
KNIGHT

“I swear upon my liege’s honor, your life shall pay the forfeit of your treachery!”

KNIGHT CLASS TRAITS

Role: Controller

Power Source: Martial

Key Abilities: Strength, Intelligence, Charisma

Armor Training: Plate, Heavy Shield +others?

Weapon Proficiencies: Longsword, Lance +others?

Bonus to Defense: +1 Will, +1 AC

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges: 6 + Constitution modifier

Trained Skills: 4

Class Skills: Diplomacy, Heal, History, Intimidate, Religion

Build Options: Crown Knight, Order Knight, Knight Errant

Class Features: Cataphract, Chivalric Code, Declare Arena, Knightly Bearing, Regal Aura: Frightening Presence, Regal Aura: Sunder Morale

Knights are elite cavalry controlling the battlefield. They keep lesser foes at bay while challenging rivals to honorable combat in the midst of battle, intimidate masses of foes with their regal aura, and leverage opponents to their advantage.

As a knight, though you face vicious rivals and slander of your family name, you know your honor will define you. You could be the loyal but dissenting voice in a tyrant’s court, upstart victor in the rigged annual jousting tournament, a squire prematurely dubbed in the wake of your mentor’s death, the persecuted heir apparent with a cadre of loyalists, or a romantic wanderer haunted by sins from a past life seeking redemption.

Donning your gleaming armor atop your proud steed, you survey the demesnes of your forefathers, ready to answer any stain against your honor on the field of battle. Will the bards not sing of your valor this day?

Characteristics: Exploiting your foes’ strategic weaknesses and numbers allows you the full benefit of your powers. Likewise, the more you can prepare for a battle, the more control you have over the battlefield.

Religion: Knights prefer deities of battle, honor, and nobility including Bahamut, Kord, and Erathis. Evil knights often worship Bane, though they still follow the chivalric code.

Races: Those who value personal honor and service to a higher cause make ideal knights, including dwarves, dragonborn, and eladrin.

CREATING A KNIGHT

There are three knight builds: The Crown Knight exerts the authority of the monarch's office by intimidating foes. The Order Knight is sworn to uphold the tenets of a chivalric military order. The Knight Errant wanders the land performing great deeds while pursuing an elusive quest.

Crown Knight

You serve a monarch, either believing in the monarch's fitness to rule, right to rule, or striving to minimize the tyrannies of the monarch's rule. You rely on powers that intimidate your foes and break their morale. Many of your skills and powers are Charisma based, so keep that your highest ability score. Strength should be a close second – it increases your damage and it can determine other effects of your attacks. Intelligence is a good third ability, especially if you choose tactical powers.

Suggested Feat: Regal Aura: Mighty Challenge*

Suggested Skills: Diplomacy, History, Insight, Intimidate

Suggested At-Will Powers: Disarm, Test of Grace

Suggested Encounter Power: Dominating Blow

Suggested Daily Power: Noble's Challenge

Order Knight

You belong to a chivalric military order, and fight to uphold the chivalric code. Standing by your brethren through thick and thin, you have given your life to serving the order. You rely on powers that threaten large areas of the battlefield and disrupt your foes, allowing you to wreck havoc upon them in the aftermath. Charisma is important for many of your powers, so it should be your highest ability score. Strength and Intelligence are equally important to you; Strength because it will help you win in a "fair fight", and Intelligence because it allows you to take full advantage of your threatening powers.

Suggested Feat: My Honor is My Life*

Suggested Skills: Diplomacy, Heal, History, Religion

Suggested At-Will Powers: Test of Honor, Threatening Stance

Suggested Encounter Power: Majestic Charge

Suggested Daily Power: Onslaught

Knight Errant

You travel the land on a quest, ever invoking the name of your beloved who you shall some day be reunited with. You might be a young squire trying to prove yourself a knight or you might be on an extended quest for your liege. You rely on powers that use enemies against themselves and strip them of any advantages they might have over you so that you can prove yourself on equal terms. Strength is your most important ability, as your powers invite conflict. Intelligence and Charisma are equally important for you, as you rely on skillful planning as much as bravado against powerful foes.

Suggested Feat: Beloved*

Suggested Skills: Athletics, Diplomacy, Endurance, History

Suggested At-Will Powers: Pressing Strike, Test of Mettle

Suggested Encounter Power: Even the Field

Suggested Daily Power: Foe Shield

KNIGHT CLASS FEATURES

Cataphract: You begin with an armored warhorse. When mounted, you gain a bonus to certain knight powers. Individual powers detail the effects (if any) of Cataphract.

