

Knight (draft)

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: smith's tools.

Saving Throws: strength, intelligence

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) chainmail or (b) scale mail and a shield.
- A spear and (a) two one-handed martial weapons, or (b) a martial weapon with the *two-handed* special rule.
- A squire's equipment pack (see knightly equipment list)
- A pony mount.

Knightly Action DC

Many knight 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:

$$\text{Action Save DC} = 8 + \text{Proficiency Bonus} + \text{Intelligence Modifier}$$

The Ideal

At first level, every would-be Knight swears their knightly ideals. These are the principles that they have decided to uphold in the world, even in the face of their death. Each ideal has a different skill which is associated with it, and the knight can use this skill as below. At 3rd, 8th, 12th and 15th level, a knight can choose to swear a different ideal, which will replace the existing ideal.

- *Ideal of Courage* - As a knight, you stride bravely forwards to face your opponents in battle, drawing them towards you as an exemplar of chivalric combat. You can spend an ideal point to challenge one hostile creature within 30ft of you. This target must take an Intelligence Saving throw. If this is failed, this creature needs to try to move and make it's attacks against the knight. If it is unable to do that, the affected character takes 1d10 psychic damage.
- *Ideal of Justice* - You learn to fend off strikes directed at you or other creatures nearby, shielding the just from the guilty. If you or a creature you can see within 5 feet of you is hit by an attack, you can expend a vow point to roll a 1d4 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.

- *Ideal of Mercy* - You know how to save the lives of the people around you, preventing glorious warriors ending their journey before their time. If a living creature falls unconscious within 5 ft. of you, you can use an action and expend two ideal points as an action to return the wounded creature to d6 hp.
- *Ideal of Nobility* - As a Knight, you can use your influence and presence to draw enemies into attacking you instead of another. If you are within 5 ft. in an ally, as a free action you can spend an ideal point to make any attack rolls against this ally to be at disadvantage. In addition, this ally will have resistance to that damage if struck. However, any attack roll against you by any of those creatures during this turn can be made at advantage. You must remain within 5 ft. of the ally for this effect to continue, and it will last until the beginning of your next turn.
- *Ideal of Hope* - The inspiring figure of a Knight can lead others to strike harder than they might have done so before. If a knight makes a successful strike against an enemy creature, then they can spend one ideal point to give any attacking ally advantage in attack rolls against that enemy creature until the beginning of the Knight's next turn.

Ideal Points

You start with two ideal points. These ideal points are restored 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 allow you to improve your Heraldry and the number of ideal points.

Ironside

Starting at 1st level, you can use your affinity with heavy armour to deflect otherwise dangerous strikes. If you are struck by an enemy creature's attack, you can expend one vow point to roll a d6 and add the value to your AC. To use this ability, you must be able to see the enemy creature and be wearing heavy armour.

Leadership

Starting at 2nd level, you can draw on your natural sense of command to lead those around you. You can spend one vow point and 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 lasts until the Knight's next turn.

Chivalric Code

At 3rd level, you can choose a fighting style which best reflects your knight's chivalric code. You can choose from Man at Arms, Jousting or Pilgrim Knight all of which are detailed in at the end of the class description. The Chivalric Code you choose grants you features at 3rd level, 7th, 15th and 18th 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 5th 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 one ideal point to re-roll the dice. The second roll stands.

Chivalric Codes

Foot Knight

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.

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 2 if you are wearing heavy armour without a shield or while using a weapon with *two-handed* property. In addition, you have proficiency in athletics.

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 Strength Saving throw, and if this is failed, they are moved 10 ft. away from the knight.

At 7th level, you have gained proficiency in fighting together as an organised battleline. If you are within melee range of any enemy, you can expend two Ideal points and allow any allied creature within melee range to attack with advantage against any enemy creature within 5 ft. of you for that turn.

At 10th level, you can wield a polearm with ease, leading to a deadly strike. On a successful hit, you can expend an Ideal point to add an additional weapon damage dice with a weapon with the *double-handed* property.

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 one Ideal point to be unaffected by this.

At 18th level, you are a bulwark of the battleline and instinctively protect your comrades even while fighting. Every allied creature within 10 ft. of you, while you are using a *double-handed* weapon, gets an additional +3 to the AC. In addition, as a reaction you can parry an attack from any direction, adding +4 to your AC or +8 if you expend an Ideal point at the same time.

Jouster

The Jouster 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.

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.

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.

At 7th level, you learn to fend off strikes directed at you or your mount, while still being able maintain your movement upon the battlefield. If you are mounted, you can use your reaction and expend a vow point to impose disadvantage upon an enemy's attack against you. In addition, if the attacker misses with their attack, you can make a free disengage move from this enemy which will not provoke attacks of opportunity.

At 10th level, you become a master of striking with a lance with perfect poise and timing.. If you are mounted and armed with a lance or long spear, you can expend one Ideal point to make this attack roll at advantage. In addition, if you successfully strike your target, they must make a DC18 Strength saving throw. If this is failed, they suffer an additional damage dice, are moved backwards 15 ft., and knocked prone.

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 you can expend an Ideal point 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.

Starting at 18th level, you respond to danger with extraordinary vigilance. In combat, you can expend one Ideal point to 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.

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.

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.

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 expend an Ideal point to 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.

At 7th level, you learn to fend off strikes directed at you or other creatures nearby. If you or a creature you can see within 5 feet of you is hit by an attack, you can expend one ideal point and 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.

At 10th level, you have learned how to take on large numbers of enemies at once. When you make a weapon Attack, you can expend one ideal point to make another attack with the same weapon against all other creatures that are within 5 ft. of the original target and within range of your weapon.

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 one enemy creature, you get advantage on the attack rolls against all of these creatures.

At 18th level, you have learned to try and move through crowds of foes with little fear, dodging and weaving as you do. If any enemy would get advantage in an attack roll against you for any reason, you can expend one Ideal point to reduce that attack to a normal attack roll.