

PLAYER Paraphernalia



**OLD SCHOOL CAVALIER
(NEW CAVALIER ARCHETYPE)**

#23

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PLAYER PARAPHERNALIA #23

By the Knotty-Works



Welcome to the twenty-third issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces a new cavalier archetype, the Old School Cavalier. Designed loosely on the original cavalier class found in the progenitor 1st edition RPG, the Old School Cavalier is the penultimate mounted knight of honor.

Old School Cavalier (Archetype)

In days of yore when men of chivalry shod in metal stood against the tide of evil, those of noble bearing and heart took oaths of knighthood. These warriors became the old school cavalier, mastering sword, lance, and horse to become the ultimate lords of might and valor.

Class Abilities

Weapons and Armor Proficiency: The old school cavalier is proficient with simple and martial weapons and the use of the art of wielding the **bastard sword** with one hand (exotic proficiency).

The old school cavalier is proficient with light, medium, and heavy armor and shields (except the tower shield). Heavy armor is the preferred type for the old school cavalier and he will opt for this type above all else, even if lighter magical versions are available. Light armors are disdained, and if the old school cavalier wears a non-metallic armor (such as leather or studded leather), he suffers a -4 penalty to any charisma based skill or ability checks when dealing with others.

Duty Before Death (Su): Through sheer will and fortitude, the old school cavalier may attempt to continue fighting even when reduced to 0 or less hit points. When the old school cavalier is reduced to 0 or less hit points up to a total negative amount equal his class level plus

Constitution modifier, the old school cavalier may make a Fortitude saving throw at the beginning of his turn each round to continue fighting, though he is **staggered**. The DC is equal to 10 plus his current negative hit point total. Once the battle is over, the Cavalier immediately collapses and his wounds must stabilize or he may still perish. Even if the Cavalier is revived and healed of all damage immediately after battle, he is **fatigued** until he is fully rested.

This ability replaces the cavalier's **Challenge** and **Demanding Challenge** class abilities including bonuses normally gained from his chosen order.

Weapon Mastery (Ex): At 2nd level the old school cavalier gains **Weapon Focus** (lance) as a bonus feat. At 4th level the old school cavalier gains **Weapon Focus** again with his choice of bastard sword, great sword, or longsword. And at 6th level the old school cavalier gains **Weapon Focus** a third time with either the battleaxe, flail, heavy mace, heavy pick, morning star, or war hammer as a bonus feat.

The old school cavalier gains **Greater Weapon Focus** as a bonus feat beginning at 8th level, starting with the lance. At 10th level the old school cavalier gains **Greater Weapon Focus** with the sword type chosen for his 4th level Weapon Focus feat. And at 12th level the old school cavalier gains **Greater Weapon Focus** with the weapon chosen for his 6th level Weapon Focus.

The old school cavalier gains **Weapon Specialization** with the lance at 5th level. The old school cavalier then gains **Weapon Specialization** at 7th level with the sword type chosen for his 4th level Weapon Focus. And at 9th level the old school cavalier gains **Weapon Specialization** for the weapon chosen for his 6th level Weapon Focus.

The old school cavalier gains **Greater Weapon Specialization** with the lance at 13th level. At 15th level the old school cavalier gains **Greater Weapon Specialization** with the



chosen sword type selected for his 4th level weapon focus. And at 17th level the old school cavalier gains **Greater Weapon Specialization** with the weapon chosen for his 6th level Weapon Focus. The cavalier does not need to meet the prerequisites for the Weapon Specialization or Greater Weapon Specialization feats other than the Weapon Focus gained for the weapon as listed above.

This ability replaces the Cavalier's **Tactician**, **Greater Tactician**, and **bonus feats** gained every six levels.

Mounted Mastery (Ex): In addition to gaining a Mount at 1st level, the Cavalier gains Mounted Combat as a bonus feat. At 5th level and every five levels thereafter the cavalier may select from the following feats as bonus feats: **Mounted Shield**, **Mounted Skirmisher**, **Ride By Attack**, **Spirited Charge**, **Trample**, **Trick Riding**, and **Unseat**. The cavalier must meet any prerequisites for the feats selected.

The Cavalier gains a +1 circumstance bonus to his attack while attacking astride his mount beginning at 3rd level. This bonus increases by +1 every four levels thereafter (with a maximum of +5 at 19th level).

The cavalier may add ½ his class level to any **Ride** checks made during combat (minimum of +1).

At 5th level and every 5 levels thereafter the Cavalier may coax his mount to an extra 10 feet movement increase per round for a limited amount of time. The mount may maintain the faster speed for a number of rounds equal to its Constitution score. If the mount maintains that speed until it reaches that limit, it is **fatigued** until it gets a full night's rest.

The mount gained by the Cavalier is especially fit and sturdy, and gains an additional +1 hit point per Hit Die the mount possesses while in the service of the cavalier. This bonus is due to the rigorous training the cavalier performs with the mount and if the mount is released from service these bonus hit points are lost.

Once the Cavalier reaches 4th level, he may summon an extraordinary animal whose Challenge Rating does not exceed half of the Cavalier's class level to act as his trusted mount. Such a mount may only be gained once his previous mount is released or lost. If lost, penalties for such loss is extended to the extraordinary mount gained until the Cavalier reaches a new level.

The new mount must be an animal or magical beast whose intelligence does not exceed 3 and is native to the cavalier's general vicinity. The GM has final say as to what creatures are available as the cavalier's mount. Typical extraordinary mounts include giant eagles, griffons, hippogriffs, unicorns (limited to female cavaliers with a Charisma of 16 or greater), or many dire creatures including wolves and bears.

Summoning the new mount will take up to a week in length to complete and the Cavalier must make a Handle Animal Check at the end of the week with a DC equal to 10 plus the creature's initial Hit Dice. If successful, the cavalier has earned the trust of the creature and may begin training it for combat, requiring another two weeks and another successful Handle Animal check for animal training.

This ability replaces **Expert Trainer**, **Cavalier's Charge**, and **Mighty Charge** class abilities and modifies his Mount class ability as listed above.

Final Notes and Rationale

The cavalier's challenge is one of his strongest features and in some sense it may seem that replacing it with a bunch of feats may seem underwhelming. But the change does balance out by the fact that the challenge is limited to a small number of uses per day against a specific target while the bonus feat progression given under weapon mastery are unlimited in use and are not tied to just one target.

This version of the Cavalier focuses heavily on the mounted aspects of the character, even more so than the base cavalier class. It may seem counter productive to remove the cavalier's charge class features, but the bonus feats, additional movement rate and bonus to the cavalier's ride skill more than make up for the two charge class abilities. The Supreme Charge is kept for this archetype, making the 20th level old school cavalier quite deadly while mounted.

The purpose of this archetype is to give a workable version of the cavalier that harkens back to the earliest published version of this class. The current Pathfinder version has many aspects of the original and has evolved the class with some interesting and innovative class abilities, but the original had some interesting functionality and this archetype was designed to try and capture that feel while using the current system.



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