Chivalric Code: In battle, you may never flank, attack a flat-footed opponent, or deal lethal damage to a helpless foe. Additionally, you are expected to honor your oaths, serve as a shining example of etiquette and courtly love, and show courage in battle. Failure to uphold the code results in loss of all powers with the “morale” keyword until you atone.

Declare Arena

Knight Feature

You manipulate the enemy’s position to your advantage.

At-Will ♦ Martial

Minor Action, Close burst 3

Target: A number of enemies within burst equal to your Intelligence modifier.

Effect: Slide each of the targets one square in any direction.

Cataphract: If you are mounted, slide the targets up to 2 squares.

Knightly Bearing

Knight Feature

Your imposing countenance keeps lesser foes at bay.

At Will ♦ Martial, Morale, Weapon

Minor Action, Close burst 3

Target: All minion or normal foes in area.

Attack: Charisma vs. Will

Effect: Push the targets outside of the burst to squares of your choosing.

Sustain Minor: You can sustain your bearing indefinitely. Any minion or normal foe attempting to get closer than 3 squares to you is subject to the attack.

Regal Aura: Intimidating Presence

Knight Feature

Invoking your liege and forefathers, you strike fear into the hearts of your foes.

Encounter ♦ Martial, Morale

Special: You can use Intimidating Presence or Sunder Morale once per encounter, but not two or more of these in the same encounter.

Minor Action, Close burst 10

Target: All foes within burst

Attack: Charisma vs. Will

Effect: As per a successful Intimidate check; save ends

Regal Aura: Sunder Morale

Knight Feature

Your shocking speech disrupts your foes’ communication, leaving them disorganized.

Encounter ♦ Martial, Morale

Special: You can use Intimidating Presence or Sunder Morale once per encounter, but not two or more of these in the same encounter.

Minor Action, Close burst 10.

Target: All foes within burst

Attack: Charisma vs. Will

Effect: Lose all leadership, morale, and formation bonuses; save ends.

Your powers are valiant exploits relying on your courage, strategy, and prowess. Some of your powers require you to use a weapon. If a power does not state “weapon” then you don’t need to have a weapon at hand.

Level 1 At-Will Exploits

Disarm

Knight Attack 1

You send your opponent’s weapon hurtling out of their grasp.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: Target is disarmed, and you slide their lost weapon a number of squares equal to your Charisma modifier.

Miss: Target gains combat advantage against you.

Pressing Strike

Knight Attack 1

You put pressure on your foe, not allowing them a moment to regroup.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: melee vs. AC

Hit: 1[W] + Strength damage,

Secondary Attack: Charisma vs. Will

Hit: Cannot use Second Wind; save ends.

Cataphract: Gain +2 on your Secondary Attack.

Test of Grace

Knight Attack 1

You challenge the composure of your foes with your perfect poise.

At-Will ♦ Martial, Morale, Challenge (Recharge 4,5,6)

Special: A creature is only subject to one ‘challenge’ power at a time.

Standard Action Area burst 10

Target: Each enemy in burst

Effect: 5 + Charisma modifier damage if the target attacks you. Save ends. On a failed save the target takes 5 damage. The target may opt not to make a save. If the target’s HP is reduced to 0 or less, they surrender.

Test of Honor

Knight Attack 1

You challenge your shameful foes to fight honorably.

At-Will ♦ Martial, Morale, Challenge (Recharge 4,5,6)

Special: A creature is only subject to one ‘challenge’ power at a time.

Standard Action Area burst 10

Target: Each enemy in burst

Effect: 5 + Charisma modifier damage if the target flanks, attacks a flat-footed opponent, deals lethal damage to a helpless foe, or flees. Save ends. On a failed save the target takes 5 damage. The target may opt not to make a save. If the target’s HP is reduced to 0 or less, they surrender.

Test of Mettle

Knight Attack 1

You challenge your foes to prove themselves against your steel.

At-Will ♦ Martial, Morale, Challenge (Recharge 4,5,6)

Special: A creature is only subject to one 'challenge' power at a time

Standard Action Area burst 10

Target: Each enemy in burst

Effect: 5 + Charisma modifier damage unless the target attacks you on its next turn. Save ends. On a failed save the target takes 5 damage. The target may opt not to make a save. If the target's HP is reduced to 0 or less, they surrender.

Threatening Strike

Knight Attack 1

You employ wide arcs of attack to fend off your foes.

At-Will ♦ Martial, Weapon

Standard Action Close burst 1 + weapon's reach

Target: Two creatures in burst

Attack: melee vs. AC

Hit: 1[W] + Strength modifier damage and push the target 1 square.

Cataphract: The burst is 2 + weapon's reach.

Level 1 Encounter Exploits

Dominating Blow

Knight Attack 1

Your terrible blow momentarily shocks nearby enemies.

