Pathfinder dark knight

Dark knights are warriors who have fallen from honor or just seek blood above all else, their abnormal focus on killing in combination with their intense training causes them to straddle the line of undeath and awaken many unusual and unnatural abilities

Hit die: d10

Alignment: any, but often chaotic

Class Skills: Acrobatics, Climb, craft, Knowledge(arcana), profession, spellcraft, use magic device, swim

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| --- | --- | --- | --- | --- | --- |
| Level | Bab | Fort | Ref | Will | Special |
| 1 | 1 | 2 | 0 | 2 | Blood Thirst, Stamina Pool |
| 2 | 2 | 3 | 0 | 3 | Deadly Skill+3, Dark Arts |
| 3 | 3 | 3 | 1 | 3 | Last Resort, Vicious+1 |
| 4 | 4 | 4 | 1 | 4 | Dark Arts, Resist paralysis 10%, Weapon Bash |
| 5 | 5 | 4 | 1 | 4 | Arcana Killer |
| 6 | 6 | 5 | 2 | 5 | Deadly Skill+5, Dark Arts, Soul Eater |
| 7 | 7 | 5 | 2 | 5 | Vicious+2 |
| 8 | 8 | 6 | 2 | 6 | Dark Arts, Resist paralysis 15% |
| 9 | 9 | 6 | 3 | 6 | Occult Accumen+1, Stalwart Soul+1 |
| 10 | 10 | 7 | 3 | 7 | Deadly Skill+7, Dark Arts, Resist paralysis 20% |
| 11 | 11 | 7 | 3 | 7 | Vicious+3, All Consuming Effort |
| 12 | 12 | 8 | 4 | 8 | Dark Arts, Occult Accumen+2, Stalwart Soul+2 |
| 13 | 13 | 8 | 4 | 8 | Resist paralysis 25% |
| 14 | 14 | 9 | 4 | 9 | Deadly Skill+9, Dark Arts |
| 15 | 15 | 9 | 5 | 9 | Vicious+4, Occult Accumen+3, Stalwart Soul+3,Dark Seal |
| 16 | 16 | 10 | 5 | 10 | Deadly Skill+11, Dark Arts, Nether Void |
| 17 | 17 | 10 | 5 | 10 | Deadly Skill+13, Occult Accumen+4, Resist paralysis 30% |
| 18 | 18 | 11 | 6 | 11 | Dark Arts, Stalwart Soul+4 |
| 19 | 19 | 11 | 6 | 11 | Deadly Skill+15, Vicious+5, Scarlet Delirium |
| 20 | 20 | 12 | 6 | 12 | Deadly Skill+19, Dark Arts, Soul Enslavement |

Skill points 2+int

Dark knights are proficient with all simple and martial weapons as well as light and medium armor

Blood thirst

The dark knight has incredible bloodlust, once per day they may unleash it, this causes them to be healed for 100% of all damage they deal for its duration. Blood thirst last 1 round plus an additional round per 2 dark knight levels

Stamina Pool

Dark knights gain a stamina pool equal to con mod plus int mod plus bab, this pool is otherwise the same as a normal stamina pool. If playing a campaign where everyone has a stamina pool by default, the dark knight’s stamina pool is double its normal size

Deadly Skill

At second level, the dark knight’s proficiency with killing really starts to shine, they deal +3 bonus damage with all weapons, this bonus increases by +2 at levels 6, 10, 14, 16, 17, 19 and by +4 at level 20

Dark Arts

At second level and every 2 levels after the dark knight learns a dark art off the following list, each dark art can be used at the cost of stamina points. The default DC for any dark arts is 10 + dark knight level + int mod. Unless stated otherwise, each dark art may only be taken once

Absorb Attack

Requires: 3 other “Absorb” dark arts

Cost: 5 stamina

Standard Action

Choose 1 target within 30 ft, chosen target must make a will save or loose 1d6 base attack bonus and the dark knight gains an equal amount. This base attack bonus penalty and bonus decay at the rate of 1 per round. Successful save halves the amount of base attack bonus absorbed

Absorb Charisma

Cost: 3 stamina

Standard Action

Choose 1 target within 30 ft, chosen target must make a will save or 1d4 charisma drain per 4 dark knight levels, and the dark knight gains an equal amount of charisma. This ability drain and ability bonus decay at a rate of 1 per round. Successful save halves the drain amount

