



The Genius Guide to:

MORE CAVALIER TALENTS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The idea of cavalier talents (and why they are a good idea) is first presented in *The Genius Guide to the Talented Cavalier*, along with a large number of talents (many adapted from the abilities of cavalier archetypes). The new talents presented here can be used with that book, or added as new options for the traditional cavalier class.

To use these talents with the core cavalier class, simply allow a cavalier to replace any of the following class features with an edge, talent, advanced talent, or grand talent as appropriate. Edges – challenge, mount, iaijutsu strike. Talents – banner, cavalier's charge, expert trainer, greater tactician, tactician, and order abilities gained at 2nd and 8th level. Advanced talents – greater banner, master tactician, mighty charge, order abilities gained at 15th level. Grand talents – supreme charge. If a cavalier gives up the a core ability (such as banner) for a talent, when he would normally gain an improved version of that ability (such as greater banner) he may either choose to gain the core ability, or to pick a new talent.

EDGES

Every cavalier develops a unique set of abilities, developed from his background training, the expectations and traditions of his society, and his reaction to the many threats he encounters. The core of these abilities, known as edges, help a cavalier become a master of the mounted charge, a lord of the hunt, a well-rounded nobleman, or some combination of roles that appeal to him in particular.

A cavalier may not take an edge more than once unless it specifies otherwise.

DRAGON KNIGHT (Ex): The cavalier receives a dragon steed as if he was a dragonrider, using the rules from *The Genius Guide to the Dragonrider*. The cavalier's effective dragonrider elvel for this ability is equal to his cavalier level 0-2 (minimum 1st level).

A cavalier must have the beast rider edge (see *The Genius Guide to the Talented Cavalier*) to take this edge, and it replaces the benefits of that edge. (For games not using *The Genius Guide to the Talented Cavalier*, this ability replaced both cavalier's mount and challenge).

RALLY (Ex): As a standard action the cavalier can call out to his allies with such conviction that they gain the resilience to ignore their minor wounds and are inspired to fight with greater skill at turning potentially major wounds into lesser injuries. The rally heals all allies within a 30-foot radius who are able to hear the cavalier. The amount of damage healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cavalier levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Because this healing represents an improvement in staying power from nonmagic inspiration, creatures healed by rally cannot exceed 50% of their maximum hit point total—all excess healing is lost.

A cavalier may rally once per day. A cavalier with the banner talent may rally all allies within 60 feet if his banner is clearly visible. This edge may be taken more than once, with the cavalier gaining one additional use per day each time it is taken.

CAVALIER TALENTS

As a talented cavalier gains experience, he learns a number of talents that expand his role as fighting noble and defender of the ruling class. A cavalier cannot select an individual talent more than once unless the talent specifies otherwise. Many cavalier have prerequisites of previous cavalier edges or talents (especially the order talent).

BLADE AND BULLET (Ex): When the cavalier has a melee weapon equipped in one hand and a firearm in the other, he does not provoke attacks of opportunity by making ranged attacks with the firearm.

CASTELLAN (Ex): The cavalier is trained to run a castle, manor, or settlement (either as a vassal of his liege, or in his lord's place when the lord is away). The cavalier is treated as having Profession (clerk) as a trained skill, with a special check equal to 1d20 + cavalier level + Wisdom modifier +3.

Additionally if the cavalier has the banner talent, he can fly his banner from the flagpole of a stronghold or settlement he is officially assigned to serve. In this case, the banner affects all staff and residents subject to the cavalier's orders within the stronghold or settlement, rather than its normal area.

CLASSIC EDUCATION (Ex): The cavalier has had the advantages of studying in the best schools his culture has to offer. He is treated as being trained in all skills (though his list of class skills does not change), and gains a +1 bonus to all Craft, Knowledge, and Perform checks he does not have ranks in.

CUP BEARER (Ex): The cavalier is so trusted and beloved that he has been allowed to serve as cup-bearer for his king or other important lord – a position only granted to those believed to be so honorable they would never poison their lord or allow magic elixirs to be mixed into his drinks.

As a standard action, the cavalier may attempt to detect poison on an item he is holding (including any magic elixir, potion, or alchemical material with detrimental effects). This is a Perception check, with a DC equal to the save DC of the poison in question. A successful check identifies only that the item is poisoned -- though if the cavalier has Craft (alchemy) or Craft (poisons) he may make a craft check with the same DC to identify the exact poison.