Encounter ♦ Martial, Morale, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: melee vs. AC

Hit: 2[W] + Strength modifier damage

Secondary Area: Close burst 3, centered on target

Secondary Target: All enemies in burst

Secondary Attack: Charisma vs. Will

Hit: Dazed; save ends.

Cataphract: +2 on your Secondary Attack and if you hit targets are staggered.

Even the Field

Knight Attack 1

Your perceptive strike strips your foe of a tactical advantage.

Encounter ♦ Martial, Reliable, Weapon

Reliable: If you miss with this power, you do not expend its use.

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Strength modifier damage, and the target loses one tactical advantage of your choice (e.g. flanking, combat advantage, cover).

Cataphract: If you are mounted, strip the foe of all tactical advantages.

Majestic Charge

Knight Attack 1

Your fearless charge sends the enemy scattering.

Encounter ♦ Martial, Morale, Weapon

Standard Action Melee weapon

Prerequisite: You must be charging

Primary Target: All creatures in path of your charge

Attack: Charisma vs. Reflex

Hit: Slide the target 1 square, and they do not get an opportunity attack.

Miss: The target becomes your secondary target and your charge ends.

Secondary Target: One creature

Secondary Attack: melee +1 (for charge) vs. AC

Hit: 2[W] + Strength modifier damage

Cataphract: +2 with your primary attack, and on a hit the target falls prone as they dive out of your warhorse's way.

Level 1 Daily Exploits

Foe Shield

Knight Attack 1

Your attack spins your enemy into an incoming attack meant for you.

Daily ♦ Martial, Weapon

Standard Action Melee

Target: One creature

Attack: melee vs. AC

Hit: 2[W] + until the end of your next turn, the next attack which would hit you instead hits the target. If necessary, shift the target 1 square to intercept the attack.

Miss: Until the end of your next turn, reduce the damage of the next attack which would hit you by your Intelligence modifier and apply it to the target.

Noble's Challenge

Knight Attack 1

You call out to an enemy in the heat of battle, challenging them to a duel.

Daily ♦ Martial, Morale, Challenge

Special: A creature is only subject to one 'challenge' power at a time.

Standard Action Ranged 10

Requirement: Target cannot be immobilized or stunned.

Target: One creature within range

Effect: 10 + Charisma modifier damage unless the target engages you in one-on-one combat. Save ends. On a failed save the target takes 10 damage. The target may opt not to make a save. If the target's HP is reduced to 0 or less, they surrender.

Secondary Effect: If the target fails a save, all allied minions take 4 damage. If the minion's HP is reduced to 0 or less, they surrender.

Onslaught

Knight Attack 1

You lash out against the enemy, driving them back in terror.

Daily ♦ Martial, Morale Weapon

Standard Action Close cone 3

Target: All creatures within cone

Attack: melee vs. AC

Hit: 2[W] + Strength damage and target is frightened; save ends.

Special: At the end of the maneuver you are positioned 2 squares forward in the direction of the attack. Push any intervening creatures up to 1 square.

Level 2 Utility Exploits

Elusive Target

Knight Utility 2

You use nearby enemies as concealment from archers.

Daily ♦ Martial

Minor Action Close burst 3

Target: All enemies in burst

Effect: Targets provide you and your adjacent allies with partial concealment from ranged attacks; save ends. Any ranged attack which misses you or your adjacent allies hits one of the targets instead.

Ready Stance

Knight Utility 2

Alert for danger, you are prepared to take advantage of the enemy's mistakes.

Encounter ♦ Martial, Stance

Minor Action, Personal

Effect: Until the start of your next turn, you gain an additional number of Opportunity Attacks equal to your Intelligence modifier. In addition, Opportunity Attacks are provoked from you by any movement within any of the squares you threaten, even just to enter or leave those squares.

Knight Feats

BELOVED

Tier: Heroic

Prerequisite: Power with the “challenge” keyword

Benefit: When you attain victory in a challenge (issued using a power with “challenge” keyword) in the name of your beloved, you may make an extra use of second wind.

Victory is usually defined as defeat of your opponent.

MY HONOR IS MY LIFE

Tier: Heroic

Prerequisite: Chivalric Code class feature

Benefit: Use your Charisma modifier instead of your Constitution modifier when determining your healing surges per day. However, should you ever violate the tenets of the Chivalric Code you lose these extra healing surges until you atone.

REGAL AURA: MIGHTY CHALLENGE

Tier: Heroic

Prerequisite: Regal Aura class feature

Benefit: Discharge a use of the Regal Aura power for that encounter as a free action to boost a power with the “challenge” keyword, inflicting an additional 5 damage if the target fails its save, and increasing secondary damage to minions (if any) by 2.