

# KNIGHTS (DRAFT)



These are draft rules for a new character class in D&D - the Knight. This class will draw its power from their sacred vows, their quests and the literal development of their heraldry. These rules are very much WIP, subject to change and given out with exactly that in mind. Constructive Criticism greatly appreciated!

## HIT POINTS

**Hit Dice:** 1d10 per knight level.

**Hit Points at 1st level:** 10 + your constitution modifier.

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution Modifier per fighter level after the 1st.

## PROFICIENCIES

**Armour:** medium and heavy armour, shields.

**Weapons:** simple weapons, martial weapons.

**Tools:** Armourer's tools.

**Saving Throws:** strength, wisdom,

**Skills:** Choose two skills from Animal Handling, Athletics, History, Arcana, Persuasion, and Intimidation.

## EQUIPMENT:

You start with the following equipment; in addition to the equipment granted by your background.

- (a) a breastplate or (b) scale mail, light crossbow and 20 bolts.
- (a) a martial weapon of a long with a shield, or (b) a martial weapon - with the two-handed special rule.
- A squire's equipment pack.
- A mount which costs less than 30gp. The difference in value is added to the Knight's funds.

## VOW ABILITIES SAVING

Many Vow actions require your opponent to make a saving throw to overcome the effects of this action. This action's DC is calculated in the following way:

**Vow Save DC** = 8 + Proficiency Bonus + Wisdom Modifier

## VOW POINTS

You start with two Vow Points. These vow points can be restored by the completion of your Vow (see rules for Knightly Vows), or by completing a long rest.

## KNIGHTLY RANK

You start at the rank of Squire. You can improve your rank by the completion of Quests (see draft rules for knightly Quests.) which will also allow you to improve your Heraldry.

## IRONSIDE

Knights are the epitome of armoured warriors. Starting at 1st level, you can use your affinity with heavy armour to deflect otherwise dangerous strikes. As a reaction to an enemy creature's attack, you can roll a D4 and add this to your AC.

To use this ability, you must be able to see the enemy creature and be wearing heavy armour. This reaction costs 1 vow point.

## CHALLENGE

As a knight, you stride bravely forwards to face your opponents in battle, drawing them towards you as an exemplar of chivalric combat. Starting at 1st level as a bonus action, you can challenge one hostile creature within 30ft of you. This target must take a Wisdom Saving throw. If this is failed, this creature must move towards you and make its attacks against you (if applicable due to range) in its next turn. If it wishes to attack another opponent, this creature must successfully pass another Wisdom saving throw with the same DC. This action uses 1 vow point.

## LEADERSHIP

Starting at 2nd level, you can draw on your natural sense of direction to lead those around you. For the number of turns equal to your current level, you can utter a special command or warning whenever a non-hostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if you are incapacitated, and costs 1 vow point to use.

## CHIVALRIC IDEAL

At 3rd level, you can choose a fighting style which best reflects your knight's chivalric ideal. You can choose from Man at Arms, Cavalier, Pilgrim Knight, or Hospitaller, all of which are detailed in at the end of the class description. Your Chivalric Ideal you choose grants you features at 3rd level, 8th, 11th and 16th level.

## ABILITY SCORE IMPROVEMENT

At 4th level, and again at 8th, 12th, 16th and 19th, you can increase one ability score by two, increase two abilities scores by one. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the attack action on your turn. The number of attacks increases to three when you reach 12th level.

## FOR HONOUR!

At ninth level, if you miss with an attack roll, fail a saving throw or ability check, you can discard three vow points to re-roll the dice. The second roll stands.

# THE VOW

At first level, every would-be Knight swears their knightly vows. These are the principles that they have decided to uphold in the world, even in the face of their death. Each vow has a completion action, and if a Knight is able to complete these actions, then they immediately recover one vow point. At 3rd, 8th, 12th and 15th level, a knight can choose to swear a different vow, which will replace the existing vow.

