

THE REINCARNATED KNIGHTS OF THE ROUND TABLE



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This product is fully compatible with D20 Modern, as well as the *Pathfinder Roleplaying Game*, and is suitable for use with *Otherverses America*, *Psi-Watch*, *Galaxy Command/Heavy Future* and even some *Black Tokyo* campaigns.

As with many of my sourcebooks, this one started with a chance purchase in a used book store: a nice, recolored, hardback anniversary edition of *Camelot 3000* (DC Comics). Re-reading this classic graphic novel gave me an idea for a short book that takes some of the mechanics I've created for use in my campaign worlds: especially the Reincarnate feat, and other feats designed for *Culture of Choice* and craft a player race as fun as the science-fantasy adventure of *Camelot 3000*. This book makes an interesting companion to the recently released *Weapons of Old*, since many of those magic items are drawn from the same tales that inspired this PDF.

Reincarnated Knights are designed as a flavorful counterpart to *Culture of Choice's* Pagan Born. Like the Pagan Born, Reincarnated Knights are skillful and somewhat otherworldly adventurers, with the Knights distinguishing themselves with a penchant for heavy armor and a chivalrous devotion to the heroic myth of Christianity. This PDF includes details on Reincarnated Knights, as well as a new Cavalier order: The Order of the Grail, inspired by Arthurian lore and literature.

REINCARNATED KNIGHT

Medium Humanoid (human, good and/or lawful)

Stories of the Round Table will persist as long as humanity survives, and the souls of the knights that inspired those ancient legends will return in the time of humanity's greatest need. Once the memories of their former knightly incarnation reawaken, a Reincarnated Knight lives and quests again. Reborn in a new body, into a high-tech new era, Reincarnated Knights of the Round Table blend the chivalry and battle-skill of old with a mastery of the technology and weapons of the modern world.

APPEARANCE AND AWAKENING

Reincarnated Knights are genetically and culturally human – just their memories, nobility and courage separate them from the common run of mankind. Reincarnated Knights are born into the modern world and live as ordinary people until something sparks the memories of the past life as one of Arthur's knights. For some knights, the adrenaline surge of life and death combat, or a flash of terror caused by an accident or disaster awakens their memories. Other former knights remember themselves only when 'awakened' to the truth of what they are by sorcery or a chance encounter with a supernatural horror.

Even prior to their awakening, Reincarnated Knights were romantic, quietly courageous people with deep integrity. They were rarely willing to let injustice stand, or to see the weak get bullied. Even those that couldn't do much always did what they could. Many displayed an obsessive interest in Arthurian myth, medieval history or fantasy games and literature. If asked, most would (reluctantly) admit a feeling that something was missing in their modern life, that destiny had passed them by.

Awakening into the full memories of their prior existence as a Knight of the Round Table is a shocking, disorienting experience, but one that passes quickly. A newly awakened Reincarnated Knight is staggered for moments, before opening eyes filled with a new resolve. Once awakened, the Reincarnated Knight's personality is a highly capable synthesis of their feudal and modern selves. The Knight



remembers both existences clearly, and feels the emotional ties of both lives very strongly. Upon reflection, a newly awakened Knight can see recurring patterns and similarities, both of behavior, outlook and circumstance, common to both their lives.

NEW BODIES AND OLD SOULS

The majority of Reincarnated Knights were male in their first incarnation. While there were more female knights than history (or Sir Thomas Mallory) recorded, these lady knights never accounted for more than a handful of Arthur's warriors. Likewise, the Round Table was comprised mostly of English, German and French knights, all of Caucasian blood in its first incarnation, reborn knights might hail from any of the diverse races and cultures of mankind.

Awakening in a body with a radically different skin tone than you remember from your first incarnation can be a shock, but most Reincarnated Knights accept this changed circumstance with equanimity. After all, why shouldn't the Round Table better represent the humanity it protects? An unspoken tradition among the Reincarnated Knights

demands – at worst – a stoic acceptance of their new race.

The more intimate changes of gender are harder for some knights to resolve. Reincarnated Knights born into female bodies run the gamut of reactions. Some accept their new bodies, and with it, new loves and impulses and live comfortably as heterosexual women, no matter their old memories. Others identify as lesbian, as transmen, or any combination of the above. Some battle crippling dysmorphia, while others adapt well to their reawakened memories – considering their ancient body, and this modern one, simply sleeves for an immortal soul.

KNIGHTLY FAITH

Most Reincarnated Knights cling tightly to the Christian faith of their first incarnation, though some celebrated knights of old believed in pre-Christian traditions just as passionately. If a Reincarnated Knight finds their modern self born into a non-Christian faith, such as a Knight who found themselves reborn in a Muslim community, the Knight will often syncretize the two faiths in a way that only makes personal sense. The knowledge of their own



reincarnation proves that at least some of the Church's teaching is dramatically in error, which can be a major source of self-doubt and spiritual angst. However, few Knights ever fully abandon the Catholic Christianity of their first life, no matter the twists of fate and reincarnation.