If the cavalier wishes to taste an object to see if it is poisoned he gains a +5 bonus to his Perception check to detect poison, but he also exposes himself to any potential poison. The cavalier must make a save against any effect of a poison or magic effect if one is present, though he receives a +2 circumstance bonus to this save (as he can take a very small taste).

DRAGON LORD (Ex): The cavalier's effective dragonrider level for purposes of determining his dragon steed is equal to his cavalier level (rather than his cavalier level -2).

A cavalier must have the beast rider and dragon knight edges to take this talent.

DRAGOON (Ex): The cavalier generally rides to battle, but then fights on foot as an infantryman. He is a master of quickly mounting and dismounting, and rushing the front line of foes. The cavalier adds half his level (minimum +1) to ride checks made to fast mount or dismount, and if his bonus to this check is +19 or more he automatically succeeds in all such checks and may make them even if he does not have a move action remaining.

Additionally, if the cavalier has a talent or feat that applies to mounted charges, he may gain its benefits when making a charge while unmounted.

EXCHEQUER (Ex): The cavalier has been trained to handle the money of a settlement, stronghold or possibly an entire kingdom. The cavalier is treated as having Appraise as a class skill and trained skill, with a special check equal to $1d20 + \text{cavalier level} + \text{Int modifier} + 3$. Additionally if the cavalier purchases capital using the downtime rules (see Chapter 2 of *Pathfinder® Roleplaying Game: Ultimate Campaign™*), the cost of the capital is reduced by 10%.

IMPROVED RALLY (Ex): When the cavalier uses his rally ability, rather than heal his allies he may instead remove one condition from all allies suffering from it. The cavalier selects one of the following conditions when he uses this ability – fatigued, shaken, or exhausted. Fatigued and shaken conditions are simply removed – if the cavalier chooses to remove the exhausted condition, affected creatures are instead fatigued for the same duration they would have been exhausted.

A cavalier must have the rally edge to take this talent.

HOUDAH FIGHTER (Ex): The cavalier is trained to fight from a mount at least two sizes larger than himself (such an elephant for humans, or a horse for halflings). If the mount has a military saddle and barding it is considered to have a houdah (a platform for carrying passengers). Creatures in the houdah (including the cavalier) gain soft cover. If the mount is stunned, dead, paralyzed, flat-footed, or helpless, creatures in the houdah lose their soft cover.

Additionally the cavalier may make Ride checks to fast mount or fast dismount creatures more than one size larger than the cavalier, though such checks do suffer a -4 penalty.

A cavalier must have the beast rider or dragon knight edges to take this talent.



KIRK (EX): The cavalier is a devout member of an organized religion and has trained to serve as the militant arm of his church. He is treated as having Knowledge (religion) as a trained skill even if he has no ranks in it, and may make a level check (1d20 + cavalier level) in place of any Knowledge (religion) check. In addition, when a member of his religion channels energy to heal the cavalier, he receives an additional 1 hp per die channeled. Additionally when the cavalier gains a morale, profane, or sacred bonuses from a spell or ability of a member of his religion, the bonus is 1 higher than normal.

MASTER OF HORSE (EX): The cavalier has been trained to handle the animals of a settlement or stronghold. The cavalier is treated as having Profession (stable master) as a class skill and trained skill, with a special check equal to 1d20 + cavalier level + Int modifier +3. Additionally if the cavalier has the animal trainer or expert trainer talent, it can be applied at the same time to a number of additional animals trained in the settlement or stronghold equal to his class level.

NAVAL OFFICER (EX): The cavalier is a trained officer aboard a sailing ship, either serving his nation's navy directly or as a loyal privateer. The cavalier is treated as having Profession (sailor) as a trained skill, with a special check equal to 1d20 + cavalier level + Wisdom modifier +3. Additionally if the cavalier has the banner talent, he can fly his banner from the mast of any ship he is officially serving aboard. In this case, the banner affects all crew on that ship of his rank or less, rather than its normal area.

REEVE (EX): The cavalier is trained to act as a mid-level lord, overseeing a parcel of land (often called a shire) for his liege lord and dispensing justice within it. (The term "sheriff" is derived from "shire reeve.") The cavalier is treated as having Profession (barrister) as a trained skill, with a special check equal to 1d20 + cavalier level + Wisdom modifier +3.

