

undeFEATable

Written By Erin Palette

21: CAVALIER

NEW FEATS

KNIGHTLY FEATS

Any feat designated as a knightly feat may only be taken by a cavalier, and only one knightly feat may be possessed by the character. The cavalier may take a knightly feat in place of a bonus feat, assuming all other qualifications are met.

CRUSADE

Kill them all, and let the gods sort them out.

Prerequisites: Vendetta feat; Demanding Challenge class feature (Cavalier 12th level)

Benefit: Expend all remaining uses of Challenge for the day. All opponents within 20 feet who can see and hear you are affected by your Challenge. At 18th level, this increases to 30 feet.

EXTRA CHALLENGE

You may challenge additional times per day.

Prerequisite: Challenge class feature

Benefit: You may challenge 2 additional times per day.

Special: You may take Extra Challenge multiple times. Its effects stack.

IMPROVED MOUNT

You may select a more powerful creature for your mount.

Prerequisites: Cavalier level and size (see table below)

Benefit: You gain a new mount as long as you meet the level and size criteria. In cases of numbers separated by slashes, the first is for small-size characters and the second is for medium. See the table on following page for the full list of mounts.



LPJ9535



While dragons, dragonnes, griffons, nightmares, pegasi and unicorns are capable of being used as mounts, they have above animal intelligence and therefore must be recruited as cohorts under the Leadership feat (Pathfinder Core Rules, p. 129 and Pathfinder Bestiary, p. 316).

Special: Without this feat a medium cavalier may only select a camel or a horse as a mount, and a small cavalier may only select a pony or a wolf (if 4th level, a boar or dog is also permitted.)

KNIGHT OF CUPS (KNIGHTLY)

Intuitive and soothing, you can read and manipulate emotions like a master tactician, seeking to avoid violence through dialogue whenever possible.

Prerequisites: Challenge class feature; Good alignment; Cha 13

Benefit: You may expend two uses of your Challenge ability to calm emotions, as per the spell, using one-half your cavalier level (rounding up) as your caster level. DC to resist is 10 + cha bonus + ½ cavalier level. This is an extraordinary ability.

Special: You may only possess 1 Knightly feat.

KNIGHT OF PENTACLES (KNIGHTLY)

Pragmatic and industrious, you believe in teamwork and the rewards which come from it.

Prerequisites: Challenge class feature; Lawful alignment; Int 13

Benefit: You may expend a use of your Challenge ability to use your Tactician ability to grant your allies a teamwork feat one additional time per day.

Special: You may only possess 1 Knightly feat.

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Animal	Level	Character Size	Animal	Level	Character Size
Anklyosaurus (dinosaur)	1st/ 7th	Small/ Medium	Herd Animal, Aurochs	1st/ 7th	Small/ Medium
Axe Beak	1st/ 4th	Small/ Medium	Hippogriff	4th	Medium
Bat, Dire	1st/ 7th	Small/ Medium	Hyena	4th	Small
Badger	4th	Small	Lizard, Monitor	7th	Small
Bear	4th	Small	Pteronodon (dinosaur)	1st/ 7th	Small/ Medium
Brachiosaurus (dinosaur)	1st/ 7th	Small/ Medium	Rhinoceros	1st/ 7th	Small/ Medium
Cat, Big (Lion or Tiger)	7th	Small	Roc	1st/ 7th	Small/ Medium
Dolphin *	1st	Small	Shark *	4th	Small
Dolphin, Orca *	1st/ 7th	Small/ Medium	Squid *	1st	Small
Eel, Moray *	1st/ 7th	Small/ Medium	Stegosaurus (dinosaur)	1st/ 7th	Small/ Medium
Elasmosaurus (dinosaur) *	1st/ 4th	Small/ Medium	Triceratops (dinosaur)	1st/ 7th	Small/ Medium
Elephant	1st/ 4th	Small/ Medium	Tyrannosaurus Rex (dinosaur)	1st/ 7th	Small/ Medium
Frog, Giant	4th	Small	Wolf	7th	Medium
Goblin Dog	4th	Small			

* Aquatic campaigns only.

KNIGHT OF PIETY (KNIGHTLY)

You are a paragon of chivalry and holiness, and your dedication to these twin virtues bolsters you in your time of need.

Prerequisites: Challenge class feature; Smite Evil class feature

Benefit: You may convert a use of Smite Evil into a Challenge, and a Challenge into a Smite Evil.

Special: You may only possess 1 Knightly feat.

KNIGHT OF SWORDS (KNIGHTLY)

Duplicitous and violent, you are a rogue element upon both battlefield and court, leaving chaos and confusion in your wake.

Prerequisites: Challenge class feature; Evil alignment; Str 13

Benefit: You may expend a use of your Challenge ability to give yourself a bonus to Bluff and Intimidate equal to half your cavalier level (rounding up). This bonus lasts for 1 minute, plus 1 additional minute at 5th level and for every 5 levels thereafter.