- **Vow of Courage:** defeat an enemy creature in single combat (more than three quarters of it's hit-points are removed by the knight's attacks).
- **Vow of Justice:** - ???
- **Vow of Mercy** - Use a non-lethal melee strike to knock an enemy unconscious.
- **Vow of Generosity** - Use a healing spell or item on another player character or NPC as an action.
- **Vow of Nobility** - Draw two different monsters towards you using the Challenge skill.
- **Vow of Hope:** - ???

# THE QUEST

Every adventuring knight in the Forgotten Realms has a quest which they are pursuing. These may have been delivered to them via a dream, a prophecy, or a strange event which has caused them to embark upon their journey. Some knights will embark together upon their quest, while others will go alone, seeking the renown and glory which the completion of these quests will bring.

Many will fail and often die in the attempt - but those who succeed will be rewarded with fame and stories which will spread throughout the realm.

At 3rd level, a Knight character must embark upon their quest. By completing these quests, they will advance in rank and heraldry, granting them abilities which come from their place in their knightly order and their overall fame.

Once quests are completed, you can add an element to your Knight's personal heraldry (see the draft rules on Heraldry), and increase in rank accordingly. The Knight's vow points will also increase by two for each completed quest. The difficulty of a quest is based on the experience of the knight, as below.

For a knight to advance to the highest level of knighthood, Knight Commander, will take five completed quests. These are sacred to a knight, and completing them are major milestones in the character's progression.

***DM's Note:** You will have to work closely with the player to build their quest from these guidelines, as well as including opportunities to complete them within your campaign. In addition, you can create your own quests which can fit more easily within your campaign.*

*However, they must be a real test of skill and courage for the knight!*

## QUEST

Name	Level 1 -5	Level 6 - 9	Level 10 - 15	Level 15+
<b>Hold back the Dark</b>	Slay 12 enemies of CR3 or higher in honourable single combat (75% of the damage, uninterrupted by any other.)	The group that contains the knight must slay 80 CR5+ enemies, and the Knight must personally slay a CR6+ in single combat.	The Knight must assure the safety of an entire realm through their actions, without reward for their service.	The Knight must lead an army to a victorious battle against the forces of evil. They must slay a CR15+ enemy war leader in honourable single combat.
<b>The Great Hunt</b>	The knight has to find and return a specific, named, uncommon magical item to their organisation.	The Knight must retrieve a named rare magical item from the horde of a CR15 Huge Creature	The Knight must recover a long lost weapon of very rare quality from the depths of the earth, beneath the deep ocean or atop the highest peaks.	The Knight must retrieve a legendary item from a different plain of existence and return it to their chapter house.
<b>The Honour of my Lord</b>	A specific named character of CR4+ must be slain in honourable single combat.	The Fortress of an opposing opposite-aligned order must be raised to the ground.	The Knight must raise their own force of arms and scour an opposite aligned faction from an entire region, to make it safe for the people there.	The Knight must establish their own new Knightly order within a large area and protect it from a great threat which could destroy the people within.
<b>For the Giver, a Gift</b>	The Knight must return a favour offered from another knightly house. They must attend to this knight, and then complete whatever action they are asked to do.	The knight must perform an action of extreme courage for another, and then have this favour returned later.		
<b>The Heart's Desire</b>	To win the love and loyalty of their chosen Heart's Desire, the Knight must conclude a dispute in the way that their Heart would want of them.	The Knight must enter and win a tournament of knightly skill, giving their trophies and any other winnings for their Heart's Desire as a token of favour.	The Knight must win the renown and favour of the Heart's Desire by completing a task that has never been completed before - a challenge of strength, stamina, honour or whatever price is required of intellect.	The Knight must go to the realm of the dead and retrieve the soul of a lost loved one, bringing them back to the land of the living - paying whatever price is required of them



# CHIVALRIC IDEALS

## FOOT KNIGHT

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While knights are the most famous for their mounted combat with lances, some knights choose a less glamorous path. Sometimes called 'soldiers at arms', these pole-arm wielding warriors make up the most effective part of any battleline.