Additionally if the cavalier has the challenge, lure, or mark edge he can use it one additional time per day, but the additional use is limited to creatures who are known to have committed a crime within lands for which the cavalier has the authority to dispense justice.

SHIELD BEARER (EX): The cavalier is trained to protect important lords and commanders in battle. Once a round when the cavalier is adjacent to a creature, as a free action the cavalier may grant his shield bonus to AC to the adjacent creature (causing the cavalier to lose his shield bonus to AC). If the adjacent creature already has a shield bonus to AC equal to or greater than the cavalier's, this ability increases it by 1. A creature receiving an AC bonus from this ability is not considered helpless.

ADVANCED CAVALIER TALENTS

At 10th level, and every cavalier level thereafter, a monk can choose one of the following advanced talents in place of a monk talent. Advanced talents otherwise follow the rules for talents.

ESQUIRE (EX): The cavalier served with members of another order (possible in his youth) long enough to have trained himself in one of their signature techniques. The cavalier may select a single talent (but not edge, advanced talent or grant talent) even if he does not meet its order prerequisites (though he must meet all other prerequisites).

GREATER RALLY (EX): When the cavalier uses his rally ability, rather than heal his allies he may instead remove one condition from all allies suffering from it. The cavalier selects one of the following conditions when he uses this ability – dazed, nauseated, or staggered. The staggered condition is simply removed – if the cavalier chooses to remove the dazed or nauseated conditions, affected creatures are instead staggered for the same duration they would have been dazed or nauseated.

Alternatively, the cavalier may heal his allies and remove one condition listed with improved rally.

A cavalier must have the rally edge and improved rally talent to take this advanced talent.

PLANAR KNIGHT (Su): The cavalier's dedication to a cause is so total, his support of allies of that cause so devout, and his destruction of enemies of that cause so total, he has gained the attention of lords from other planes of existence. The cavalier selects one of the planar knighthoods below, and is considered an honorary native of that plane by outsiders and creatures native to that realm. Once this choice is made, it cannot be changed.

The planar knight talent acts as the order talent, and any violation of the edicts of the planar knight have the same effect as violating the knight's order's edicts.

ABBADON: The cavalier gains abyssal, draconic, or infernal as a bonus language (his choice), and may make a special level check (1d20 + cavalier level + Int modifier) in place of the appropriate Knowledge check to identify and gain information about creatures native to the plane of Abbadon (generally those of the daemon subtype), and adds half his class level to Diplomacy checks made with creatures native to the plane.

Additionally, once per day on a successful weapon attack as a swift action the cavalier may expose a target to daemonia fever (see below).

DAEMONIA FEVER: injury; *save* Fortitude (DC 10 +1/2 cavalier level + cavalier Con bonus); *onset* 1 round; *frequency* 1/round; *effect* 1 point Constitution damage, *cure* 2 consecutive saves.

EDICTS: The cavalier must maintain a neutral evil alignment. He must also keep deals made with daemons, and be willing to hear their requests for aid.

THE ABYSS: The cavalier gains abyssal as a bonus language (his choice), and adds half his class level to Diplomacy checks made with creatures with the chaos and evil subtypes.

Additionally, once per day on a successful weapon attack the cavalier may force a target to make a Will save (DC 10 +1/2 cavalier level + cavalier Con bonus) or be confused for 1 round per 2 cavalier levels.

EDICTS: The cavalier must maintain a chaotic evil alignment.

ELEMENTAL (AIR): The cavalier gains Auran as a bonus language, and may make a special level check (1d20 + cavalier level + Int modifier) in place of the appropriate Knowledge check to identify and gain information about creatures of the air subtype.

Additionally, the cavalier adds half his class level to Diplomacy checks made with creatures that have the air subtype. Also, his weapon attacks deal an additional 1d6 electricity damage.

EDICTS: The cavalier must treat creatures of the air subtype with honor and respect. The cavalier should not initiate violence against these creatures without giving them fair warning and an opportunity to negotiate alternative resolutions to differences with the cavalier (though certainly the cavalier is free to fight back if attacked). The cavalier must keep deals made with such creatures, and be willing to hear their requests for aid. If a creature of air is imprisoned and asks the cavalier for aid, the cavalier must assist it unless he has reason to believe it will act against his own interests.