Special: You may only possess 1 Knightly feat.

KNIGHT OF TERRA (KNIGHTLY)

Tough and resilient, your dedication to the land and all living things has imparted to you a fraction of the earth's durability.

Prerequisites: Challenge class feature; Neutral alignment; Knowledge (Nature) 5 ranks or Wild Empathy class feature; Con 13

Benefit: You may expend a use of your Challenge ability to heal yourself a number of hit points equal to your cavalier level.

Special: You may only possess 1 Knightly feat.

KNIGHT OF WANDS (KNIGHTLY)

Incorrigible and irrepressible, you believe in living life to its fullest, consequences be damned.

Prerequisites: Challenge class feature; Chaotic alignment; Dex 13

Benefit: You may expend a use of your Challenge ability to give yourself a luck bonus to all saving throws equal to half your cavalier level (rounding up). This bonus lasts for 1 round, plus 1 additional round at 5th level and for every 5 levels thereafter.

Special: You may only possess 1 Knightly feat.

MANHUNTER

They can run from you, but they can't hide.

Prerequisites: Order of the Wolf

Benefit: You gain a +2 feat bonus to Diplomacy, Perception, Sense Motive and Survival checks made to find the person (humanoid) for whom you are questing. In addition, Knowledge (Local) is a class skill for you.

MERCIFUL

You know the value of mercy, and do not have to slay your opponents to defeat them.

Prerequisites: Non-evil alignment, Challenge class feature

Benefit: All of your weapons may deal nonlethal damage to the target of your challenge. In addition, Heal is a class skill for you.

MONSTER HUNTER

You are adept at tracking and slaying your quarry.

Prerequisites: Order of the Wolf

Benefit: You gain a +2 feat bonus to Perception and Survival checks to find the creature for which you are questing, and a +1 feat bonus to damage rolls when fighting it. In addition, Knowledge (Nature) and Knowledge (Arcana) are class skills for you.

SHERIFF

You are the law.

Prerequisites: Order of the Lion; Leadership feat

Benefit: You gain all the rights and privileges of the chief law enforcer of your lord's domain, including the ability to violate those laws in the service of the greater good. You are answerable only to your sovereign for your actions. In addition, your cohorts and followers (gained from the Leadership feat) are your posse and are similarly deputized to enforce the law.

QUIXOTIC

You are mildly deranged, but the odd workings of your brain have some benefits.

Prerequisites: None

Benefit: You have a mild case of schizophrenia, and suffer from constant hallucinations that render you unable to determine reality from fantasy (Pathfinder GameMastery Guide, p. 251). You do not have to make a Will save when in stressful situations to avoid becoming confused, but you suffer all other affects of the insanity. Additionally, you are incapable of disbelieving illusions. In return for this, you are immune to all forms of fear (magical or otherwise) as well as all compulsion-based enchantments.

Special: Consult with your GM before taking this feat.

TREASURE HUNTER

You are skilled at tracking down treasures lost to history.

Prerequisites: Order of the Wolf

Benefit: You gain a +2 feat bonus to Appraise, Bluff, Perception, and Sense Motive checks to find the treasure for which you are questing. In addition, Appraise is a class skill for you.

VENDETTA

Those who are foolish enough to cross you suffer the full extent of your fury.

Prerequisites: Challenge class feature; Base Attack Bonus +6

Benefit: As a move action, you may shift the target of your Challenge to another enemy who has dealt damage to you in the current combat. If the Challenge has expired due to the death or defeat of its previous target then this ability does not apply.

CAVALIER ORDERS

ORDER OF THE CITADEL

Cavaliers who join the Order of the Citadel dedicate themselves to the defense of a single thing, be it a location, person, or object. They do not do it for any greater reason such as personal glory (Order of the Cockatrice), loyalty to a sovereign (Order of the Lion), mercy (Order of the Shield), faith (Order of the Star) or chivalry (Order of the Sword); instead, they do it from a simple desire to defend something valuable or defenseless. While this is usually something inherently precious, sometimes it is utterly mundane and perhaps even random, like a bridge, crossroads, or mountain pass. Whatever they choose to protect, in nearly all cases it is either immobile, hidden, or fortified. If the object of devotion is a person, she could as easily be the cavalier's prisoner as she could be his lover or ward.

Edicts: Cavaliers of the Order of the Citadel take meaning from the sheer act of custodianship. Once they have sworn to defend something, they must set a duration or a goal at which time the devotion ends: "I will protect you until you reach your destination," "I will keep you here until you love me," and "I will guard this pass until I die" are all legitimate claims of devotion. They may not allow the object of their protection out of their sight, unless they themselves have barricaded it or hidden it away, and even in that instance they may not be more than 100 feet from it at any time.

