

Knighth

"The Demon roared as its claws ignited with a dark fire. Unflinching, Liam Audimo, knight of Itha-il, charged at the beast with his shield in front."

Knights are the epitome of bravery and honor, donning imposing armor and wielding weapons with great skill. They are masters in the art of combat and strive to defend the defenseless and uphold justice. In the arena of duels, knights are a force to be reckoned with, demonstrating unparalleled mastery and fighting for glory and honor.

Adventures:

For a Knight, embarking on adventures is not merely an opportunity to seek wealth or fame but also to fulfill their sacred duty of bringing justice and honor to the darkest and most dangerous places in the world.

Peculiarities: A knight is a master of combat, always ready to face formidable enemies in epic duels to protect their allies or achieve glory and fame. With their unbreakable will and exceptional skill, the knight can overcome any obstacle and face any adversity in their quest for victory on the battlefield.

Religion:

Knights are known for their deep commitment to a strict code of conduct and generally worship deities that share their vision and values.

Ideology:

Knights are warriors who, although they may have different moral codes, always adhere to strict conduct on the battlefield. Righteousness is a fundamental value in their ethics, so no knight can have a righteousness value lower than 7. If their righteousness value falls below this number, they will not be able to use their abilities until they recover that value.

Races:

Knights come from various races, though for some, adhering to the strict code of conduct of knights may be more challenging. However, those who do show great discipline and commitment to their cause.

Other Classes:

Knights are generally admired by other warriors, although they often have differences with barbarians due to their focus on discipline and honor in battle. While they may not rely as much on arcane magic as others, they usually respect those who use it. As noblemen, they respect others but often find it difficult to relate to those who do not follow a similar moral code.

Class Stats

Resistance Die: D10

Additional Wounds: 3

Initial Skill Proficiency:

Physical: 1 + physical modifier

Intellectual: 0 + intellectual modifier

Social/Environment: 1 + social/environment modifier

Attribute Power:

- **Good:** Constitution and Conviction
- **Bad:** Agility, Strength, Intelligence, Charisma, and Bravery

Archetype:

Knights must have a righteousness value of 7 or higher.

Proficiencies

- **Weapons:** Alabarda, Bastón, Cimitarra, Daga, Espada Bastarda, Espada Corta, Espada Larga, Estoque, Garrote, Guadaña, Hacha de Guerra, Hacha de Mano, Lanza, Lanza Corta, Lucero del Alba, Mandoble, Mangual, Maul, Mazo, Mazo Ligero y Pico de Guerra.
- **Ranged Weapons:** Ninguna.
- **Armor:** Ropas Reforzadas, Armadura de Piel, Armadura de Cuero, Armadura de Cuero Reforzada, Cota de Anillos, Armadura de Escamas, Coraza Ligera y Armadura Completa.
- **Shields:** Broquel, Escudo Redondo, Escudo Lágrima y Escudo Luna.

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Level	Pre	Des	Power	Class Skills
1	1	1	0	Knight's Duel / Vow
2	1	1	1	Knight's Heart
3	2	2	1	Improved Mounted Combat
4	3	2	1	Challenging Presence
5	3	3	2	Vow
6	4	3	2	Knight's Resolve
7	5	4	2	Improved Knight's Duel
8	5	5	3	Armor Mastery
9	6	5	3	Combat Improvement
10	7	6	4	Vow / Defense Bastion
11	7	6	4	Improved Knight's Heart
12	8	7	4	
13	8	7	5	Improved Challenging Presence
14	9	8	5	Armor Mastery
15	10	9	5	Master Duel / Vow

Knight's Duel

"Gailar stood triumphant atop the hill after defeating the orc chieftain in a duel. With their leader's fall, the rest of the horde was demoralized and fled in disarray, with no one to guide them."

Knights are skilled combatants who inspire fear and hatred in their enemies, seeking epic duels with their opponents to change the course of battles.

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You can initiate a number of Knight's Duels per day equal to 3 + your Conviction value. To do so, you must choose a humanoid or beastly humanoid creature with an Intelligence score of 0 or higher that is aware of your presence and within a distance equal to 3 + your Power value in meters. The target creature must make a Conviction saving throw with a difficulty equal to 5 + your Conviction power. If the saving throw fails, the creature will only attack you for a number of turns equal to 3 + your Conviction value. While the duel is active, the knight gains a +1 bonus to attack, damage, and defense against the target creature and adds their Power value to defense checks against the opponent's feints. The duel ends if the target creature takes damage from any source other than the knight, loses focus on the knight, or if the knight becomes incapacitated.

Note: that creature's immune to domination and fascination are also immune to the Knight's Duel.

Initiating the duel costs, a partial action.