ELEMENTAL (EARTH): The cavalier gains Terran as a bonus language, and may make a special level check (1d20 + cavalier level + Int modifier) in place of the appropriate Knowledge check to identify and gain information about creatures of the earth subtype. Additionally, the cavalier adds half his class level to Diplomacy checks made with creatures that have the earth subtype. Also, his weapon attacks deal an additional 1d6 acid damage.

EDICTS: The cavalier must treat creatures of the earth subtype with honor and respect. The cavalier should not initiate violence against these creatures without giving them fair warning and an opportunity to negotiate alternative resolutions to differences with the cavalier (though certainly the cavalier is free to fight back if attacked). The cavalier must keep deals made with such creatures, and be willing to hear their requests for aid. If a creature of earth is forced from its home and asks the cavalier for aid, the cavalier must assist it unless he has reason to believe it will act against his own interests.

ELEMENTAL (FIRE): The cavalier gains Ignan as a bonus language, and may make a special level check (1d20 + cavalier level + Int modifier) in place of the appropriate Knowledge check to identify and gain information about creatures of the fire subtype. Additionally, the cavalier adds half his class level to Diplomacy checks made with creatures that have the fire subtype. Also, his weapon attacks deal an additional 1d6 fire damage.

EDICTS: The cavalier must treat creatures of the fire subtype with honor and respect. The cavalier should not initiate violence against these creatures without giving them fair

warning and an opportunity to negotiate alternative resolutions to differences with the cavalier (though certainly the cavalier is free to fight back if attacked). The cavalier must keep deals made with such creatures, and be willing to hear their requests for aid. If a creature of fire is attacked and asks the cavalier for aid, the cavalier must assist it unless he has reason to believe it will act against his own interests.

ELEMENTAL (WATER): The cavalier gains Aquan as a bonus language, and may make a special level check (1d20 + cavalier level + Int modifier) in place of the appropriate Knowledge check to identify and gain information about creatures of the water subtype. Additionally, the cavalier adds half his class level to Diplomacy checks made with creatures that have the water subtype. Also, his weapon attacks deal an additional 1d6 cold damage.

EDICTS: The cavalier must treat creatures of the water subtype with honor and respect. The cavalier should not initiate violence against these creatures without giving them fair warning and an opportunity to negotiate alternative resolutions to differences with the cavalier (though certainly the cavalier is free to fight back if attacked). The cavalier must keep deals made with such creatures, and be willing to hear their requests for aid. If the territory of a creature of water is invaded or despoiled and it asks the cavalier for aid, the cavalier must assist it unless he has reason to believe it will act against his own interests.

ELYSIUM: The cavalier gains celestial as a bonus language (his choice), and adds half his class level to Diplomacy checks made with creatures with the chaos and good subtypes.

Additionally, once per day on the cavalier may cast *freedom of movement* as a spell-like ability, using his cavalier level as his caster level.

EDICTS: The cavalier must maintain a chaotic good alignment.

HEAVEN: The cavalier gains celestial as a bonus language, and may make a special level check (1d20 + cavalier level + Int modifier) in place of the appropriate Knowledge check to identify and gain information about extraplanar creatures with both the good and lawful subtypes.

Additionally, once per day on the cavalier may cast *bless weapon* as a spell-like ability, using his cavalier level as his caster level.

EDICTS: The cavalier must maintain a lawful good alignment. He must also act honorably in all things – keeping his word, following the spirit and letter of all agreements made, granting aid to those in need (unless he has strong reason to suspect their need for aid is a ruse), and treating all creatures with respect (even if circumstance forces him to oppose them).

HELL: The cavalier gains infernal as a bonus language, and may make a special level check (1d20 + cavalier level + Int modifier) in place of the appropriate Knowledge check to identify and gain information about extraplanar creatures with both the evil and lawful subtypes.

Additionally, his weapon attacks are considered evilly aligned for purposes of bypassing DR.

EDICTS: The cavalier must maintain a lawful evil alignment. He must following the letter of all agreements made. If approached by agents of hell, he must allow them to the opportunity to offer deals to him, and abide by all the details of any deal he agrees to.

LIMBO: The cavalier may make a special level check (1d20 + cavalier level + Int modifier) in place of the appropriate Knowledge check to identify and gain information about extraplanar creatures with the chaos subtype.

Additionally, the cavalier gains a 25% chance to ignore additional damage caused by critical hits and sneak attacks. If he already has some level of critical negation, it increases by +25% (to a maximum of 90%).

