

# Draft Class: Knight

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Sir Gareth knelt, head bowed before the weeping Duchess. Though victory over the brigands had been swift, the cost was heavy. Her son, a wisp of a boy, lay cradled in her arms, a single crimson stain blooming across his white tunic. Yet, amidst the grief, Gareth saw a flicker of defiance in the Duchess's eyes. Rising, he placed a hand on his breastplate, the polished surface gleaming like a promise. "My oath binds me, Your Grace. We shall find those responsible. Your son's sacrifice will not be in vain. Justice, for him, for your people, for all the realm – that is my vow."

Knights are charismatic warriors who uphold a sacred **Oath of Chivalry**, defending the realm with courage and skill. They excel in social situations,

inspiring loyalty with their presence and leadership.

**Ability Focus: Charisma** Knights leverage their charisma in both combat and social interactions.

**Hit Points:** d8

**Ancestries Allowed:** Human Only (In some settings, the Dungeon Master may allow other races to become Knights)

**Additional Language:** The Knight can speak one additional language relevant to the campaign setting, such as the language of a common enemy or the language of nobility.

**Starting Reputation:** +2

**Oath of Chivalry:** The knight focuses on virtues like justice, honor, protection of the weak, and upholding the law. Role playing this oath grants the Knight a 10% experience bonus at the DM's discretion.

## Bonuses and Abilities

### Bonus Attack

At level 4 the Knight gains an additional attack. If you are using action points, then the Knight gets +1 for a total of 6.

### Lieutenant

At level 4 the Knight gains a 1st level Lieutenant (NPC of choice: Fighter or Cleric 10HP, +1 Attack, 1d8 damage). The Knight chooses their Lieutenant's specialty (combat or support).

### Parry

As a reaction, when attacked, attempt to parry the blow. Roll a Dexterity check, if the result is higher than the attacker's attack roll, the attack is negated.

### Land Grant

Upon reaching level 4, a Knight is entrusted with a **Stronghold**, a small fiefdom that includes a fortified manor house and surrounding land. This land generates a modest income and provides resources. The Dungeon Master will determine the specifics of the Stronghold and its benefits (e.g., income amount, resources available, special features of the Stronghold).

## Knight Skills

As a Knight player, you have a set of specialized skills that are unique to your class. You can distribute +3 points to these skills at each level, as you wish. The numbers in parentheses indicate the starting value of the skill, which is a combination of your ability score and a bonus number.

To use these skills in the game, you would describe to the Dungeon Master how you are using your skill in a specific situation. If your roll is high enough to meet or exceed the difficulty check set by the Dungeon Master, you succeed in using your skill.

Knights gain +3 points to distribute among the following skills at each level:

- **Rally (Charisma):** Deliver inspiring speeches that bolster allies and intimidate foes. A successful roll gives all characters who hear the rally at +1 to their next roll.
- **Courtly Command (Charisma):** Navigate the social and political landscape of courts and noble houses with grace and authority.
- **Diplomacy (Charisma):** Use negotiation and charisma to resolve conflicts peacefully or gain an advantage.
- **Judge of Character (Wisdom):** See through deception and assess the intentions of others.
- **Strategic Awareness (Wisdom):** Remain vigilant on the battlefield and spot weaknesses in enemy formations. A successful roll gains advantage on noticing ambushes (or the dm rolls for surprise with disadvantage)

## Starting Equipment

A backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, rope, soap, torches (10), a heavy warhorse, trail rations (5 days), and a water skin. Knights also start with full plate mail armor.

## Starting Money

All characters start with 2d4 x 10 gold pieces

## What do you think?

We want to hear from you! This Knight class is a new concept, and we'd love your feedback. **Have you ever wanted to play a charismatic knight who leads the charge and inspires their allies?** Let us know in the comments what you think of the Knight class, or if you have any ideas for how to make it even better.