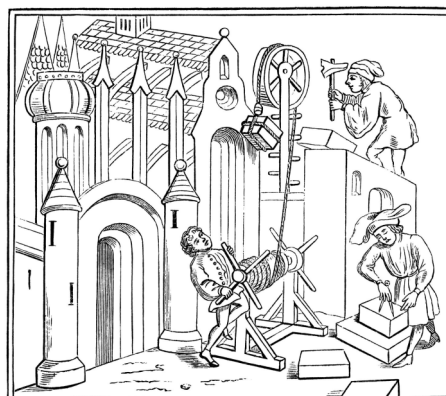
Through serious physical conditioning, a longshanks gains the ability to move quickly and with some strangely graceful agility in the most cumbersome of armor.

At 1st level, a longshanks reduces the armor check penalty of his armor and shield by -1 and the maximum Dexterity bonus of the same by +1. At 16th level, this increases to -2 and +2, respectively.

At 6th level, a longshanks can wear armor of any heft without taking a penalty to his movement speed. Further, a longshanks may hustle without ever suffering any adverse effects. Should a longshanks use a tower shield, these benefits are negated.

At 11th level, the longshanks gains Endurance as a bonus feat.

This ability replaces the mount ability.



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SEEKER OF ALL KNOWLEDGE (CAVALIER)

Some cavaliers find themselves too caught up in other ideas to really have time for the notion of, say, taking care of a supernatural, possibly hyperintelligent horse. Seekers of all knowledge have this problem when it comes to the written word. Seeing it as truly sacred, the protection of, devouring of, and creation of the product of parchment and quill simply takes too much of the seeker's time for something like a horse to even begin to factor into the seeker's lifestyle.

Order

The seeker of all knowledge must belong to the Order of the Tome.

Generalized Knowledge (Ex)

At 2nd level, a seeker of all knowledge gains the ability to make Knowledge (arcana) and Knowledge (religion) checks untrained. If he has ranks in his chosen skill, he receives a bonus on the check equal to 1/2 his seeker of all knowledge level (minimum +1) as long as that check involves a book, tome, scroll, or any other form of written knowledge.

This ability replaces the specialized knowledge ability.

Complete Knowledge (Ex)

At 5th level, the seeker of all knowledge gains the ability to read scrolls and cast arcane and divine spells from a scroll as if he had a caster level of his seeker of all knowledge level – 4. He can decipher all scrolls, using his Linguistics skill in place of Spellcraft, and does not need to cast read magic in order to decipher a scroll. Furthermore, he gains a +1 bonus to both Intelligence and Wisdom for the purpose of determining the level of spells he can cast from a scroll, and this bonus increases by +1 at 10th level and every 5 levels thereafter (to a maximum of +4 at 20th level).

This ability replaces the powerful knowledge ability.

WIND-KISSED KNIGHT (CAVALIER)

Some cavaliers find themselves touched by an entity greater than themselves. Not a divine entity - such a distinction upon an individual such as a cavalier would invariably produce a paladin, but rather an arcane entity. Arcane magic is not just this dumb thing that lay about the material plane. It thinks. It perceives. It finds the way it is used particularly annoying at times. To that end, the winds of magic, named as such to reflect how most mortals perceive it as insubstantial, but still very much there in much the same way a breeze does not cloud vision, but still proclaims its presence, find champions. These champions are compelled to stop hideous overuse of magic wherever it may be. This overuse takes many forms: from an arcane doomsday device to a spell that would make a city fly, a wind-kissed knight is compelled to pull the plug on such projects.

Edicts of the Winds

A wind-kissed knight adds the following edicts to his order. If the ideals of his order would clash with the edicts passed down by the winds of magic, then the cavalier cannot be a member of that order.

A wind-kissed knight must prevent or stop all gratuitous use of arcane magic wherever he finds it. As it is, the winds of magic are totally amoral, so the use of magic to produce zombies or slaves is no more gratuitous than the use of magic to bring a smile to the faces of orphans. What the winds of magic dislike is a constant, high-level draw on their power. Some wizard who puts permanency effects on every door in his house is likely overdoing it. Likewise, a gnome who frequently uses his magic for inane practical jokes is being wasteful in the eyes of the winds. Monolithic projects of arcane origin are almost always not worrying about whether or not they can channel magic in the most efficient way possible and, thus, are quite unacceptable. Given the rather open nature of these edicts, it is up to the knight's best judgement to determine that which would insult his patron and stamp it out if at all possible.

Wind-kissed Blade (Su)

A wind-kissed knight begins play with the ability to form a bond with any weapon he has had in his possession for at least 24 hours. Forming this bond requires one hour of concentration and weapon-petting. This weapon, now an extension of the knight, whispers slightly with the voice of the winds of magic if pressed to the knight's ear. The weapon "knows" a single cantrip and can cast it once per day as a spell-like ability as though it were a 1st level caster. At 4th level, the knight's weapon has a caster level of the knight's level - 3 and knows a single spell that a wizard of the knight's level - 3 could cast. Each time the wind-kissed knight gains a level, he may change the spell that his weapon knows. A wind-kissed knight can only have a single wind-kissed blade.

This ability replaces the mount ability.

Arcane Acclimation (Ex)

At 7th level, a wind-kissed knight gains a +2 bonus to his saving throws against arcane magical effects.

This ability also replaces the mount ability.

Ex Wind-kissed Knights

A wind-kissed knight who willfully violates his edicts loses all class features specific to the wind-kissed knight, but retains all other cavalier class features. He may not progress any further in levels as a wind-kissed knight. He regains his abilities and advancement potential if he atones for his violations (see the atonement spell), as appropriate.

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