Most Knights choose a Christian patron deity, including the Gothic Christianity of the *Black Tokyo Campaign Setting*, or any of the Lifer faiths in the *Otherverser America Campaign Setting*. Reincarnated Knights allied with the Choicer Covenant might choose a pagan or techno-pagan faith instead, retaining the traditions of their first life, when they searched for the Grail alongside their Christian brothers.

NAMES

While Reincarnated Knights are pragmatic enough to maintain their modern incarnation's legal identity, most insist on being addressed by the titles and honorifics of their first life. Some make exceptions for a changed gender, allowing others to address them as Dame or Lady rather than Sir, but there are several knights wearing a female form called by a manly name.

LANGUAGES

Reincarnated Knights begin play speaking and literate in the most common language of the campaign (often English, Japanese, Common or similar languages) and either Latin, Welsh, Gaelic, German or French. Reincarnated Knights

with high INT scores can choose any language as a bonus language, except for secret languages, like Druidic.

RACIAL TRAITS

All Reincarnated Knights share the following racial traits.

Size and Type

Reincarnated Knights are Medium Humanoids with the Human subtype. Each Reincarnated Knight has at least one of the following subtypes, chosen at character creation: good or lawful. The chosen subtype must correspond to at least one aspect of the character's alignment at creation. If the player chooses, they may have both subtypes.

As Medium creatures, Reincarnated Knights receive no bonus or penalty due to their size.

Ability Score Modifiers

+2 to any one ability score of choice.

Reincarnated Knights represent the best the Round Table had to offer, and all excel in their own ways.

A Knight's Faith (SU)

Reincarnated Knights are pious and honorable servants of the Christian god, having served the Lord through at least two lifetimes.

A Reincarnated Knight who has chosen any Christian patron deity or philosophy (including Lifer deities, if

applicable in your campaign) gains a +1 holy bonus on WILL Saves while wearing a holy symbol of that faith.

When the Reincarnated Knight reaches 5th level, he can cast *bless* as a Cleric of his total character level once per day, but must be carrying his holy symbol to do so.

Memories of History Lived (EX)

The Reincarnated Knight's memories of their prior existence as a Knight of the Round Table gives them an understanding of history and theology that doctoral candidates would envy, regardless of the education level of their modern incarnation.

The Reincarnated Knight gains a +2 racial bonus on Knowledge (history) and Knowledge (religion checks), and these skills are always class skills for the Reincarnated Knight.

Normal Speed (EX)

Reincarnated Knights have a base landspeed of 30 ft.

Reincarnate (EX)

All Reincarnated Knights gain Reincarnate as a racial bonus feat.

Remember the Old Steel (EX)

The Reincarnated Knight is proficient with *chainmail*, *half-plate*, *full plate* and with shields (but not tower shields), thanks to their memories of their former existence. A Reincarnated Knight's speed is never reduced by any of these armor types, though it may be reduced by other armor types.

ALTERNATE REINCARNATED

KNIGHTS RACIAL TRAITS

Reincarnated Knights are a composite soul, blending the traits of their ancient and modern incarnations into a new, highly capable gestalt being. Some Reincarnated Knights were iconoclasts or oddities among the knights of the Table Round in their first life, while others redefine what knighthood means in the modern era.

Hermit Knight (EX)

Replaces: Memories of History Lived

Some knights shunned their fellow man and the comforts of Camelot, living wild in the forest like a half-mad, half-sainted beast, hoping to be closer to God. (Or to the older gods and goddesses.) The Reincarnated Knight receives a +2 racial bonus on Knowledge (religion) and Survival checks, and these skills are always class skills for the Knight.

Holy Weapon (SU)

Replaces: Reincarnate

Your memories of your first life will never fully awaken, perhaps because trauma or shame at the end of that incarnation. However, your bond to the weapon you carried in your quest for justice will never fade. Shortly after awakening to what scraps of memory are available to you, you recovered this legendary weapon.

You gain Legendary Weapon of Choice as a racial bonus feat. Typically, this weapon must be one common to the medieval era, but the gamemaster might allow you to wield a gun or other modern weapon as long as it upholds the tradition (and shares the name) of its medieval namesake.

Knight of the Old Faith (SU)

Replaces: A Knight's Faith

In your first lifetime, you were a pagan brother or sister of the Round Table, sharing adventure with your Christian brothers, before the horrors of the Burning Times forever segregated the faiths. A Reincarnated Knight who has chosen any pagan or neo-pagan patron deity gains a +1 holy bonus on WILL Saves while wearing a holy symbol of that faith.