Example: Anuj, a valiant knight of the Order of the Crucible, finds himself in the midst of a tough battle against a group of bandits. With his skill and experience, Anuj decides that the best way to confront the enemy is by challenging the bandit leader to a Knight's Duel. Using his special ability, he initiates the duel, and the bandit leader must make a Conviction saving throw with a difficulty of 10 (5 + 2 Power + 3 Conviction). The leader rolls a d10 and adds his Conviction power, getting a total of 9 (7 on the die + 2 Conviction).

Despite the bandit's rage charging at him, Anuj emerges victorious from the duel thanks to his skill and dexterity. With the bandit leader incapacitated, Anuj turns the tide of the battle and leads his team to victory.

Remember: The races described in this manual are considered Humanoids in all respects.

Improved Knight's Duel

At level seven (7), the bonuses increase to +2, and you can initiate your duel using your opportunity action.

Knight's Heart

At level two (2), the knight becomes immune to fear. At level eleven (11), the knight becomes immune to terror.



Mounted Combat

At level three (3), the knight gains the Improved Mounted Combat feat.

Challenging Presence

"Balem cleaved two goblins in half with his greatsword and then drove his weapon into the ground, challenging the rest. The goblins looked at each other and fled in terror."

At level four (4), the knight can challenge all his enemies to single combat with his imposing presence. Enemies that can be affected by the Knight's Duel within an area equal to 10 + Power in meters, and who have less DR than the knight, must make a Conviction saving throw against the Knight's Duel difficulty, with a -2 penalty. If they fail the save, they are subjected to a fear effect for 1d4 + 3 turns.

Enemies with DR equal to or greater than the knight's, who fail the save, will attack him, ignoring other enemies for a number of turns equal to the knight's Power. Those who pass the save will act normally and will not be affected by the fear effect.

If the enemies can no longer see you, are attacked by other creatures, or if the knight becomes incapacitated, they will be released from the fear effect and act normally.

Using Challenging Presence consumes one daily use of your Knight's Duel and requires a partial action to activate the ability.

Growth: At level thirteen (13), the difficulty of the Conviction saving throw to resist the knight's Challenging Presence equals the difficulty of the Knight's Duel, and the fear effect is upgraded to terror.

Knight's Fortitude

At level six (6), the knight considers their Bravery attribute as good.

Growth: At level 12, the knight's fortitude allows them to completely avoid effects that say "half" in Conviction and Constitution saving throws.

Armor Mastery

At level eight (8), the knight's skill allows them to reduce armor and shield penalties by 1. Additionally, they can equip armor in half the estimated time. This enhancement applies to all armors with a maximum armor bonus of 4, excluding magical enhancements.

Growth: At level twelve (12), the knight's mastery of armor is impeccable, allowing them to apply this ability to all armors and shields they are proficient with, and the penalties for armor or shield are reduced by 2, with a minimum of 0, meaning even the heaviest and bulkiest armors will not interfere with the knight's ability.

Combat Improvement

Starting from level nine (9), the knight gains the ability to strike more swiftly, reducing the action cost of their attacks to a partial action.

Growth: Upon reaching level fifteen (15), the knight gains a third free attack if they choose to perform a full attack.

Defense Bastion

At level ten (10), the knight becomes a bastion of protection and inspiration for their allies. All allies within a radius of 3 + the knight's Power value gain a defense enhancement of 1 and a damage reduction of 2. Incapacitated or surprised allies cannot receive this bonus. Additionally, the knight can use the "Shield Another" action with their full movement instead of only half. This ability has no limit on the number of allies who can receive the bonus and is always active unless the knight is incapacitated.

Knight's Vow

At level one (1), a knight must choose a vow according to the knightly style that best suits them. These vows grant the knight new abilities that improve as they level up.

Vow of the Wanderer

Some knights, known as wandering knights, travel aimlessly in search of legendary creatures and forgotten relics, thereby gaining the Tracking proficiency.

Wandering Hunter

At level one (1), a wandering knight must choose two types of creatures from the following: animals, dragons, giants, humanoids, beastly humanoids, constructs, corrupted, undead, immortals, plants, primordials, demons, or celestials. They gain a +1 enhancement to reaction checks and +2 damage against these creatures.

Growth: At level eight (8), these enhancements increase to +2 and +4 respectively.

Horror Duelist

At level five (5), the wandering knight can use their dueling and challenging presence abilities against the creatures they have chosen, even if they do not meet the minimum intelligence requirement. Creatures immune to domination and fascination will remain immune to the knight's duel. During the duel, the knight gains a +1 enhancement every three (3) levels (max. +5 at level 15) to their saves against the natural or class abilities of

their sworn enemies, excluding spells from player class levels (wizard, priest, druid, arcane warrior, etc.).

Zealous Spirit

Years of tough trials have granted the knight a resilient spirit, thus gaining immunity to fascination.

Monster Slayer

At level five (5), when dueling with your chosen enemies, you will have the ability to inflict critical damage with a result of 9 instead of 10 on the die. If the creature is immune to critical damage, you can still inflict damage multiplied by 1.5 instead of normal damage.