EDICTS: The cavalier must maintain a chaotic neutral alignment. He must not enter any deal or agreement he considers himself bound to, outside of his orders.

NIRVANA: The cavalier gains celestial as a bonus language, and may make a special level check (1d20 + cavalier level + Int modifier) in place of the appropriate Knowledge check to identify and gain information about extraplanar creatures with the good subtype.

Additionally, his weapon attacks are considered good-aligned for purposes of bypassing DR.

EDICTS: The cavalier must maintain a good alignment. He must grant aid to those in need (unless he has strong reason to suspect their need for aid is a ruse), and treat all creatures with respect (even if circumstance forces him to oppose them).

PURGATORY: The cavalier treats all Knowledge skills as class skills he is trained in, and gains a bonus equal to half his class level to all knowledge checks.

EDICTS: The cavalier must maintain a true neutral alignment.



SHADOW: The cavalier may make a special level check (1d20 + cavalier level + Int modifier) in place of the appropriate Knowledge check to identify and gain information about creatures native to the plane of shadow (and those thematically tied to shadow, at the GM's discretion), and adds half his class level to Diplomacy checks made with creatures native to the plane of shadow. Also, he gains Stealth as a class skill and is considered trained in the skill. He gains a special Stealth check (1d20 + cavalier level) that is not subject to an armor check penalty (though it is affected by any other penalty to Stealth).

EDICTS: The cavalier must treat creatures thematically tied to shadow with honor and respect. The cavalier should not initiate violence against these creatures without giving them fair warning and an opportunity to negotiate alternative resolutions to differences with the cavalier (though certainly the cavalier is free to fight back if attacked). The cavalier must keep deals made with such creatures, and be willing to hear their requests for aid. If a creature of shadow is forced into an area of normal or greater lighting and asks the cavalier for aid, the cavalier must assist it unless he has reason to believe it will act against his own interests.

UTOPIA: The cavalier may make a special level check (1d20 + cavalier level + Int modifier) in place of the appropriate Knowledge check to identify and gain information about extraplanar creatures with the lawful subtype.

Additionally, his weapon attacks are considered cold iron for purposes of bypassing DR.

Edicts: The cavalier must maintain a lawful alignment, keep his word, and follow the letter of all agreements made.

GRAND TALENTS

At 20th level, a cavalier can choose one of the following grand talents in place of a cavalier talent.

PLANAR LORD (Su): The cavalier is considered a minor lord of the plane he selected with planar knight. He can survive on that plane without need of special spells or equipment (though similar conditions on the material plane can still harm him), and can *plane shift* once per day to his select plane, and once per day to his native plane.

A cavalier must have the planar knight advanced talent to take this grand talent.

SUPREME RALLY (Ex): When the cavalier uses his rally ability, he may both heal his allies and completely remove any one of the following conditions – dazed, exhausted, fatigued, nauseated, shaken, sickened, or staggered.

A cavalier must have the rally edge, improved rally talent, and greater rally advanced talent to take this grand talent.

TALENTS BY THEME

While an alphabetical list makes it easy to take a completed cavalier character sheet and look up what each talent does, when thinking about what talent to take next the list of abilities can form a nigh-impenetrable “wall of text” for players and GMs alike. To help with this issue we've categorized all the talents into themes and sub themes, based on common cavalier character concepts. This allows a GM or player looking for a

new option to see which talents are most likely to match a desired character concept without reading through the entire list of new options.

BATTLEFIELD COMMAND/TACTICS

- Greater Rally (advanced talent)
- Improved Rally
- Rally (edge)
- Supreme Rally (grand talent)

DILETTANTE

- Classic Education

HEAVY CAVALRY

- Dragon Knight (edge)
- Dragon Lord
- Houdah Fighter

HONOR/DUTY

- Kirk

HUNTER/MASTER OF BEASTS

- Master of Horse

MASTER OF MELEE

- Dragoon
- Shield Bearer

MUSKETEER/ARCHER

- Blade and Bullet

NOBLEMAN/ENVOY

- Castellan
- Cup Bearer
- Exchequer
- Naval Officer
- Reeve

ORDER

- Esquire
- Planar Lord (grand talent)
- Planar Knight (advanced talent)

WE ERR ON THE SIDE OF AWESOME!

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