When the Reincarnated Knight reaches 5th level, he can cast *declare coven* as a Cleric of his total character level once per day, but must be carrying his holy symbol to do so.

Mastery of the New Steel (EX)

Replaces: Remember the Old Steel

In modern times, a knight's panoply is likely to be an artificially intelligent, pseudo-muscle enhanced set of environmentally sealed powered armor rather than traditional plate and mail. A combination of ancient memories and modern techno-savvy makes you an especially adept powered armor pilot. You are proficient with all grades of *powered armor*. Your speed is never reduced by wearing any grade of *powered armor*, though it may be reduced by other armor types.

Modern Panoply (EX)

Replaces: Remember the Old Steel

Though you retain the traditions of Camelot, you realize the modern battlefield has left plate and mail far behind. Instead, you favor modern military armor, and wear it as proudly and expertly as you ever did your helm and chain. You are proficient with all grades of *ballistic vest*. Your speed is never reduced by wearing any *ballistic vest*.

Superior Horsemanship (EX)

Replaces: Memories of History Lived

Though modern vehicles have taken the place of horses, you retain the muscle memories of a hundred victorious

jousts. You receive a +2 racial bonus on Ride checks and +1 racial bonus on attack rolls with lance while mounted.

NEW CAVALIER ORDER

In most Arthurian fiction, the majority of the Knights of the Round Table seem to be some combination of Fighter, Ranger and Cavalier. Only a handful of truly legendary knights, among them Sir Lancelot and Sir Galahad, might have actual Paladin levels. That said, the tropes of Arthurian fiction lend themselves well to the Cavalier class – heroic, iron-willed, mounted knights bearing bright banners and colorful tabards who often resort to jousts and duels to prove their courage. Remember that in the Black Tokyo campaign setting, Cavaliers are best represented with the *Assault Witch* archetype, so your campaign's quest for the Holy Grail might take your knights into the sky.

Cavalier Orders (2014, Flaming Crab Games, Authors: Alex Abel, Tanner Wahlin, Allen Morris) is a great, OGL source for new Cavalier orders that can easily be renamed and reskinned for an Arthurian campaign. The Order of the White Rose is an especially good option for chivalrous knights like Lancelot. (Though you might want to rename it if you're using the order in the *Othervers* America Campaign Setting, because the White Rose represents something different there.)



ORDER OF THE GRAIL

Knights of this esoteric order formed an elite core of dedicated, zealous knights who sought after the most important of all Christian relics: The Holy Grail itself. These knights spurn the pleasures and temptations of this world for the wonders of the next. They are serious and reflective, defined by their Christian faith.

Edicts: Cavaliers of the Order of the Grail must actively quest after the Holy Grail, chasing down rumors and whispers of its passing, and are encouraged to seek other Christian artifacts and holy relics. These knights must uphold the code of chivalry, lead a morally exemplary life and practice Christianity.

Challenge: Whenever the Cavalier issues a challenge against a Dragon, Undead or Outsider with any evil alignment, all allies within 30 ft who can clearly see the Cavalier gain a +1 holy bonus on all saving throws against the challenged target's spells and spell-like abilities for the duration of the challenge.

This bonus increases by +1 for every 4 levels the Cavalier possesses.

Skills: A Cavalier of the Order of the Grail seeks after the mysteries of this world and the next. He adds Knowledge (arcana) and Knowledge (religion) to his list of class skills. The Cavalier of the Order of the Grail adds ½ his class level on Knowledge (arcana) checks made concerning Christian magic items – those from Christian myth, relics and famous items created by saints and Christian divine casters.

Order Abilities: A Cavalier belonging to the Order of the Grail gains the following abilities as he or she increases in level.

Seeker of Holiness (Sp)

The Cavalier can use *detect good* at will. Even if not actively using this ability, good magical items and relics of the Christian faith appear surrounded by a golden glow.

Stigmata (SU)

Beginning at 8th level, the Cavalier can assume the five wounds of Christ to heal their allies. As a move equivalent action, the Cavalier can begin to suffer ongoing Bleed 5. For as long as the Cavalier suffers this Bleed damage, all allies within

30 ft gain Fast Healing 1 (evil). The Cavalier can use this ability at will, but once begun, the Cavalier cannot stop the ongoing Bleed damage unless it is cured in the usual manner.

Breath of Life (Sp)

Beginning at 15th level, the Cavalier can use *Breath of Life* as a spell-like ability once per day, with a caster level equal to his class level.

APPENDIX OF FEATS

The Reincarnate and Legendary Weapon of Choice feat, both from *Culture of Choice* are reprinted here for your convenience.