A cavalier whose object of devotion is lost or destroyed, or who abandons it before the goal is reached, must seek atonement (as per the spell) before regaining the use of his order abilities. After atonement, a new object of devotion can be declared, or the cavalier may re-dedicate himself to a previous object (assuming it has not been lost or destroyed.) Until this happens, the cavalier does not have access to order abilities.

Challenge: Whenever an Order of the Citadel cavalier issues a challenge, he receives a +1 dodge bonus to his Armor Class for as long as he is within 30 feet of his object of devotion. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An Order of the Citadel cavalier adds Knowledge (Engineering) and Knowledge (Geography) to his list of class skills. In addition, he may make Knowledge (Engineering) skill checks untrained. If he has ranks in the

skill, he receives a bonus on the check equal to ½ his cavalier level (minimum +1) as long as the check involves his object of devotion.

Order Abilities: An Order of the Citadel cavalier gains the following abilities as he increases in level.

Stand Your Ground (Ex): At 2nd lvl, the cavalier adds his Wisdom modifier (if positive) to his CMB and CMD when within 30 feet of his object of devotion or its place of hiding.

What's Mine is Mine (Ex): At 8th lvl, the cavalier either gains a +20 insight bonus to all combat maneuvers directed towards the object of devotion (if that object is a person or an item), or does not suffer any terrain disadvantages (if that object is a location).

You Shall Not Pass (Ex): At 15th lvl, the cavalier gains DR 2/-.

ORDER OF THE WOLF

Cavaliers who join the Order of the Wolf devote their lives to hunting something, whether it is a legendary creature (Sir Pellinore and his hunt for the Questing Beast), a fabled treasure (the Knights of the Round Table and their quest for the Holy Grail), or a notorious person (Sir Guy of Gisbourne and Robin Hood). These cavaliers have sworn an oath upon their honor never to rest until what they have sought is finally within their possession. They typically work alone, though small groups of cavaliers hunting the same object are not unknown (and often frighteningly effective.)

Edicts: The cavalier must ever remain mindful of his quest and cannot neglect any opportunity to further his agenda. He may not willingly stay in any one location longer than a fortnight unless he believes the object of his quest to be in the same location. Neither money nor glory can convince him to stay once he has caught scent of his prey. Once his prey is in sight, he will stop at nothing to seize it. He cannot retreat, nor willingly allow the prey to escape; it is victory or death. After completing his quest, the cavalier must swear a new quest within a week's time.

Challenge: Whenever an Order of the Wolf cavalier issues a challenge, he receives a +1 morale bonus to all skill rolls as long as the target of his challenge stands directly between him and the object of his quest (or is the object itself). This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An Order of the Wolf cavalier adds Perception (Wis) and Survival (Wis) to his list of class skills. In addition, he may make Knowledge skill rolls that pertain to the object of his quest, even if he is untrained. If he has ranks

QUEST OBJECTS

An Order of the Wolf PC poses an interesting situation to a Game Master: how do I integrate the quest into my campaign? There are two routes you may take.

The first and easiest option is to present a series of quests that are no harder to complete than a standard adventure. In fact, the completion of these quests could be the entire point of an adventure – defeat the bandit king, recover a lost treasure, slay the dragon terrorizing the countryside. As the PCs increase in ability, so do the perils of each quest.

The other option is to integrate the quest into an overall campaign, with the culmination of the quest an integral part of the campaign itself. A Game Master who takes this option would do well to emulate serialized movies and television shows with season-long story arcs, having the completion of certain adventures result in a necessary step to achieving the larger goal. A quest arc might begin with the party searching for a clue to the location of a dungeon, wherein lies a mythical weapon, which is necessary to overcome the creature who bars the way to the final hiding place of the quest object.

Finally, do not forget that for every Grail knight and dragon slayer, there are equally determined manhunters, and not all of them are of good alignments. Player Characters have a tendency to make powerful enemies, and an evil Order of the Wolf cavalier who hounds their steps would make an excellent recurring villain.

in the skill, he receives a bonus on the check equal to ½ his cavalier level (minimum +1) as long as the check involves his quarry.

Order Abilities: An Order of the Wolf cavalier gains the following abilities as he increases in level.

Stalker (Ex): At 2nd lvl, the cavalier's armor check penalties for Acrobatics, Climb, Ride, and Stealth rolls are reduced by his level.

Pack Mentality (Ex): At 8th lvl, all other Order of the Wolf members, including the cavalier's mount, are considered to possess all teamwork feats that the cavalier possesses as long as they are within 30 feet.

Relentless (Sp): At 15th lvl, the cavalier's hunting senses have become so keen that he may expend a use of the challenge ability to grant himself True Seeing, as the spell.

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