### ARMoured SHIELD

At 3rd level, you gain the ability to use your armour as a shield, even when wielding a two-handed weapon. Your AC improves by 1 if you are wearing heavy armour. In addition, you have proficiency in athletics. At 3rd level, you've learned how to fight with a polearm and hold the enemy back. Any creature which moves into melee range, that you can see, while you are wielding a weapon with the two handed rules, will take an attack of opportunity. This ability costs 1 vow point per attack.

### SHOULDER CHARGE

At 3rd level you've learned how to use your weight and bulk to barge and batter enemies away effectively. As a bonus action, you can shoulder barge one enemy within 5ft. of you. This target must take a Wisdom Saving throw, and if this is failed, they are moved 10 ft. away from the knight. This ability costs 1 vow point per use.

### HOLDING THE LINE

At 7th level, you have gained proficiency in fighting together as an organised battleline. If you are within melee range of any enemy, any allied creature within melee range can attack with advantage against the enemy creature for that turn. This ability costs 1 vow point.

### MASTER OF THE STAVE

At 10th level, you can wield a polearm with ease, leading to a deadly strike. You can add an additional weapon damage dice on a successful strike with a weapon with the double-handed rule. This ability costs 1 vow point.

### UNSHAKEABLE STANCE

At 15th level, you can hold your footing in any situation. You are immune to any checks involving the terrain beneath your feet. In addition, if you are forced to move through an enemy creature's ability or spell, you can expend two vow points to be unaffected by this.

## CAVALIER/JOUSTER

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The Joustier is the warrior of common legend, armed with a lance and clad in shining steel and plate. At home on the battlefield or at the tourney, they excel at mounted combat and make it look akin to an art form.

### BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

## BORN TO THE SADDLE

Starting at 3rd level, your mastery as a rider becomes apparent. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated. Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

### UNWAVERING MARK

Starting at 3rd level, you can menace your foes, foiling their attacks and punishing them for harming others. When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your knight level. This ability costs one vow point for each enemy marked.

### WARDING MANEUVER

At 7th level, you learn to fend off strikes directed at you, your mount, or other creatures nearby. If you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage. This ability costs one vow point to use.

### HOLDING THE LINE

At 10th level, you become a master of locking down your enemies. Creatures provoke an opportunity attack from you when they move into range of your melee weapons, and if you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

### FEROCIOUS CHARGER

Starting at 15th level, you can run down your foes, whether you're mounted or not. If you move at least 10 feet in a straight line right before attacking a creature and you hit it with the attack, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone. You can use this feature only once on each of your turn, and it costs 1 vow point. .

### VIGILANT DEFENDER

Starting at 18th level, you respond to danger with extraordinary vigilance. In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to make an opportunity attack, and you can't use it on the same turn that you take your normal reaction. This action takes one vow point.



## PILGRIM KNIGHT

The Pilgrim Knight is the itinerant wanderer of the lands, the roving sword who comes to the rescue of those in need. Normally travelling alone or with a small group, the Pilgrim Knight is used to being outnumbered and has little fear taking on large numbers of foes.

### ALL ROUND ARMOUR

Starting at 3rd level, you have gained the understanding of defending yourself from all angles. You can use your Ironside ability even if you cannot see the attacker. In addition, the AC increase goes up to d6. This ability costs 1 vow point.

### ENDLESS GAZE

At 3rd level, you have gained the ability to defend yourself from unexpected ambush. You have advantage on Perception checks when looking for enemies or traps.

### UNWAVERING MARK

Starting at 3rd level, you can menace your foes, foiling their attacks and punishing them for harming others. When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your knight level. This ability costs one vow point for each enemy marked.

### STANDING STRONG

At 7th level, you have learned how to take on large numbers of enemies at once. Once on each of your turns when you make a weapon Attack, you can make another attack with the same weapon against all other creatures that are within 5 feet of the original target and within range of your weapon. This ability costs 1 vow point per additional attack.

### MARTIAL MOVES

At 10th level, you know how to move in and out of a large fight without lowering your guard. Enemies cannot make attacks of opportunity against you.

### PICKING YOUR MOMENTS

At 15th level, you have learned how to make the enemy numbers count against them. If you are within melee attack range of more than two enemy creatures, you get advantage on the attack rolls against all of these creatures.