Absorb Constitution

Cost: 3 stamina

Standard Action

Choose 1 target within 30 ft, chosen target must make a will save or 1d4 constitution drain per 4 dark knight levels, and the dark knight gains an equal amount of constitution. This ability drain and ability bonus decay at a rate of 1 per round. Successful save halves the drain amount

Absorb Dexterity

Cost: 3 stamina

Standard Action

Choose 1 target within 30 ft, chosen target must make a will save or 1d4 dexterity drain per 4 dark knight levels, and the dark knight gains an equal amount of dexterity. This ability drain and ability bonus decay at a rate of 1 per round. Successful save halves the drain amount

Absorb Intelligence

Cost: 3 stamina

Standard Action

Choose 1 target within 30 ft, chosen target must make a will save or 1d4 intelligence drain per 4 dark knight levels, and the dark knight gains an equal amount of intelligence. This ability drain and ability bonus decay at a rate of 1 per round. Successful save halves the drain amount

Absorb Status

Requires: 5 other “Absorb” dark arts

Cost: 6 stamina

Standard Action

Choose 1 target within 30 ft, chosen target looses a beneficial status effecting them and the dark knight gains it. If no beneficial status is affecting the target, nothing happens. If multiple beneficial effects are active on the target, which one is absorbed is chosen randomly

Absorb Strength

Cost: 3 stamina

Standard Action

Choose 1 target within 30 ft, chosen target must make a will save or 1d4 strength drain per 4 dark knight levels, and the dark knight gains an equal amount of strength. This ability drain and ability bonus decay at a rate of 1 per round. Successful save halves the drain amount

Absorb Use

Requires: 6 other “Absorb” dark arts

Cost: 7 stamina

Standard action

Choose 1 target within 30 ft, chosen target must make a will save or loose half of their remaining limited daily uses of an ability, the dark knight gains an equal number of uses of Blood Thirst. The dark knight may never have more than her level in uses of Blood Thirst, these extra uses are lost when Blood Thirst’s normal use is refreshed

Absorb Wisdom

Cost: 3 stamina

Standard Action

Choose 1 target within 30 ft, chosen target must make a will save or 1d4 wisdom drain per 4 dark knight levels, and the dark knight gains an equal amount of wisdom. This ability drain and ability bonus decay at a rate of 1 per round. Successful save halves the drain amount

Aspir

Cost: 1 stamina

Standard Action

Choose 1 target within 30 ft, chosen target must make a will save or loose 1d4 stamina per 2 dark knight levels, the dark knight then recovers the same amount of stamina that the target lost. If used on a target without a stamina pool, they are instead fatigued for 1d4 rounds per 4 dark knight levels and the dark knight recovers ¼ as much stamina as the duration. Successful save causes them to loose half as much stamina or be fatigued for half as long

Aspir 2

Requires: Aspir

Cost: 2 stamina

Standard Action

Choose 1 target within 30 ft, chosen target must make a will save or loose 1d6 stamina per 2 dark knight levels, the dark knight then recovers the same amount of stamina that the target lost. If used on a target without a stamina pool, they are instead exhausted for 1d4 rounds per 4 dark knight levels and the dark knight recovers ½ as much stamina as the duration. Successful save causes them to loose half as much stamina or be exhausted for half as long

Drain

Cost: 2 stamina

Standard Action

Choose 1 target within 30 ft, chosen target must make a will save or take 1d6 profane damage per 2 dark knight levels, the dark knight heals equal to the damage dealt, up to her max hp. Successful save halves damage. This ability is ineffective against undead

Drain 2

Requires: Drain

Cost: 4 stamina

Standard Action

Choose 1 target within 30 ft, chosen target must make a will save or take 1d8 profane damage per dark knight level, the dark knight heals equal to the damage dealt, hp in excess of her max is gained as temp hp that lasts 1 minute. Successful save halves damage. This ability is ineffective against undead

Drain 3

Requires: Drain 2

Cost: 7 stamina

Standard Action

Choose 1 target within 30 ft, chosen target must make a will save or take 1d12 profane damage per dark knight level, the dark knight heals equal to the damage dealt, hp in excess of her max is gained as temp hp that lasts 3 minutes. Successful save halves damage. This ability is ineffective against undead