REINCARNATE

You have lived before this life, and have recovered memories of your prior incarnations.

Requires WIS 13+

Benefit A number of times per day equal to 3 + your WIS modifier, you can call upon your memories of your past lives to aid in current situations. As a full round action which provokes attacks of opportunity, you can allow a previous incarnation to come to the fore in your mind. Your personality may alter dramatically, and you might speak with a distinct accent or manifest minor physical changes, though your alignment and game statistics are fundamentally unchanged. Your past incarnation can remain in control for a number of minutes equal to your WIS modifier (minimum one minute).

During this time, you may choose to apply any two of the following benefits. You may instead choose the same bonus twice; the effects stack. These benefits define the memories and abilities of your past incarnation, and a new selection of benefits can be chosen each time this feat is activated. In game terms, each time you activate this feat, you call upon a different spiritual ancestor.

- A +2 competence bonus on any two Knowledge skills of choice
- A +2 competence bonus on any other skill of choice
- A +1 morale bonus on attack and damage rolls
- A +1 morale bonus on one save of choice
- A +1 dodge bonus to Armor Class
- Proficiency with a chosen weapon
- Ability to speak, read and write a chosen language
- Ability to cast a 0 level arcane or divine spell once per use

Special You may select this feat multiple times. Each time you do, you may select an additional benefit. Thus if you choose this feat twice, you can manifest up to three benefits simultaneously.

Ability Type Extraordinary

LEGENDARY WEAPON OF CHOICE

Like the mythic King Arthur, you have been presented with a powerful weapon by a Choicer data-form or what you think might, just might, be an ancient pagan deity. The weapons presented are Philosophy-enhanced to the point they are classified as cutting edge military gear, and defy all conventional attempts at analysis.

Requires any pagan patron deity, base attack bonus +1

Benefit You receive a magical weapon that is linked to you and grows in power as you gain levels. You always know the distance and direction to your magical weapon, and the weapon merely functions as a masterwork quality weapon in the hands of other characters. However, you can designate a single person, usually your child, lover or partner, who can wield the magical weapon as adeptly as you can.

When this feat is chosen, you decide where you acquired your weapon, and if the weapon is ever permanently lost or destroyed, you can return to the weapon's place of origin to reclaim it when you next gain a level.

The weapon's place of origin determines the weapon's type and shapes how which special powers it develops as you gain levels. The weapon always begins as a +1 weapon of the listed type and gains an additional +1 enhancement bonus per five character levels. At 5th, 10th and 15th level, the weapon also gains a special ability unique to its type.

This section lists weapon's place of origin, the types of magic weapon that can be found in such places, and the special abilities the weapon gain as you gain levels.

Weapon from the Battlefield

Discovered in Abortion War-era ruins or found at a major battlefield of the Abortion War.

Weapon Types: Advanced 9mm Pistol, Advanced Submachine Gun, Combat Shotgun, Military Plasma Rifle, Sniper Rail Gun, Variable Weapons System

Special Abilities Gained: Bane (humans with an Abrahamic patron deity) (5th level), Distance (10th level), Heartseeking (15th level)

Weapon from the Darkness

Discovered among your own possessions after surviving terrible abuse or other horrors.

Weapon Types: Any light, one-handed melee or ranged weapon

Special Abilities Gained: Holy (5th level), Ominous (10th level), Guardian (15th level)

Weapon from the Forest

Discovered in unspoiled wilderness or presented you by an embodiment of nature or the hunt.

Weapon Types: Composite Longbow, Composite Shortbow, Heavy Crossbow, Sawed Off Shotgun, Winchester .94 Hunting Rifle

Special Abilities Gained: Unlimited Ammunition (5th level), Distance (10th level), Heartseeking (15th level)

Weapon from the Lineage

Presented you by a family member or mentor, or discovered among their possessions.

Weapon Types: Combat Athame, Combat Besom, Dagger, Hand Axe, Kris, Short Sword

Special Abilities Gained: No special ability gained at 5th level, gain any +1 or +2 price equivalent ability of your choice at 10th level and gain any other +2 price equivalent ability of your choice at 15th level

Weapon from the Stone

Discovered lodged in a boulder or menwhirl or discovered within a cavern.

Weapon Types: Battleaxe, Heavy Mace, Kopesh, Long Sword, Long Spear, Short Sword

Special Abilities Gained: Courageous (5th level), Thundering (10th level), Mighty Cleaving (15th level)

Weapon from the Waters

Presented to you by an elemental female spirit of a lake, river or the ocean.

Weapon Types: Bastard Sword, Combat Weight Athame, Dagger, Kriss, Long Sword, Rapier

Special Abilities Gained: Holy (5th level), Keen (10th level), Glorious (15th level)

Ability Type Supernatural

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