## KNIGHT HOSPITALLER

As happy with a bandage as a blade, the Knight Hospitaller travels through the land, ready with a healing poultice and a sword to defend the wounded. Their vow is one of mercy and health - defending the wounded from one who would do them further harm.

## AID TO THE FALLEN

At 3rd level you gain the ability to stabilize an unconscious creature immediately as a bonus action. This action costs one vow point. You also gain proficiency in medicine.

## THE CURE TO THE WEARY

At 3rd level, you have also discovered which herbs make the best antidotes to poison both mundane and magical. You have resistance to poison damage. As an action you can also cure poisoning in yourself and others. This ability costs 2 vow points.

## THE UNDERHANDED BLOW

At 3rd level, you've worked out how to use poisons to injury your foes and slow them down. As a bonus action, you can apply poison to your melee weapon. The next successful hit with this weapon does an additional d10 poison damage, and the affected creature must take a wisdom saving throw. If this fails, the monster's movement is halved. This ability costs 2 vow points.

## THE WEARY'S RELIEF

At 7th level you can render aid to help those around you recover quicker. If you or an allied creature rolls a hit dice to recover hitpoints, you can use a vow point to make this roll the maximum value it can be. You expend one vow point for every dice affected in this way.

## THE FINAL AID

At 10th level, you have worked out how to use common medicine to resuscitate the dying. As an action, you can restore a creature who has died in the last minute back to unconsciousness. This action takes 2 vow points.

## THE WILL TO FIGHT

At 15th level, you have discovered which poultices and herbs help warriors continue fighting despite terrible wounds. On administering these to a friendly creature, that creature gains 2d12 temporary hit points, which last for one hour. After this hour, the affected creature will suffer a level of exhaustion. This action takes 1 vow point.

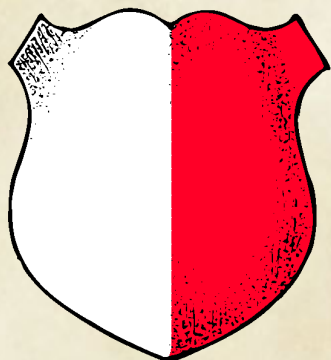




# THE HERALDRY OF THE KNIGHT

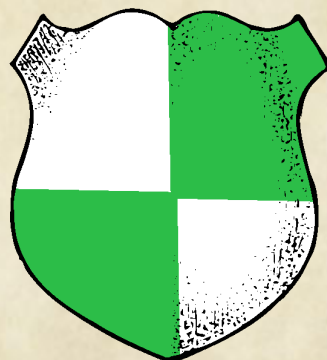
A Knight's heraldry is their legend, and they will write their on-going legend as they complete their quests and fulfil their vows. The heraldry of a knight is unique to their career, and it is a great crime amongst these knights to take or appropriate another knight's heraldry. That is akin to stealing another knight's valour.

When a squire is knighted at the conclusion of their first quest, a knight is given permission to create their heraldry. This will start with their shield, which can be divided in quarters or halved. There are great books of Coats of Arms and Heraldry, and the Heralds are careful to ensure that even the simplest coats of arms are unique. As they gain more fame, the Heraldry expands to show their expanding legend.



Once a Squire has completed their first Quest, they are allowed to create their shield. This is the first part of their heraldry, and will be built up as they continue to complete quests.

When applied to a weapon, this heraldry gives a +1 bonus to hit. When applied to armour, it gives a +1 AC to the armour.



Once a Knight has completed their second quest, they can add a scroll to their heraldry. They are promoted to a Banner Bearer. Each scroll has a different property, which combines with the previous choice of heraldry. The left-hand scroll allows the weapon to do an additional d6 elemental damage, or when applied to armour offers resistance to the same damage. The right-hand scroll when applied to a weapon causes 3d6 damage to a specified enemy type, or gives resistance to damage from the same source.



After the completion of a third question, the knight can add the first of two heraldic beasts as they become a Knight-Marshall. Each of these will give different benefits, based upon the animal which is chosen to be added to the heraldry. After the fourth quest, another animal can be added to the coat of arms, before at last

