



KNIGHTMARE (MASTER)

Heroes come in all shapes, sizes, and appearances. Villains do too, but for most legends, certain archetypes are followed. Heroes use swords, sorceresses are vain, and so forth. The Main Enemy, the Tyrant, the God-Emperor... all of these would cause one to imagine an imposing, armor-clad brute, unstoppable in power and unbreakable in defense. This image is what haunts heroes... it is what gives them Nightmares.

Depending on your campaign setting, a Knightmare could be:

- The ruler and Mage-General of an dark empire, leading with an iron fist and a mace that fells entire armies
- A formerly-noble warrior who became possessed by a demonic blade, and now strikes fear from his dark throne
- A soulless machine that should have broken down long ago, carried on only by its hatred of the living
- A black-clad man of mysterious origins, traveling from skirmish to skirmish, wielding a weapon that's more like a hunk of iron than a sword
- A kind and all-accepting youth, who must take up the black arms and armor of his forefathers to fight an even greater evil

Party Role: Combatant. The Knightmare is... well, a nightmare on the battlefield, striking fear into his opponents and

utilizing every advantage he has in order to strike them down mercilessly.

CLASS FEATURES

Requirements: *Miracles* campaign quality, Strength 13+, Intimidate 6+ ranks, Armor Basics feat, Glimt of Madness feat

Favored Attributes: Strength, Constitution

Caster: Each level in this class increases your Casting Level by 1.

Class Skills: Athletics, Intimidate, Notice, Resolve, Ride, Tactics

Continuity: At Level 1, choose 2 skills that are class skills for any of your other classes. These become Knightmare class skills for you.

Skill Points: 4 + Int modifier per level

Vitality: 12 + Con modifier per level

CLASS ABILITIES

Arms and Armor: At Level 1, you gain the Armor Mastery feat. Also, you gain 1 additional prize slot that can only be used for a weapon matching your Ritual Weapon for your Knightmare alignment (*below*).

Path of the Blackheart: The dark energy that grants you power is insidious and potent. At Level 1, you gain your choice of gaining the Knightmare alignment (if you have none) or simply access to the Path of Evil. You then take 1 step on the path of Evil. Only members of this master class may gain the Knightmare alignment (*see 'Nightmares and Alignments' sidebar*).

If you have an alignment you lose that alignment (with no other repercussions) and must gain the Knightmare alignment. If your previous alignment had the Path of Good among its paths, any Good steps that you had taken with your previous Alignment must become Evil steps as your reallocate your steps. All other path steps taken with the previous alignment may be allocated as you wish, as can any that must be on the path of Evil after it is completed.

At level 4, you take two steps along paths that you have access to. At least 1 of these steps must be on the Path of Evil.

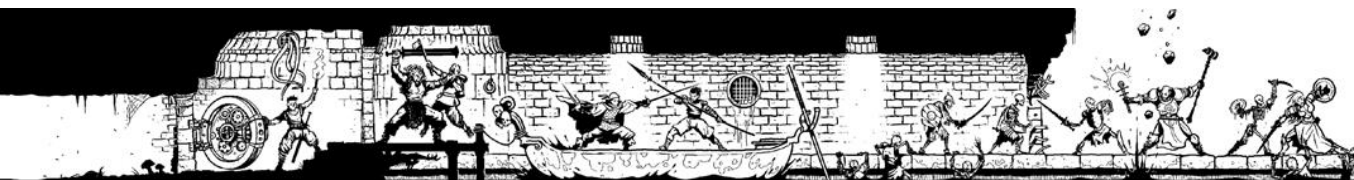
Souleater I: At Level 2, whenever you cause a special adversary to gain a grade of *shaken*, you benefit from the effect of a Death Knell spell as though you had touched a fallen character.

Souleater II: At Level 4, you may be targeted and hit by any number of attacks while performing a Refresh action and still spend an action die to heal, as long as you do not suffer any damage after DR and Resistances. Also, you gain the following trick.