Dread Spikes

Requires: Drain 2 and Aspir 2

Cost: 7 stamina

Standard Action

Cover your self if dark energy, when an enemy hits you with a physical attack they must make a will save or take damage equal to that the dark knight takes from the attack, the dark knight is then healed for the same amount. Successful save halves the damage the attacker takes, dread spikes may heal the dark knight for a total amount of hp per use equal to the dark knight’s max hp. The effect of dread spikes lasts for 3 minutes or until used up, whichever comes first. The effect of dread spikes cannot drain hp from undead

Stun

Cost: 4 stamina

Immediate action

Choose 1 target within 30 ft, chosen target must make a will save, DC 15 + dark knight level + int mod or be stunned for 1d4+1 rounds plus an additional 1d4 rounds for every 5 by which they fail the save. Successful save stuns the target for only 1 round instead

Last Resort

The dark knight can put forth dramatic effort in dire situations, by expending half her remaining stamina(min 1), she can increase her move by 30 ft, and double the physical damage she deals that would be multiplied on a critical hit, at the cost of doubling damage she takes. This effect lasts 5 rounds normally but may be ended early by a swift action. The movement speed gained from Last Resorts effect increases by +10ft at levels 6, 9 and 15

Vicious

While dark knights are proficient with many weapons, they bring out the most potential of 2 handed weapons, when wielding a 2 handed weapon, increase the weapons base damage by an extra iteration of its normal damage dice(1d6 becomes 2d6, 2d4 becomes 4d4 etc). This bonus damage is treated as precision damage. This bonus damage increases by additional iterations of the weapons base damage at levels 7, 11, 15 and 19

Resist Paralysis

At 4th level onward the dark knight becomes used to pain and crippling injury, whenever the dark knight would be paralyzed, roll a percentile, if you roll under 10%, the dark knight is not paralyzed. This percentage chance increases by 5% at levels 8, 10, 13 and 17(30% chance at level 17)

Weapon Bash

As an immediate action the dark knight can bash an enemy within reach with a 2 handed weapon, doing unarmed damage and forcing them to make a will save DC 10 + level + int mod or be stunned for 1 round

Arcana Killer

At 5th level the Dark Knight gains the ranger’s favored enemy class feature but only for constructs, the dark knight treats her level as ranger level for the purpose of determining this bonus

Soul Eater

At 6th level the dark knight learns to sacrifice her own well being to help kill her enemy, as a swift action the dark knight can activate soul eater, while active, all physical attacks consume a chosen amount of hp from the dark knight(min 1, max double level) to deal an equal amount of bonus damage on successful attacks, the dark knight’s attack is also increased by 5 while soul eater is active. The effect of soul eater lasts 1 minute and may only be used once per hour

Occult Accumen

Each time you use a dark arts, you gain an Occult stack(max level) when you perform a physical attack your occult stacks get consumed and restore 1 stamina per stack at the end of the attack, the amount of Occult stacks you gain per dark arts increases by +1 at levels 12, 15, and 17

Stalwart Soul

At 9th level onward, increase the ratio of damage to hp sacrificed from soul eater by 1 (1 hp = 2 bonus damage), this ratio further improves by +1 at levels 12, 15, and 18

All Consuming Effort

As a swift action, you can dump massive power into a successful attack, by consuming your entire remaining stamina pool, you can increase an attacks damage by 1d6 per stamina spent on this ability. You suffer fatigue after the attack, as usual for having 0 stamina

Dark Seal

Once per minute, as a swift action, you can boost the next dark arts you use, this increases the save DC of the dark art by 10 and reduces the action needed to use it by 1 step

Nether Void

Once per minute, as a swift action, you can boost the next dark arts you use, this doubles the potency of the dark art(this effects stamina regain from aspir dark arts, and allows absorb status to take up to 2 status effects)

Scarlet Delirium

You’ve learned to take abuse to find powerful openings in your enemy’s defenses. As an immediate action, you can activate Scarlet Delirium before taking damage, for the next 5 rounds, whenever you deal damage, you deal bonus damage equal to the damage you took. Scarlet Delerium may only be used once per 5 minutes

Soul Enslavement

Once per day, you can activate Soul Enslavement as a swift action, for the next minute your attacks leech stamina points out of your targets equal to the damage they deal, targets with 0 stamina or without stamina pools hit by this ability are moved one step along the fatigue track (normal>fatigued>exhausted>unconscious)