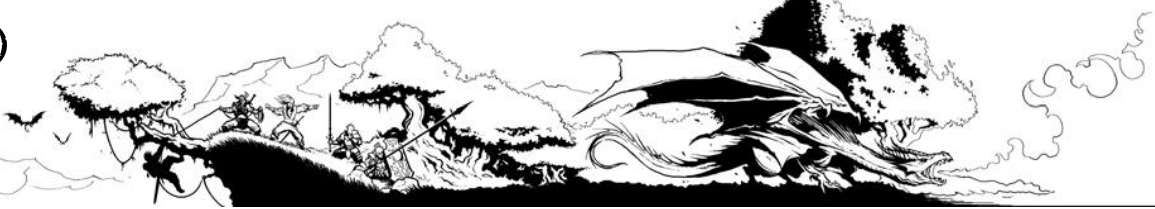
Unholy Power (Refresh Trick): Adversaries who can see or hear you suffer stress damage equal to twice the amount of vitality you recover. You may use this trick a number of times per combat equal to your Constitution modifier.

Table X.X: Knightmare

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+1	+2	+0	+1	+0	+1	+0	+1	Arms and armor, path of the blackheart (1 step, alignment)
2	+2	+3	+0	+2	+1	+1	+0	+2	Souleater I
3	+3	+3	+1	+2	+1	+2	+1	+3	Corruptive weapon
4	+4	+4	+1	+2	+2	+2	+1	+3	Path of the blackheart (2 steps), souleater II
5	+5	+4	+1	+3	+2	+3	+1	+4	Souls... need more souls!



KNIGHTMARE (LTI) (MASTER CLASS)



Corruptive Weapon: At Level 3, you gain the Living Weapon feat and you may ignore its prerequisites if you take this feat additional times as character options allow. Additionally, all instances of the Living Weapon feat you have count as Melee Combat and Unarmed Combat feats when determining any effects based on the number of those feats that you possess.

Souls... Need More Souls! Your dark power cannot ever be satisfied; for every life you take, you only feel a greater hunger for destruction. At Level 5, you gain a trick.

Destroy The Soul (Full Action Melee or Unarmed Attack Trick): This attack gains the *Supernatural Attack (Soul Draining)* NPC quality, with a grade equal to 1 + the number of successful Death Knell effects you currently benefit from. This trick may only be used once per round. Each time a special character fails their save against this effect, you lose one Death Knell effect.

NPC CLASS ABILITIES

The following new class abilities from the Knightmare master class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Souleater I	3
Souleater II	4
Souls... Need more Souls!	8

Class design by Mutt with help from the Crafty forum-ites.

Art by Gorrem of deviantART.



KNIGHTMARES AND ALIGNMENTS

Depending on how Alignments work in your campaign, a full drop and replacment of alignments may not be necessary. If the character's alignment is unconcerned with the concepts of good and evil (such as a god of war who only cares that conflict is resolved through force of arms) then the character can simply tack the Path of Evil onto his current alignment and drive on. A GM may even decide that replacing steps on the path of Good is unnecessary – the dichotomy of both Good and Evil vying for the character's soul is epic in nature and loaded with melodrama.

Barring all of that, though, use the Knightmare Alignment detailed below.

Table X.X: Knightmare Alignment

Alignment Skills	Paths	Opposed Alignment
Athletics, Search, Survival, Tactics	Chaos, Death, Evil	Any with the Path of Good
The Knightmare alignment has no Avatar (effectively it's you) and the ritual weapon is determined as below.		

The Knightmare alignment's ritual weapon is closely associated with each Knightmare, and is different for each one. Your ritual weapon is determined by the following criteria (in order). The GM can, of course, rearrange this criteria or override it completely for narrative purposes (infected by an evil spirit, anyone?)

1. If you possess a magical weapon, the weapon type with the highest Reputation cost (if you own more than 1) becomes your ritual weapon.
2. If your had an Alignment that has now been replaced, its ritual weapon is now your ritual weapon.
3. Your primary weapon (as determined by player consensus) is you ritual weapon

